

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

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)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

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



Kurhen Bronzebottom

CHARACTER NAME

Fighter 19 [Rune Knight]

CLASS & LEVEL

PLAYER NAME

Mountain Dwarf

Clan Crafter

RACE

BACKGROUND

EXPERIENCE POINTS

a weapon or an unarmed strike can deal an extra 1d10 damage to a target on a hit.

You can use this feature 6 times, and you regain all expended uses of it when you finish a long rest.

| 6 / Long Rest • 1 Bonus Action

* Martial Versatility • TCoE 42

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:

- Replace a fighting style you know with another fighting style available to fighters.
- If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

* Ability Score Improvement • PHB 72

* Extra Attack • PHB 72

You can attack three times whenever you take the Attack action on your turn.

| Special

* Runic Shield • TCoE 45

When another creature you can see within 60 ft. of you is hit by an attack roll, you can use your reaction to force the attacker to reroll the d20 and use the new roll.

You can use this feature 6 times, and you regain all expended uses when you finish a long rest.

| 6 / Long Rest • 1 Reaction

* Indomitable • PHB 72

You can reroll a saving throw that you fail - you must use the new roll. You can use this 3 times per long rest.

| 3 / Long Rest • Special

* Great Stature • TCoE 46

The magic of your runes permanently alters you. When you gain this feature, roll `3d4`. You grow a number of inches in height equal to the roll. Moreover, the extra damage you deal with your Giant's Might feature increases to `1d8`.

* Master of Runes • TCoE 46

You can invoke each rune you know from your Rune Carver feature twice, rather than once, and you regain all expended uses when you finish a short or long rest.

* Runic Juggernaut • TCoE 46

The extra damage you deal with the Giant's Might feature increases to 1d10. Moreover, when you use that feature, your size can increase to Huge, and while you are that size, your reach increases by 5 feet.

==== MOUNTAIN DWARF RACIAL TRAITS ====

* Darkvision • BR 20

You can see in darkness (shades of gray) up to 60 ft.

* Dwarven Resilience • BR 20

You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • BR 20

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • BR 20

You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

* Stonecunning • BR 20

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered

proficient in the History skill and add double your proficiency bonus to the check.

* Dwarven Armor Training • BR 20

You have proficiency with light and medium armor.

==== FEATS ====

* Squat Nimbleness • XGtE 75

Increase your STR or DEX score by 1. Increase your walking speed by 5 ft. You gain proficiency in the Acrobatics or Athletics skill, and you have advantage on any Athletics or Acrobatics check you make to escape from being grappled.

* Skill Expert • TCoE 80

You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

* Tavern Brawler • PHB 170

Increase your STR or CON score by 1. You are proficient with improvised weapons. Your unarmed strike uses a d4 for damage. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

| Tavern Brawler Strike: 1 Action

| Tavern Brawler Grapple: 1 Bonus Action

* Grappler • BR 167

You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you by making another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

| Grappling Pin: 1 Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Heward's Handy Haversack	1	5 lb.			
Pole of Collapsing	1	--			
Brewer's Supplies	1	9 lb.			
Jeweler's Tools	1	2 lb.			
Smith's Tools	1	8 lb.			
Waterskin	1	5 lb.			
Whetstone	1	1 lb.			

ADDITIONAL EQUIPMENT



D&D
BEYOND

Kurhen Bronzebottom [Rune Knight]

CHARACTER NAME

Fighter 19

CLASS & LEVEL

AncientWhiteArmyVet

PLAYER NAME

Mountain Dwarf

RACE

Clan Crafter

BACKGROUND

(Milestone)

EXPERIENCE POINTS

* Durable • PHB 166

Increase your CON score by 1. When you roll a Hit Die to regain HP, the min HP you regain from the roll equals 6.

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