

D&D

BEYOND



CHARACTER NAME

CLASS & 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

SKILLS

WISDOM

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

CHARISMA

INITIATIVE

ARMOR
CLASS

DEFENSES

Max HP
Current HP
Temp HP
HIT POINTS

Total _____
HIT DICE
SUCCESSES
FAILURES
DEATH SAVES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

PROFICIENCIES & LANGUAGES

ACTIONS

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

NAME	HIT	DAMAGE/TYPE	NOTES

SENSES

WEAPON ATTACKS & CANTRIPS



CLASS & LEVEL

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RACE

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EXPERIENCE POINTS

CHARACTER NAME

FEATURES & 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

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EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



D&D
BEYOND

Raven Royal

CHARACTER NAME

Warlock 16 [The Undead (UA)]

CLASS & LEVEL

PLAYER NAME

Hexblood

Haunted One

RACE

BACKGROUND

EXPERIENCE POINTS

ability for these spells (choose the ability when you gain this lineage).

| Charisma •

Charisma is your spellcasting ability for these spells

* Creature Type • VRGtR 18

You are a Fey.

==== FEATS ===

* Resilient (Constitution) • PHB

Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Spell Sniper (Bard, Sorcerer, Warlock) • PHB 170

When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



D&D
BEYOND

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