D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE   **BACKGROUND**   **EXPERIENCE POINTS**

Ability Scores

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ○ ___ Strength
- ○ ___ Dexterity
- ○ ___ Constitution
- ○ ___ Intelligence
- ○ ___ Wisdom
- ○ ___ Charisma

Saving Throw Modifiers

SKILLS

- ○ ___ Acrobatics
- ○ ___ Animal Handling
- ○ ___ Arcana
- ○ ___ Athletics
- ○ ___ Deception
- ○ ___ History
- ○ ___ Insight
- ○ ___ Intimidation
- ○ ___ Investigation
- ○ ___ Medicine
- ○ ___ Nature
- ○ ___ Perception
- ○ ___ Performance
- ○ ___ Persuasion
- ○ ___ Religion
- ○ ___ Sleight of Hand
- ○ ___ Stealth
- ○ ___ Survival
- ○ ___ _____
- ○ ___ _____
- ○ ___ _____

INITIATIVE

ARMOR CLASS

DEFENSES

Max HP   **Current HP**   **Temp HP**

HIT POINTS

Total _____

HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○

DEATH SAVES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

PROFICIENCIES & LANGUAGES

ACTIONS

SENSES

- ___ PASSIVE WISDOM (PERCEPTION)
- ___ PASSIVE WISDOM (INSIGHT)
- ___ PASSIVE INTELLIGENCE (INVESTIGATION)

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED

ATTUNED MAGIC ITEMS | QTY | WEIGHT

PUSH/DRAG/LIFT

EQUIPMENT

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

D&D BEYOND

Raven Royal

CHARACTER NAME

Warlock 20 [The Undead (UA)]

CLASS & LEVEL

PLAYER NAME

Hexblood

Haunted One

RACE

BACKGROUND

EXPERIENCE POINTS

Telepathic Message, Remote Viewing.

   | Eerie Token - Create: 1 Bonus Action

   | Eerie Token - Telepathic Message: 1 Action

   | Eerie Token - Remote Viewing: 1 Action

* Hex Magic • VRGtR 19
You can cast the disguise self and hex spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

   | Charisma •
Charisma is your spellcasting ability for these spells

* Creature Type • VRGtR 18
You are a Fey.

=== FEATS ===

* Resilient (Constitution) • PHB
Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Spell Sniper (Bard, Sorcerer, Warlock) • PHB 170
When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

D&D BEYOND

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES

SPELLS