

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

PLAYER NAME

RACE

BACKGROUND

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

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CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Zeplo Shortsnout

CHARACTER NAME

Monk 15 [Way of the Ascendant Dragon]

CLASS & LEVEL

PLAYER NAME

Kobold (UA)

Far Traveler

RACE

BACKGROUND

EXPERIENCE POINTS

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

| 5 / 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: 9 / Short Rest • Special

| Chef: Cook Treats: 5 / Long Rest • 1 Hour

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

[illegible]