

D&D

BEYOND



CHARACTER NAME

CLASS & 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

- Passive Wisdom (Perception)
- Passive Wisdom (Insight)
- Passive Intelligence (Investigation)

WISDOM

CHARISMA

INITIATIVE

ARMOR
CLASS

DEFENSES

Max HP **Current HP** **Temp HP**
HIT POINTS

Total _____
HIT DICE

SUCCESES
FAILURES
DEATH SAVES

INSPIRATION**PROFICIENCY BONUS****ABILITY SAVE DC****SPEED****PROFICIENCIES & LANGUAGES**

ACTIONS

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES**WEAPON ATTACKS & CANTRIPS**



CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

FEATURES & 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



D&D

BEYOND

Skytalon Etherean

CHARACTER NAME

Blood Hunter 15

CLASS & LEVEL

PLAYER NAME

Aarakocra

Haunted One

RACE

BACKGROUND

EXPERIENCE POINTS

charmed, frightened, or possessed the target of this curse takes **3d6** psychic damage and must succeed on a WIS saving throw (DC 17) or be stunned until the end of your next turn.

| 1 Bonus Action

== AARAKOCRA RACIAL TRAITS ==

* Ability Score Increases • MotM 5

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •

Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 6

You are a Humanoid.

* Size • MotM 6

Your size is Medium.

* Speed • MotM 6

Your walking speed is 30 ft.

* Flight • MotM 6

You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons • MotM 6

You have talons that you can use to make unarmed strikes. When you hit with them, you deal

1d6-1 slashing damage.

| 1 Action

* Wind Caller • MotM 6

Once per long rest, you can cast *gust of wind* without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

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

| Intelligence •

Intelligence is your spellcasting ability for this spell.

== FEATS ==

* 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



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