D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

SAVING THROWS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

Saving Throw Modifiers

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

- ○ ____ 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

Max HP   **Current HP**   Temp HP

HIT POINTS

Total ____

HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○

DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

SENSES

- PASSIVE WISDOM (PERCEPTION)
- PASSIVE WISDOM (INSIGHT)
- PASSIVE INTELLIGENCE (INVESTIGATION)

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

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EXPERIENCE POINTS

FEATURES & TRAITS
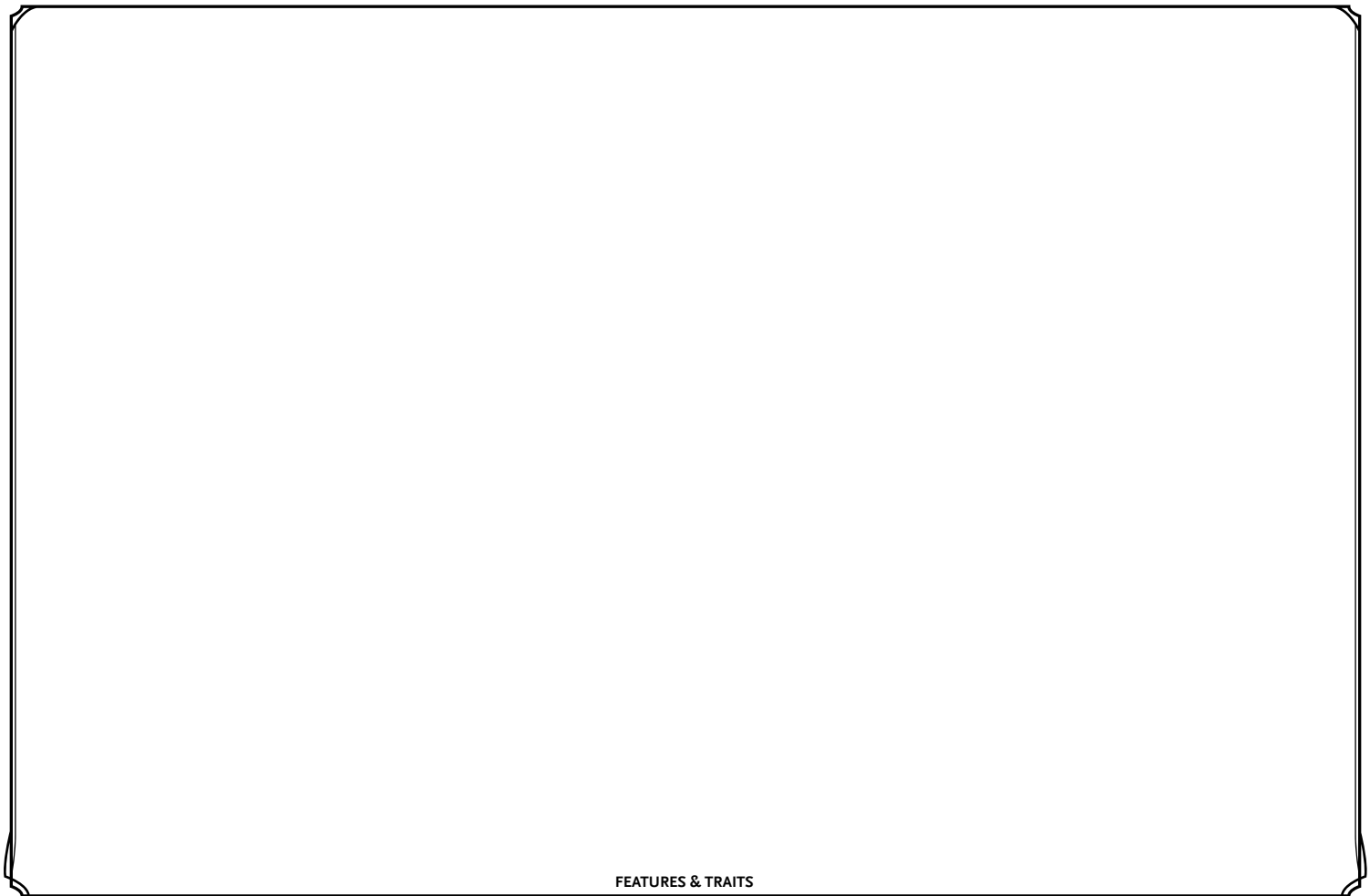
NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED

ATTUNED MAGIC ITEMS | QTY | WEIGHT

PUSH/DRAG/LIFT

EQUIPMENT

D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

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RACE

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

D&D BEYOND
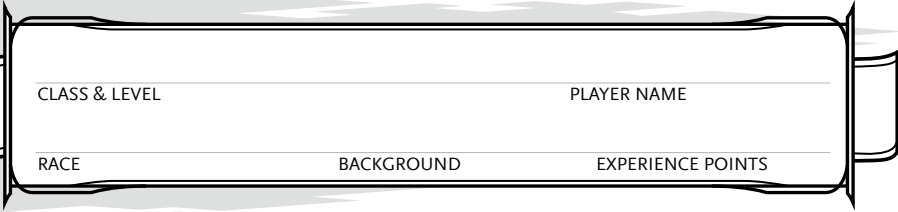
Zeplo Shortsnout
CHARACTER NAME

Monk 18 [Way of the Ascendant Dragon]
CLASS & LEVEL   PLAYER NAME

Kobold (UA)   Far Traveler
RACE   BACKGROUND   EXPERIENCE POINTS

minute as an action. You can spend 8 ki points to cast the astral projection spell (for yourself only), without needing material components.

 | 1 Action

* 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

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

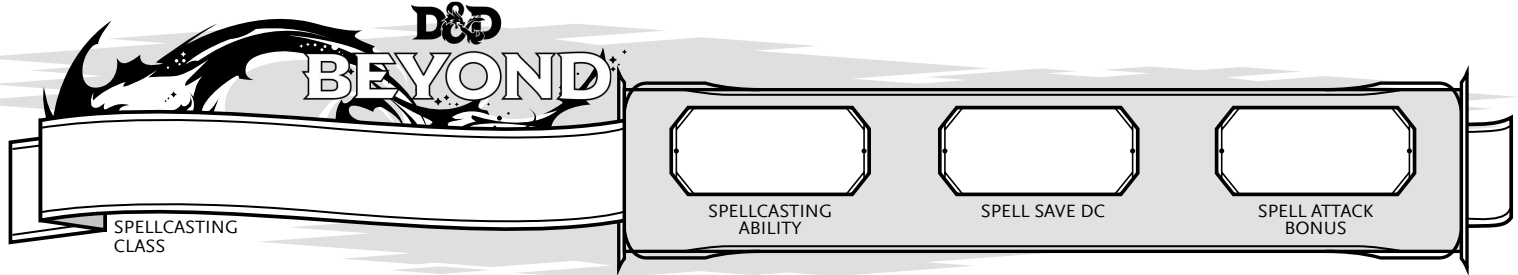IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES

SPELLS