

Dungeons And Dragons Character Sheet Guide

Inside the pockets of this protective folder, you'll find a full set of D&D character record sheets -- and more. Formatted in a new folio-style layout, each record has plenty of room to keep track of everything that makes each of your characters unique, including extra space for adding new class features and abilities for your multiclass characters. Includes 11 four-page character record sheets, one for each of the character classes in the Player's Handbook. * A four-page generic D&D character record sheet. * Quick-reference spell lists for all spellcasting classes in the Player's Handbook and spellcasting prestige classes in the Dungeon Master's Guide. * A bonus, four-page d20 Modern character record sheet. Every character record sheet and spell list is designed to be easy to photocopy, so you always have a fresh sheet on hand when you need one.

These character sheets are the best way for you to keep track of your characters' growth and evolution during the game. Each character sheet is double-sided and designed for optimal playability. In addition, these character sheets are designed to support characters of all classes and levels. As characters evolve throughout the life of a campaign, these forms are the best way to organize the stats and facts that make each D&D character unique.

108 unique dungeon maps of various sizes. High quality matte finish cover. 8.5 x 11 inch size. Lots of room to write notes on the pages. The dungeon layouts are also great for play and the book makes a great gift for your game master friend or family member. Although Theophilus Okere's book African Philosophy has made remarkable impact on African philosophical scholarship, many may not be aware of the way he tried to apply his preferred method to other areas of the philosophical investigation in Africa and to overcome the risk of relativism through the promotion of intercultural dialogue in philosophy. The essays published in this collection bear testimony to the multivalent character of Okere's contribution to African philosophy. Most of the essays are about Okere's hermeneutics of culture. Some of the contributors examine the method in itself while others focus attention on its application to specific philosophical themes.

Beasts and Behemoths (Dungeons and Dragons)

Essays in Honour of Theophilus Okere

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180 Pages - Paladin Class -

Dungeons & Dragons For Dummies

Adventure Journal: Dungeons and Dragons 5e Character Sheet Paperback Notebook (6 X9 A5) Barbarian, Fighter

Official character sheets for the 4th Edition Dungeons & Dragons® Roleplaying Game. Encased in a handy pocket folder, these official Dungeons & Dragons character sheets contain all the information players need to build, run, and track their 4th Edition D&D Roleplaying Game characters. Each character sheet is double-sided and designed for optimal playability. In addition, these character sheets are designed to support characters of all classes and levels.

A notebook for the tabletop roleplaying game, Dungeons and Dragons. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the notebook

contains over 170 lined pages for you to fill with important notes and strange tales of what you and your party get up to! This notebook has been designed with darker characters in mind; such as warlocks, rogues and drow; but of course, it can fit any character! - 6" x 9" (15.2cm x 22.8cm) - White lined pages - A unique character sheet design spanning 7 pages for your convenience - Paperback - Matte Cover

A notebook designed for Dungeons and Dragons 5e, doubling as a character sheet! Keep your notes and your character details in one place! A custom character sheet spans the first few pages, leaving over 170 pages for you to make important notes and write about your parties shenanigans! This notebook has been designed with ranger, druid and more wild type characters in mind, but of course, can be used for any! - Paperback - Glossy Finish - 6" x 9" (15.24xcm x 22.86) - White notebook pages (173 lined pages in total) - Character sheet pages (7 pages in total)

A dungeons and dragons paperback notebook, including a character sheet spanning the first 7 pages, and 173 lined pages for you to store all of your notes and stories. A fantastic gift for someone playing an evil character, but could suite any character with a similar colour scheme! - A5 6" x 9" (15.24 x 22.86cm) - Matte finish - Paperback - 7 pages of character sheet - 173 additional lined pages 100 Pages (D&d Accessory)

A Young Adventurer's Guide

Character Sheets Dungeons & Dragons

Dungeons & Dragons Deluxe Player Character Sheets

GM Aid for Fantasy TTRPG's

Van Richten's Guide to Ravenloft (Dungeons & Dragons)

Hail and well met, adventurer. This journal is the perfect companion for table top role playing game players seeking adventure, fortune, and to keep notes during game sessions, it was designed specifically for role-playing games Dungeons and Dragons (fifth edition) For new players, you need to document your games: this is the tool to do just that. With the character Journal, you'll always have perfect documentation of your game, Taking notes or keeping track of your game is a tricky issue. This Journal helps to document your game so it is neat, tidy and easy for you to look for pieces of information later, this journal also includes(lined paper- graph paper) 120 Pages 8x10in

A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the rogue class in mind, but of course, it can fit any character that uses daggers! - A5 6" x 9" (15.2cm x 22.8cm) - 7 pages of a unique character sheet design that consists of everything you're used to from the official 5e character sheets! - Paperback - Glossy Cover

Create heroic characters for the world's greatest roleplaying game. The

Player's Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create characters from among the most iconic D&D races and classes. Publisher's Weekly #1 Best Seller in Hardcover Nonfiction Wall Street Journal #1 Best Seller in Hardcover Nonfiction • In Dungeons & Dragons, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • The Player's Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master's Guide. The Player's Handbook is the cornerstone. It's the foundational text of D&D's fifth edition—for beginners and for veterans alike. • The Player's Handbook walks you through how to create a Dungeons & Dragons character—the role you'll play in the D&D world. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the caster classes in mind, such as Sorcerers, Wizards, Warlocks and Clerics! - 6" x 9" (15.2cm x 22.8cm) - White lined pages - A unique character sheet design spanning the first 7 pages - Paperback - Glossy Cover

Dungeons and Dragons Character Record Sheets

Dungeons and Dragons Character Sheet Notebook Paperback (6 by 9)

Druid, Ranger, Wood Elf Character

Dungeons and Dragons Character Sheets

RPG Character Journal

Adventure Journal: Dungeons and Dragons 5e Paperback Notebook W/ Character Sheet Interior and 170+ Pages (6 X9) Fighter

Fantasy Roleplaying Game Starter Set

D&D Character Sheets

Everything you need to start playing the world's greatest roleplaying game. "I recommend [the D&D Starter Set] for anyone who's curious and wants to learn D&D."—Ed Grabionowski, io9.Gizmodo.com The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters! • FIVE READY-TO-PLAY CHARACTERS • SIX DICE • ONE ADVENTURE BOOK: LOST MINE OF PHANDELVER • ONE RULEBOOK • ONE

CHARACTER SHEET “D&D acolytes are everywhere. . .Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind ‘Game of Thrones’ have all been Dungeon Masters.”—Neima Jahromi, *The New Yorker* Dungeons & Dragons is the world’s greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. The main Dungeons & Dragons books are the Player’s Handbook, Monster Manual, and Dungeon Master’s Guide.

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

You’ve got to—belch!—roll for initiative, Morty! Two pop culture juggernauts are teaming up and neither multiverse is prepared for what comes next! When Morty sees a cute girl at school playing Dungeons & Dragons, he asks Rick to show him the ropes, only to discover that his grandfather is a veteran gamer. Next thing he knows, the entire family has been pulled into a campaign that escalates from virtual D&D simulations to alternate universes governed by the rules of the game. And as it turns out, Rick isn’t the only one who knows his way around a d20.

Dungeon Master Character Sheet Journal

Dungeons & Dragons: At the Spine of the World

Adventure Journal

Dungeons and Dragons 5e Character Sheet Paperback Notebook A5 (6 X9) Wizard, Sorcerer, Cleric

Eberron Player Character Sheets

Spells

These character sheets are the best way for you to keep track of your characters' growth and evolvment during the game. Third Edition Dungeons & Dragons characters have an unprecedented wealth of options and information to track. As characters evolve throughout the life of a campaign, these forms are the best way to organize the stats and facts that make each D&D character unique.

A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the fighter class in mind, but of course, it can fit any character! - A5 6" x 9" (15.2cm x 22.8cm) - 7 pages of a unique character sheet design that consists of everything you're used to from the official 5e character sheets! -

Paperback - Glossy Cover

NEW YORK TIMES BESTSELLER • 80 recipes inspired by the magical world of Dungeons & Dragons “Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!”—Tom Morello, Rage Against the Machine From the D&D experts behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes’ Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommlet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik’s famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with paladins, clerics, sorcerers and wizards in mind, but of course, it can fit any character! - 6" x 9" (15.2cm x 22.8cm) - White lined pages - A unique character sheet design spanning the first 7 pages - Paperback - Matte Cover
Dungeons and Dragons Character Sheet Notebook Paperback 180 Pages ,A5 (6 X 9) Rogue

Adventure Journal: Dungeons and Dragons 5e Character Sheet Paperback Notebook (6 X9) Dark/Evil Character, Warlock, Wizard, Rogue

Dungeons & Dragons Player's Handbook (Core Rulebook, D&D Roleplaying Game)

Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)

108 Dungeon Maps for Game Masters

Brimstone Angels

A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the fighter class in mind, but of course, it can fit any character! - 6" x 9" (15.2cm x 22.8cm) - 7 pages offering a unique character sheet design with everything you're used to on the official character sheets - 173 lined white pages - Paperback - Glossy Cover Study this guide and keep it close at hand--this manual of monsters might save

your life! This immersive illustrated bestiary introduces you to memorable monsters in Dungeons & Dragons, from the smallest beasts to the most dangerous behemoths. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the unusual creatures, from the minuscule to the massive, that fill the fantastic world of the game. This guide features easy-to-follow and entertaining explanations of where to find each beast, their strange abilities and magical powers, and how to defeat them, along with amazing illustrations that will ignite your imagination. Organized by size from small to large, bigger and more dangerous monsters are introduced with every turn of the page. Beasts & Behemoths is a perfect way for new players and young fantasy fans to learn about the monsters an adventuring party can meet, with profiles full of example encounters and storytelling tips that encourage creative problem-solving skills when battling beastly foes.

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1-8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Praise for Erin M. Evans's first book, The God Catcher: "Extremely entertaining, The God Catcher was a great surprise for me. Evans' fluent style glues this book in the reader's hands. With an action-packed story and vivid characters, it quickly becomes a page-turner." -Speculative Book Review [The story] flowed wonderfully and it was fast paced and exciting. . . . Every subplot or side story all seemed natural and fitting. . . . I loved the characters. Everything was described well enough to give you an idea and it allowed for your imagination to create the rest. It's as vivid and as abstract as you can get, all thanks to the descriptions. -Read Between the Lines "Under Evans' pen, the city of Waterdeep really comes to life on the page; full of everything that a city needs to be a thriving home for a great story. . . . Evans proves to be a bit of a master at laying the seeds for one plot and then having it turn into something else when you're not expecting it (even though it ends up looking like it was going that way the whole time)."—Graeme's Fantasy Book Review Overview: Rejected at birth and raised in a village of tiefling misfits, Farideh expects a life without friends, love, or control over her destiny. Then she makes a pact with a devil named Lorcan, and everything changes. Lorcan promises all she ever dreamed of and asks for nothing in return. Her twin sister Havilar urges Farideh to resist the devil's sway.

But Farideh's not so sure. Lorcan may be dangerous but the power he offers is exhilarating. In the ruins of Neverwinter, Farideh's doubts get tangled up in a devilish snare six layers deep. A succubus playing human pawns against an otherworldly foe sees the twins as obstacles in her path. And Lorcan's monstrous sisters have their eyes on the city—and on Farideh. There's no time to question her pact with Lorcan—it will take every ounce of Farideh's newfound powers to get out of Neverwinter alive. Read More: If you are looking for more from Erin M. Evans, search for "The God Catcher" her debut novel about a woman who may be a dragon—or who may just be criminally insane. If you are looking for more kickass heroines, search for "Gauntlgrym" by R.A. Salvatore, featuring the alluring and powerful Dahlia Sin'Felle who squares off against the legendary Drizzt Do'Urden. If you are looking for more epic fantasy series, search for "Homeland" by R.A. Salvatore, the first book in the epic Legend of Drizzt. If you are looking for more sword and sorcery, search for "Sword of the Gods" by Bruce R. Cordell, the story of an angel given mortal flesh to act as an assassin for gods who no longer exist. If you are looking for more stories set in the Forgotten Realms, search for "Twilight Falling" by Paul Kemp, about Erevis Cale, an assassin with a conscience. For more about Erin M. Evans, go to Dungeonsanddragons.com From the Paperback edition.

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180+ Pages - Fighter Class - Dungeons and Dragons 5e Character Sheet Paperback Notebook A5 (6 X 9) Sorcerer, Wizard, Cleric, Moon Druid

Dungeons and Dragons Character Sheet Notebook (6 X 9) Warlock, Rogue, Shadow, Drow, Dark/Evil Character

D&D Character Journal: Custom Adventurer's Campaign Journal | Character Sheet | Mixed Paper | RPG 5e Campaign Notes and Planner Add-On Sections Eberron Campaign Accessory

Book-loving Kenny the rabbit has few friends in his farming community, so when one, bookstore owner George, is sent to kill another, gentle dragon Grahame, Kenny must find a way to prevent their battle while satisfying the dragon-crazed townspeople.

A new Dungeons & Dragons adventure awaits! Return to Icewind Dale with a new party of adventurers! Can these five unlikely heroes stop the plot of an ancient, primordial evil? A never-ending winter night is driving an isolated northern town to the brink of madness. To save them, Runa, Saarvin, Patience, Amos, and Belvyre must traverse the blighted tundra to find a cure. On the journey, they'll encounter frozen obstacles, unimaginable monsters, and dissension in their ranks. Can the fraying bonds of friendship sustain them through the dark? Based on the original, massively popular tabletop role-playing game and featuring a brand-new cast of characters, *Dungeons and Dragons: At the Spine of the World* is written by New York Times bestselling author AJ Mendez and writer/actor Aimee Garcia! Martin Coccolo (*Green Lantern*, *Star Trek: Year Five*) provides stunning art that will have readers feeling the crunch of snow under their boots. Whether you're a veteran dice-slinger or a new visitor to the Forgotten Realms, *At the Spine of the World* is a perfect gateway to new adventure.

What's better for your Tabletop RPG Game than a unique Character Sheet for your specific Character class This Journal made with care and caution for Tabletop Roleplaying Games (RPG) Community out there, specifically for Dungeons and Dragons 4e and 5e fans. Why this Character Sheet Journal Better than the others? More than 180 Pages of Character Sheets Which

Read Book Dungeons And Dragons Character Sheet Guide

Give you the ability to create more than one character (10 Characters). More Space for extra information (Backstory, Features/traits, etc.) Simple and Clean Interior Portable and Easy to Use and More If you a big fan of Tabletop RPGs, you Know how much Characters Sheets are essential. To Have Something not just lovely but also Portable and easy to use is definitely worth the money. Go For It

A dungeons and dragons fifth edition A5 paperback notebook. It's first 7 pages consist of a unique character sheet to keep your character sheet and notes in one place! With 173 additional lined pages, you'll have plenty of space to take notes and jot down tales of your fantastic adventures! This notebook was designed with barbarians and fighters in mind. - 7 pages of character sheet! - Glossy Finish - 173 White lined pages - A5 6" x 9" (16.24 cm x 22.86cm)

The Book of Holding

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180+ Pages
- Rogue Class -

Kenny & the Dragon

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180+ Pages
- Warlock Class -

D&D Character Sheets

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180+ Pages
- Bard Class -

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. • Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways • Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword • Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets • Explore Ravenloft in the included Dungeons & Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister fun Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.

*Perfect Character Journal for RPG gamers and D&D fanatics! With this Class Emblem themed Character Journal streamline the character creation process. Also, keep all of your important character and game information in one place with this mixed paper campaign journal. This campaign journal is a must-have if you're in a long campaign and need to keep track of your story, as well as other important information. Use this to record your journey through the fantasy world and create a masterpiece with all the fun adventures you and your party encounter throughout your game. Each journal features: * 150 pages of size 8"X10" containing 5 sets of 30 pages arranged sequentially with: * 10 Character pages (Total 50 pages) for character information, attacks, feats, spells and much more * 8 ruled pages (Total 40 pages) for notes and tracking game impressions * 4 pages of graph paper and 4 hex pages for mapping out locations and encounters (Total 40 pages) * 4 blank pages (Total 20 pages) This adventure gaming notebook is a versatile way to keep track of your gaming notes, design terrain maps, to develop RPG characters, and more. Also, with this you can make a keep-sake memory book of your favorite campaigns to date to ensure you remember all important facts, always! Makes a great gift! Don't delay. Get your RPG Character Journal today. Click on the author name at the top to buy other class emblem themed journals and add all class themed journals to your collection*

Full set of Dungeons & Dragons character sheets for use in any Eberron or other D & D campaign. Each character sheet features a folio-style layout, with room to keep track of everything that makes your character unique.

Dungeon Master's Screen

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180+ Pages - Monk Class -

Dungeons and Dragons 5e Character Sheet Notebook A5 (6 X9) Sun Elf, Wizard, Cleric, Paladin

4e - 5e Tabletop Role Playing Games (RPG), Journal with Character Sheets Interior 180+ Pages - Barbarian Class -

A Journal

DnD Notebook with 50 Character Pages and 100 Mixed Pages (Lined, Graph, Hex and Blank)for Role Playing Fantasy Games I Campaign

Adventure Planner Gifts for RPG Players to Create Characters, Maps, Track , Plan and More