# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND    ALIGNMENT    DEITY    PLAYER NAME

## STRENGTH

## DEXTERITY

## CONSTITUTION

## INTELLIGENCE

## WISDOM

## CHARISMA

PROFICIENCY BONUS

PROFICIENCY

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

CONDITIONAL

**SAVING THROWS**

PROFICIENCY / EXPERTISE

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

**SKILLS**

PASSIVE PERCEPTION

ADVANTAGE

INITIATIVE

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

**ARMOR CLASS**

MAXIMUM          HIT DICE          TEMPORARY

**CURRENT HIT POINTS**

DEATH SAVING THROWS

SPEED          FLY          CLIMB          SWIM

VISION                    INSPIRATION    EXHAUSTION

**SPEED, SENSES, & CONDITIONS**

CP          SP          EP          GP          PP          WEIGHT

**EQUIPMENT**

NAME          RANGE    ATTACK    DAMAGE / TYPE

**ATTACKS & SPELLCASTING**

*Warforged Resilience.* You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You are immune to disease. You don't need to eat, drink, or breathe. You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

*Sentry's Rest.* When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

*Integrated Protection.* You can alter your body to enter different defensive modes each time you finish a long rest rest. Darkwood Core (15), Composite Plating (17), Heavy Plating (18)

*Iron Fists.* When you make an unarmed strike, you can deal 1d4+4 bludgeoning damage.

*Powerful Build.* You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

*Otherworldly Patron.*
  *Ghost in the Machine.* You have made a pact with a fiend from the lower planes of existence.

*Information Surge (Action—1/Short Rest).* You can target a computerized device within 30 feet of you. If the target device is held or otherwise actively used by a living creature, that creature must make Intelligence saving throw against your spell save DC9. On a failed save, the targeted device ceases to function until the end of your next turn. If the targeted device is not held or used by a creature, the DM makes a special saving throw for the device with disadvantage and a +0 modifier.

**FEATURES & TRAITS**

*Armor Proficiencies.* Light Armor

*Weapon Proficiencies.* Simple Weapons

*Tool Proficiencies.* Vehicles land, Dice set, Hacking Tools

*Languages.* Common

**PROFICIENCIES & LANGUAGES**

**D&D**

CHARACTER NAME

| GENDER | AGE | HEIGHT | WEIGHT |
|---|---|---|---|

| EYES | SKIN | HAIR |
|---|---|---|

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I face problems head-on. A simple, direct solution is the best path to success.
I have a crude sense of humor.

PERSONALITY TRAITS

Might. In life as in war, the stronger force wins. (Evil)

IDEAL

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BOND

I have little respect for anyone who is not a proven warrior.

FLAW

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE

SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL    1 SPELL SLOTS

## Astral Barrier

*Abjuration Cantrip*

| | |
|---|---|
| CASTING TIME | 1 reaction |
| RANGE | Self |
| DURATION | Instantaneous |
| COMPONENTS | S |

As you notice an attack heading towards you a Shield of Astral Energy forms between you and your attacker adding extra resistance to the weapon swing. Make a DC 15 Constitution check if you succeed, reduce the damage by 1d6. You may only do this once per Short rest.

The number or times this may be cast per short rest increases by 1 at level 5, and again by 1 at levels 11 and 17.

*Pact Magic (Warlock)*  *D&D Wiki*

## Eldritch Blast

*Evocation Cantrip*

| | |
|---|---|
| CASTING TIME | 1 action |
| RANGE | 120 feet |
| DURATION | Instantaneous |
| COMPONENTS | V, S |

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. you can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

*Pact Magic (Warlock)*  *Player's Handbook*

## On/Off

*Transmutation (technomagic) Cantrip*

| | |
|---|---|
| CASTING TIME | 1 action |
| RANGE | 60 feet |
| DURATION | Instantaneous |
| COMPONENTS | V, S |

This cantrip allows you to activate or deactivate any electronic device within range, as long as the device has a clearly defined on or off function that can be easily accessed from the outside the device. Any device that requires a software-based shutdown sequence to activate or deactivate cannot be affected by *on/off*.

*Expanded Spell List (Warlock)*  *Unearthed Arcana: Modern Magic*

## Remote Access

*1st-level transmutation (technomagic)*

| | |
|---|---|
| CASTING TIME | 1 action |
| RANGE | 120 feet |
| DURATION | 10 minutes |
| COMPONENTS | V, S |

You can use any electronic device within range as if it were in your hands. This is not a telekinesis effect. Rather, this spell allows you to simulate a device's mechanical functions electronically. You are able to access only functions that a person using the device manually would be able to access. You can use *remote access* with only one device at a time.

*Pact Magic (Warlock)*  *Unearthed Arcana: Modern Magic*

## Witch Bolt

*1st-level evocation*

| | |
|---|---|
| CASTING TIME | 1 action |
| RANGE | 30 feet |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V, S, M (a twig from a tree that has been struck by lightning) |

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

*Pact Magic (Warlock)*  *Player's Handbook*

This kit contains the hardware and software necessary to allow access into most computer systems and electronic devices. Proficiency with hacking tools lets you add your proficiency bonus to Intelligence checks you make to connect to or make use of a computer system or electronic device. The kit fits snugly in a backpack or toolbox.

Smith's tools allow you to work metal, heating it to alter its shape, repair damage, or work raw ingots into useful items.

**Components.** Smith's tools include hammers, tongs, charcoal, rags, and a Whetstone.

**Arcana and History.** Your expertise lends you ad ditional insight when examining metal objects, such as weapons.

**Investigation.** You can spot clues and make deductions that others might overlook when an investigation involves armor, weapons, or other metalwork.

**Repair.** With access to your tools and an open flame hot enough to make metal pliable, you can restore 10 hit points to a damaged metal object for each hour of work.

SMITH'S TOOLS

| Activity | DC |
|---|---|
| Sharpen a dull blade | 10 |
| Repaira suit of armor | 15 |
| Sunder a nonmagical metal object | 20 |

As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

With a grenade launcher, the character can propel the grenade up to 120 feet away.

As an action, a character can throw a grenade at a point up to 60 feet away.

Each creature within 20 feet of an exploding fragmentation grenade must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.