

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
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 & 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

Kael Thorneheart

CHARACTER NAME

Blood Hunter 18

CLASS & LEVEL

PLAYER NAME

Aasimar

Acolyte (Luxonborn)

RACE

BACKGROUND

EXPERIENCE POINTS

* Hardened Soul • CR

You have advantage on saving throws against being charmed and frightened.

* Blood Curse of the Exorcist • CR

You gain the Blood Curse of the Exorcist for your Blood Maledict feature. This doesn't count against your number of blood curses known.

| Blood Curse of the Exorcist • CR

As a bonus action, choose one creature you can see within 30 ft. that is charmed, frightened, or possessed. The target is no longer charmed, frightened, or possessed.

Amplify. A creature that charmed, frightened, or possessed the target of this curse takes 3d6 psychic damage and must succeed on a WIS saving throw (DC 18) or be stunned until the end of your next turn.

| 1 Bonus Action

* Rite Revival • CR

If you have one or more rites active and are reduced to 0 HP but don't die outright, you can choose to have all your active crimson rites end and drop to 1 HP instead.

| Special

== AASIMAR 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 7

You are a Humanoid.

* Size • MotM 7

You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7

Your walking speed is 30 ft.

* Celestial Resistance • MotM 7

You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7

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. You discern colors in darkness only as shades of gray.

* Healing Hands • MotM 7

As an action, you can touch a creature and heal it for 6d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7

You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7

You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul •

While transformed:

- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 6 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

== FEATS ==

* Sentinel • PHB 169

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 1 Reaction

* Tough • PHB 170

Your HP maximum increases by 36.

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT

**D&D****BEYOND**

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