



**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**

**HIT DICE**

**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



## Skytalon Etherean

CHARACTER NAME

Blood Hunter 20

CLASS & LEVEL

PLAYER NAME

Aarakocra

Haunted One

RACE

BACKGROUND

EXPERIENCE POINTS

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

\* Blood Curse of the Exorcist • CR

You gain the Blood Curse of the Exorcist for your Blood Maledict feature. This doesn't count against your number of blood curses known.

| Blood Curse of the Exorcist • CR

As a bonus action, choose one creature you can see within 30 ft. that is charmed, frightened, or possessed. The target is no longer charmed, frightened, or possessed.

**<em>Amplify.</em>** A creature that charmed, frightened, or possessed the target of this curse takes **3d6** psychic damage and must succeed on a WIS saving throw (DC 18) or be stunned until the end of your next turn.

| 1 Bonus Action

\* Rite Revival • CR

If you have one or more rites active and are reduced to 0 HP but don't die outright, you can choose to have all your active crimson rites end and drop to 1 HP instead.

| Special

\* 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 use either roll.

In addition, whenever you score a critical hit with a weapon that has an active crimson rite, you regain one expended use of Blood Maledict.

### == AARAKOCRA RACIAL TRAITS ==

\* Ability Score Increases • MotM 5

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •

Increase one of these scores by 2 and a different score by 1.

\* Languages • MotM 5

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

\* Creature Type • MotM 6

You are a Humanoid.

\* Size • MotM 6

Your size is Medium.

\* Speed • MotM 6

Your walking speed is 30 ft.

\* Flight • MotM 6

You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

\* Talons • MotM 6

You have talons that you can use to make unarmed strikes. When you hit with them, you deal **1d6** slashing damage.

| 1 Action

\* Wind Caller • MotM 6

Once per long rest, you can cast **<em>gust of wind</em>** without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Intelligence •

Intelligence is your spellcasting ability for this spell.

### == FEATS ==

\* Sharpshooter • PHB 170

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

\* Mobile • PHB 168

Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

### 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