





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

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ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



D&D

BEYOND

Skytalon Etherean

CHARACTER NAME

Blood Hunter 19

CLASS & LEVEL

PLAYER NAME

Aarakocra

Haunted One

RACE

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

== 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 **1d6-1** 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 ==

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

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FLAWS

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ADDITIONAL NOTES



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

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SPELLS