

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				QTY WEIGHT		
EQUIPMENT						



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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Raven Royal

CHARACTER NAME

Warlock 17 [The Undead (UA)]

CLASS & LEVEL

PLAYER NAME

Hexblood

Haunted One

RACE

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EXPERIENCE POINTS

you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

| Charisma •

Charisma is your spellcasting ability for these spells

* Creature Type • VRGtR 18

You are a Fey.

=== FEATS ===

* Resilient (Constitution) • PHB

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

* Spell Sniper (Bard, Sorcerer, Warlock) • PHB 170

When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

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

