



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 & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

FEATURES & 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



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

**D&D**
BEYOND

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