

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**

**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 &amp; CANTRIPS



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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

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BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Cyclone Wintersgale

CHARACTER NAME

Blood Hunter 20 [Order of the Mutant]

CLASS & LEVEL

PLAYER NAME

Air Genasi

Criminal (Myriad Operativ)

RACE

BACKGROUND

EXPERIENCE POINTS

creature branded by you attempts to teleport or leave their current plane via ability, spell, or portal, they take 4d6 psychic damage and must make a Wisdom saving throw. On a failure, the teleport or plane shift fails.

| Brand of Castigation - Brand of Tethering: Special

\* Hardened Soul • CR

You have advantage on saving throws against being charmed and frightened.

\* Blood Curse of Corrosion • CR

You gain the Blood Curse of Corrosion for your Blood Maledict feature. This does not count against your number of blood curses known.

| 1 Bonus Action

\* Sanguine Mastery • CR

Once per turn, whenever a blood hunter feature requires you to roll a **hemocraft die**, you can choose to reroll the die and choose which result to use.

In addition, whenever you score a critical hit with a weapon attack empowered by your *Crimson Rite*, you regain one expended use of your *Blood Maledict* feature.

#### ==== 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

#### ==== AIR GENASI RACIAL TRAITS ===

\* 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.

#### 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



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS