



**STRENGTH**

Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma

Saving Throw Modifiers

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**SAVING THROWS**

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**

**INSPIRATION**

**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

**HIT POINTS**

Total \_\_\_\_\_

**SUCCESES**   
**FAILURES**

**HIT DICE**

**DEATH SAVES**

**PROFICIENCIES & LANGUAGES**

**ACTIONS**

**PASSIVE WISDOM (PERCEPTION)**

**PASSIVE WISDOM (INSIGHT)**

**PASSIVE INTELLIGENCE (INVESTIGATION)**

**SENSES**

**NAME**    **HIT**    **DAMAGE/TYPE**    **NOTES**

**WEAPON ATTACKS & CANTRIPS**



CLASS &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

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

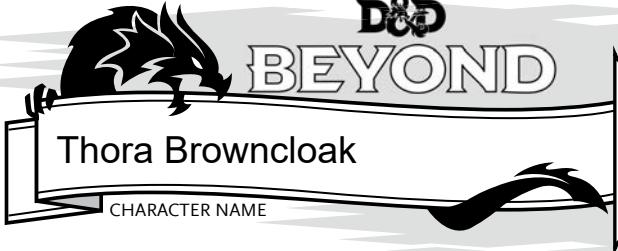
WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Thora Browncloak

CHARACTER NAME

Monk 20 [Way of Mercy]

CLASS & LEVEL

PLAYER NAME

Lotusden Halfling

Far Traveler

RACE

BACKGROUND

EXPERIENCE POINTS

\* Timberwalk • EGtW 164  
Ability checks made to track you have disadvantage, and you can move across difficult terrain made of nonmagical plants and undergrowth without expending extra movement.

== FEATS ==

\* Crusher • TCoE 79  
Once per turn, when you hit a creature with an attack that deals bludgeoning damage, you can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than you.  
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

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

CHARACTER NAME

GENDER

AGE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

SKIN

EYES

HAIR

CHARACTER APPEARANCE

ALLIES &amp; ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS