

D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

STRENGTH

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

Saving Throw Modifiers

SAVING THROWS

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



CLASS & LEVEL

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EXPERIENCE POINTS

CHARACTER NAME

FEATURES & TRAITS

CP

SP

EP

GP

PP

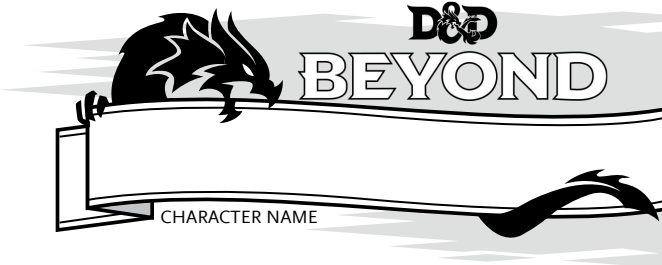
WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ATTUNED MAGIC ITEMS					

EQUIPMENT



CLASS & LEVEL

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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Skytalon Etherean

CHARACTER NAME

Blood Hunter 20

CLASS & LEVEL

PLAYER NAME

Aarakocra

RACE

Haunted One

BACKGROUND

EXPERIENCE POINTS

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

* Sanguine Mastery • CR

Once per turn, whenever a blood hunter feature requires you to roll a hemocraft die, you can choose to reroll the die and use either roll.

In addition, whenever you score a critical hit with a weapon that has an active crimson rite, you regain one expended use of Blood Maledict.

=== 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** 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.

* Mobile • PHB 168

Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

