

# D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

STRENGTH

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

Saving Throw Modifiers

SAVING THROWS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- ☐ Acrobatics
- ☐ Animal Handling
- ☐ Arcana
- ☐ Athletics
- ☐ Deception
- ☐ History
- ☐ Insight
- ☐ Intimidation
- ☐ Investigation
- ☐ Medicine
- ☐ Nature
- ☐ Perception
- ☐ Performance
- ☐ Persuasion
- ☐ Religion
- ☐ Sleight of Hand
- ☐ Stealth
- ☐ Survival
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

INITIATIVE

ARMOR

CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

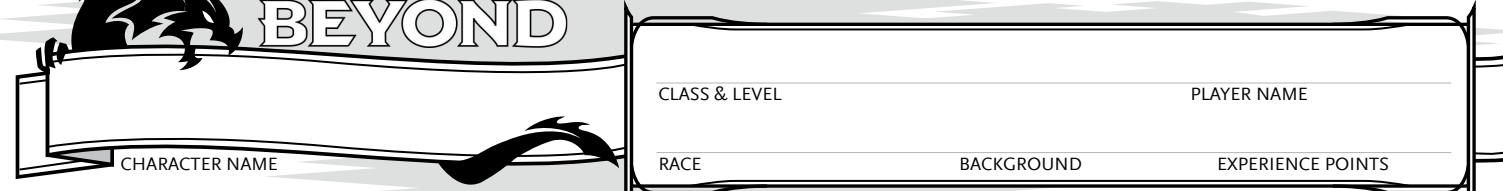
NAME

HIT

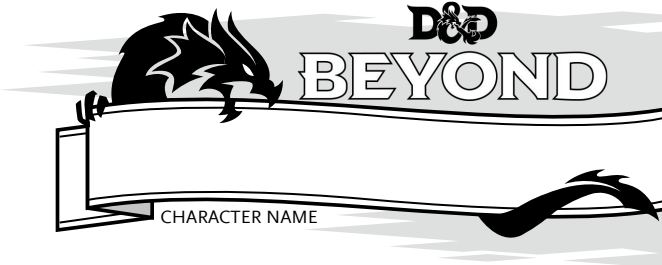
DAMAGE/TYPE

NOTES

WEAPON ATTACKS & CANTRIPS

[illegible]

|                | NAME | QTY | WEIGHT              | NAME | QTY | WEIGHT |
|----------------|------|-----|---------------------|------|-----|--------|
| CF             |      |     |                     |      |     |        |
| ST             |      |     |                     |      |     |        |
| EP             |      |     |                     |      |     |        |
| GR             |      |     |                     |      |     |        |
| PF             |      |     |                     |      |     |        |
| WEIGHT CARRIED |      |     |                     |      |     |        |
| ENCUMBERED     |      |     | ATTUNED MAGIC ITEMS |      |     |        |
| PUSH/DRAW/LIFT |      |     |                     |      |     |        |
| EQUIPMENT      |      |     |                     |      |     |        |



CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

| NAME                 | QTY | WEIGHT | NAME | QTY | WEIGHT |
|----------------------|-----|--------|------|-----|--------|
| ADDITIONAL EQUIPMENT |     |        |      |     |        |

Erlathan Sylmaer

CHARACTER NAME

Ranger 20 [Drakewarden]

CLASS & LEVEL

PLAYER NAME

Wood Elf

RACE

Feylost

BACKGROUND

EXPERIENCE POINTS

\* Mask of the Wild • BR 24

You can attempt to hide even when you are only lightly obscured.

| Special

=== FEATS ===

\* Skill Expert • TCoE 80

You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

\* Sharpshooter • PHB 170

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



|           |       |      |        |        |
|-----------|-------|------|--------|--------|
| GENDER    | AGE   | SIZE | HEIGHT | WEIGHT |
| ALIGNMENT | FAITH | SKIN | EYES   | HAIR   |

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

