

D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

STRENGTH

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

Saving Throw Modifiers

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

SKILLS

INITIATIVE

ARMOR

CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

WEAPON ATTACKS & CANTRIPS

[illegible]

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CF						
ST						
EP						
GR						
PF						
WEIGHT CARRIED						
ENCUMBERED				ATTUNED MAGIC ITEMS		
PUSH/DRAW/LIFT						
EQUIPMENT						



CLASS & LEVEL		PLAYER NAME
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CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT

Nilga Moldfoot

CHARACTER NAME

Blood Hunter 20 [Order of the Profane Soul]

CLASS & LEVEL

PLAYER NAME

Goblin

Sage (Cobalt Scholar)

RACE

BACKGROUND

EXPERIENCE POINTS

*** Fury of the Small • VGM**

Once per short rest, you can deal 19 extra damage to a creature with a size larger than yours.

| 1 / Short Rest • No Action

*** Nimble Escape • VGM**

You can take the Disengage or Hide action as a bonus action on each of your turns.

| 1 Bonus Action

=== FEATS ===

*** Dual Wielder • PHB 165**

You add a +1 bonus to AC while you are wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, and can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

*** Resilient (Constitution) • PHB**

Increase your CON score by 1 and you gain proficiency in CON saving throws.

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

[illegible]