

D&amp;D

BEYOND



CHARACTER NAME

CLASS &amp; 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**

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

**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 &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



D&amp;D

BEYOND

Zeplo Shortsnout

CHARACTER NAME

Monk 14 [Way of the Ascendant Dragon]

CLASS &amp; LEVEL

PLAYER NAME

Kobold (UA)

Far Traveler

RACE

BACKGROUND

EXPERIENCE POINTS

| Cantrip (Wisdom) • UA

You know one cantrip of your choice from the sorcerer spell list. Wisdom is your spellcasting ability for that cantrip.

\* Draconic Roar • \_APT

| 5 / Long Rest • 1 Bonus Action

==== FEATS ===

\* Chef • TCoE 79

You gain a bonus to either Constitution or Wisdom, proficiency with cook's utensils, and can prepare food that allows creatures to regain additional hit points when taking a short rest as well as gain temporary hit points after a long rest.

| Chef: Special Food: 9 / Short Rest • Special

| Chef: Cook Treats: 5 / Long Rest • 1 Hour

## ADDITIONAL FEATURES &amp; 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