# D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE                    BACKGROUND                    EXPERIENCE POINTS

## STRENGTH

## DEXTERITY

## CONSTITUTION

## INTELLIGENCE

## WISDOM

## CHARISMA

### SAVING THROWS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

Saving Throw Modifiers

### SKILLS

- ○ ____ 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

Max HP        **Current HP**        Temp HP

### HIT POINTS

Total _____

HIT DICE

SUCCESSES ○—○—○

FAILURES ○—○—○

DEATH SAVES

### PROFICIENCIES & LANGUAGES

### ACTIONS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

### SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
| --- | --- | --- | --- |
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|  |  |  |  |

### WEAPON ATTACKS & CANTRIPS

CHARACTER NAME

| CLASS & LEVEL | | PLAYER NAME |
| --- | --- | --- |
| RACE | BACKGROUND | EXPERIENCE POINTS |

**FEATURES & TRAITS**

| | NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
| --- | --- | --- | --- | --- | --- | --- |
| CP | | | | | | |
| SP | | | | | | |
| EP | | | | | | |
| GP | | | | | | |
| PP | | | | | | |

WEIGHT CARRIED

ENCUMBERED

ATTUNED MAGIC ITEMS | QTY | WEIGHT

PUSH/DRAG/LIFT

**EQUIPMENT**

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

**ADDITIONAL FEATURES & TRAITS**

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
| --- | --- | --- | --- | --- | --- |

**ADDITIONAL EQUIPMENT**

# D&D BEYOND

## Skytalon Etherean
CHARACTER NAME

Blood Hunter 13
CLASS & LEVEL                                          PLAYER NAME

Aarakocra                    Haunted One
RACE                         BACKGROUND                EXPERIENCE POINTS

<strong>1d6</strong>-1 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.

**ADDITIONAL FEATURES & TRAITS**

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|---|---|---|---|---|---|
| | | | | | |

**ADDITIONAL EQUIPMENT**

CHARACTER NAME

| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
|--------|-----|------|--------|--------|
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

| PREP | SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|------|-----------|--------|----------|------|-------|------|----------|----------|-------|

SPELLS