



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

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

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

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Zeplo Shortsnout

CHARACTER NAME

Monk 17 [Way of the Ascendant Dragon]

CLASS & LEVEL

PLAYER NAME

Kobold (UA)

Far Traveler

RACE

BACKGROUND

EXPERIENCE POINTS

* Ability Score Increases • _APT

When you determine your ability scores, increase one of those scores by 2 and 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 • _APT

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 • _APT

You are a Humanoid.

* Size • _APT

You are Small.

* Speed • _APT

Your walking speed is 30 feet

* Darkvision • _APT

You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Draconic Legacy • _APT

The kobold connection to dragons can manifest in unpredictable ways in an individual kobold.

| Cantrip (Wisdom) • UA

You know one cantrip of your choice from the sorcerer spell list. Wisdom is your spellcasting ability for that cantrip.

* Draconic Roar • _APT

| 6 / Long Rest • 1 Bonus Action

==== FEATS ===

* Chef • TCoE 79

You gain a bonus to either Constitution or Wisdom, proficiency with cook's utensils, and can prepare food that allows creatures to regain additional hit points when taking a short rest as well as gain temporary hit points after a long rest.

| Chef: Special Food: 10 / Short Rest • Special

| Chef: Cook Treats: 6 / Long Rest • 1 Hour

* Skill Expert • TCoE 80

You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

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 & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS