



**STRENGTH**

Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma

Saving Throw Modifiers

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**SAVING THROWS**

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**

**HIT POINTS**

Total \_\_\_\_\_

**SUCCESES**   
**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 &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

## FEATURES &amp; 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

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Erlan Quickfoot

CHARACTER NAME

Monk 19 [Way of the Four Elements]

CLASS & LEVEL

PLAYER NAME

Harencon

Faction Agent

RACE

BACKGROUND

EXPERIENCE POINTS

provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it 6 times and you regain all expended uses when you finish a long rest.

| 6 / Long Rest • 1 Bonus Action

==== FEATS ===

\* Skill Expert • TCoE 80

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

\* Fey Touched (Wisdom) • TCoE 79

You learn the misty step spell and one 1st-level divination/enchantment spell of your choice and can cast each of these spells without expending a spell slot, recharging on a long rest.

You can also cast these spells using spell slots you have of the appropriate level.

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You can also cast these spells using spell slots you have of the appropriate level.

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 &amp; ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS