

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**



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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

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EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



D&D
BEYOND

Thora Browncloak

CHARACTER NAME

Monk 17 [Way of Mercy]

CLASS & LEVEL

PLAYER NAME

Lotusden Halfling

Far Traveler

RACE

BACKGROUND

EXPERIENCE POINTS

When you score a critical hit that deals bludgeoning damage to a creature, attack rolls against that creature are made with advantage until the start of your next turn.

| Special

| Crusher: Critical: Special

* Durable • PHB 166

Increase your CON score by 1. When you roll a Hit Die to regain HP, the min HP you regain from the roll equals 8.

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