

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



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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					

Kael Thorneheart

CHARACTER NAME

Blood Hunter 15

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte (Luxonborn)

BACKGROUND

EXPERIENCE POINTS

The target is no longer charmed, frightened, or possessed.

Amplify. 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 17) or be stunned until the end of your next turn.

| 1 Bonus Action

=== AASIMAR 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 7
You are a Humanoid.

Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

Speed • MotM 7
Your walking speed is 30 ft.

Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

Darkvision • MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Healing Hands • MotM 7
As an action, you can touch a creature and heal it for **5d4** hit points.

| 1 / Long Rest • 1 Action

Light Bearer • MotM 7
You learn the **light** cantrip. Charisma is your spellcasting ability for it.

Celestial Revelation • MotM 7
You choose between one of three revelation options: **Necrotic Shroud**, **Radiant Consumption**, or **Radiant Soul**.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| **Radiant Soul** •
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 5 radiant damage to one target when you deal damage to it with an attack or spell.

| **Celestial Revelation (Radiant Soul)**: 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

=== FEATS ===

* Sentinel • PHB 169

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 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

