

D&D

BEYOND



CHARACTER NAME

CLASS & 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

- Passive Wisdom (Perception)
- Passive Wisdom (Insight)
- Passive Intelligence (Investigation)

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 & 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



Erlan Quickfoot

CHARACTER NAME

Monk 18 [Way of the Four Elements]

CLASS & LEVEL

PLAYER NAME

Harencon

Faction Agent

RACE

BACKGROUND

EXPERIENCE POINTS

provoking opportunity attacks. You can use this trait only if your speed is greater than 0. You can use it 6 times and you regain all expended uses when you finish a long rest.

| 6 / Long Rest • 1 Bonus Action

== FEATS ==

* Skill Expert • TCoE 80

You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

* Fey Touched (Wisdom) • TCoE 79

You learn the misty step spell and one 1st-level divination/enchantment spell of your choice and can cast each of these spells without expending a spell slot, recharging on a long rest.

You can also cast these spells using spell slots you have of the appropriate level.

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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