

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



CLASS & LEVEL

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EXPERIENCE POINTS

CHARACTER NAME

FEATURES & TRAITS

CP

SP

EP

GP

PP

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAW/LIFT

ATTUNED MAGIC ITEMS

QTY

WEIGHT

EQUIPMENT



CLASS & LEVEL		PLAYER NAME
RACE	BACKGROUND	EXPERIENCE POINTS

CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT

Cyclone Wintersgale

CHARACTER NAME

Blood Hunter 19 [Order of the Mutant]

CLASS & LEVEL

PLAYER NAME

Air Genasi

Criminal (Myriad Operativ

RACE

BACKGROUND

EXPERIENCE POINTS

creature branded by you attempts to teleport or leave their current plane via ability, spell, or portal, they take 4d6 psychic damage and must make a Wisdom saving throw. On a failure, the teleport or plane shift fails.

| Brand of Castigation - Brand of Tethering: Special

* Hardened Soul • CR

You have advantage on saving throws against being charmed and frightened.

* Blood Curse of Corrosion • CR

You gain the Blood Curse of Corrosion for your Blood Maledict feature. This does not count against your number of blood curses known.

| 1 Bonus Action

=== AIR GENASI RACIAL TRAITS ===

* Unending Breath • EE

You can hold your breath indefinitely while you're not incapacitated.

* Mingle with the Wind • EE

You can cast levitate (w/o material components) once per long rest. CON is your spellcasting ability.

=== FEATS ===

* Defensive Duelist • PHB 165

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add 5 to your AC for that attack.

| 1 Reaction

* Shield Master • PHB 170

If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any DEX saving throw you make against effects that target only you, and if an effect allows half damage on success, you can use your reaction to take no damage.

| Shield Master Shove: 1 Bonus Action

| Shield Master Evasion: 1 Reaction

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

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

