

D&amp;D

BEYOND



CHARACTER NAME

CLASS &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

**STRENGTH**

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

Saving Throw Modifiers

**DEXTERITY**

**SAVING THROWS**

**CONSTITUTION**

- Acrobatics
- Animal Handling
- Arcana
- Athletics
- Deception
- History
- Insight
- Intimidation
- Investigation
- Medicine
- Nature
- Perception
- Performance
- Persuasion
- Religion
- Sleight of Hand
- Stealth
- Survival
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**INTELLIGENCE**

- Passive Wisdom (Perception)
- Passive Wisdom (Insight)
- Passive Intelligence (Investigation)

**WISDOM**

**CHARISMA**

**INITIATIVE**

**ARMOR**  
**CLASS**

**DEFENSES**

**Max HP**      **Current HP**      **Temp HP**  
**HIT POINTS**

Total \_\_\_\_\_  
**HIT DICE**

**SUCCESES**   
**FAILURES**   
**DEATH SAVES**

**INSPIRATION****PROFICIENCY BONUS****ABILITY SAVE DC****SPEED****PROFICIENCIES & LANGUAGES**

**ACTIONS**

**SENSES**

NAME	HIT	DAMAGE/TYPE	NOTES

**WEAPON ATTACKS & CANTRIPS**



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## FEATURES &amp; 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

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ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



D&amp;D

BEYOND

Vertrix Proudfoot

CHARACTER NAME

Monk 20 [Way of the Astral Self]

CLASS &amp; LEVEL

PLAYER NAME

Ghostwise Halfling

Urchin - Baldur's Gate

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## ==== GHOSTWISE HALFLING RACIAL TRAITS ===

## \* Lucky • BR 28

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

## \* Brave • BR 28

You have advantage on saving throws against being frightened.

## \* Halfling Nimbleness • BR 28

You can move through the space of any creature that is of a size larger than yours.

## \* Silent Speech • SCAG

You can speak telepathically to any one creature you share a language with within 30 ft.

## ==== FEATS ===

## \* Observant • PHB 168

Increase your INT or WIS score by 1. If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Perception and passive Investigation scores.

## \* 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 &amp; 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

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS