

D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

STRENGTH

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

Saving Throw Modifiers

SAVING THROWS

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

SUCCESSSES

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 & LEVEL

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EXPERIENCE POINTS

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



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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Cyclone Wintersgale

CHARACTER NAME

Blood Hunter 16 [Order of the Mutant]

CLASS & LEVEL

PLAYER NAME

Air Genasi

Criminal (Myriad Operativ

RACE

BACKGROUND

EXPERIENCE POINTS

* Unending Breath • EE

You can hold your breath indefinitely while you're not incapacitated.

* Mingle with the Wind • EE

You can cast levitate (w/o material components) once per long rest. CON is your spellcasting ability.

=== FEATS ===

* Defensive Duelist • PHB 165

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add 5 to your AC for that attack.

| 1 Reaction

* Shield Master • PHB 170

If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any DEX saving throw you make against effects that target only you, and if an effect allows half damage on success, you can use your reaction to take no damage.

| Shield Master Shove: 1 Bonus Action

| Shield Master Evasion: 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

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

