

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

EQUIPMENT		QTY	WEIGHT	NAME	QTY	WEIGHT
<div>CP</div> <div>CP</div> <div>CP</div> <div>CP</div> <div>CP</div>						
WEIGHT CARRIED						
ENCUMBERED		ATTUNED MAGIC ITEMS				
		QTY				
PUSH/Drag/LIFT		WEIGHT				



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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Nilaeth Windwalker

CHARACTER NAME

Blood Hunter 19

CLASS & LEVEL

PLAYER NAME

Air Genasi

RACE

Sage (Cobalt Scholar)

BACKGROUND

EXPERIENCE POINTS

| The Great Old One • CR

Once per long rest you can cast *haste* without expending a spell slot.

* Blood Curse of the Souleater • CR

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

| 1 / Long Rest • 1 Reaction

=== AIR GENASI RACIAL TRAITS ===

* Ability Score Increases • MotM 5

When determining your character's ability scores, increase one score by 2 and increase 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 • MotM 5

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 • MotM 16

You are a Humanoid.

* Size • MotM 16

You choose between Medium or Small when you select this race.

* Speed • MotM 16

Your walking speed is 35 ft.

* Darkvision • MotM 16

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, only discerning colors in that darkness as shades of gray.

* Unending Breath • MotM 16

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

* Lightning Resistance • MotM 16

You have resistance to lightning damage.

* Mingle with the Wind • MotM 16

You learn *shocking grasp*. At 3rd level you can cast *feather fall*, and at 5th level you can cast *levitate*, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Intelligence •

Intelligence is your spellcasting ability for these spells when you cast them with this trait.

=== FEATS ===

* War Caster • PHB 170

You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

* Mobile • PHB 168

Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

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

