

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

PLAYER NAME

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EXPERIENCE POINTS

CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|----------------------|-----|--------|------|-----|--------|
| ADDITIONAL EQUIPMENT | | | | | |

Kael Thorneheart

CHARACTER NAME

Blood Hunter 12

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte (Luxonborn)

BACKGROUND

EXPERIENCE POINTS

You learn the *light* cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7

You choose between one of three revelation options: **Necrotic Shroud**, **Radiant Consumption**, or **Radiant Soul**.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul •

While transformed:

- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 4 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

=== FEATS ===

* Sentinel • PHB 169

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 1 Reaction

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

