

D&amp;D

## BEYOND



CHARACTER NAME

CLASS &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

**STRENGTH**

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

Saving Throw Modifiers

**DEXTERITY**

## SAVING THROWS

**CONSTITUTION**

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

**INTELLIGENCE**

## SKILLS

**WISDOM**

**CHARISMA**

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

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS &amp; CANTRIPS



CLASS &amp; LEVEL

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CHARACTER NAME

## FEATURES &amp; TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

CR	
SP	
EP	
GP	
PP	

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAZ/LIFT

ATTUNED MAGIC ITEMS

QTY

WEIGHT

## EQUIPMENT



CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Nilaeth Windwalker

CHARACTER NAME

Blood Hunter 14

CLASS & LEVEL

PLAYER NAME

Air Genasi

Sage (Cobalt Scholar)

RACE

BACKGROUND

EXPERIENCE POINTS

\* Creature Type • MotM 16  
You are a Humanoid.

\* Size • MotM 16  
You choose between Medium or Small when you select this race.

\* Speed • MotM 16  
Your walking speed is 35 ft.

\* Darkvision • MotM 16  
You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light, only discerning colors in that darkness as shades of gray.

\* Unending Breath • MotM 16  
You can hold your breath indefinitely while you're not incapacitated.

\* Lightning Resistance • MotM 16  
You have resistance to lightning damage.

\* Mingle with the Wind • MotM 16  
You learn `<em>shocking grasp</em>`. At 3rd level you can cast `<em>feather fall</em>`, and at 5th level you can cast `<em>levitate</em>`, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Intelligence •  
Intelligence is your spellcasting ability for these spells when you cast them with this trait.

#### ==== FEATS ===

\* War Caster • PHB 170  
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

#### 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



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS