

# 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

SUCCESSES

FAILURES

DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

WEAPON ATTACKS & CANTRIPS



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CHARACTER NAME

FEATURES & TRAITS

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ATTUNED MAGIC ITEMS					

EQUIPMENT



CLASS & LEVEL

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CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					



Erlan Quickfoot

CHARACTER NAME

Monk 16 [Way of the Four Elements]		
CLASS & LEVEL		PLAYER NAME
Harengon	Faction Agent	
RACE	BACKGROUND	EXPERIENCE POINTS

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.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
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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

