

# 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



CLASS & LEVEL

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RACE

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EXPERIENCE POINTS

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					

Raven Royal

CHARACTER NAME

Warlock 16 [The Undead (UA)]

CLASS & LEVEL

PLAYER NAME

Hexblood

RACE

Haunted One

BACKGROUND

EXPERIENCE POINTS

ability for these spells (choose the ability when you gain this lineage).

| Charisma •  
Charisma is your spellcasting ability for these spells

\* Creature Type • VRGtR 18  
You are a Fey.

=== FEATS ===

\* Resilient (Constitution) • PHB  
Increase your CON score by 1 and you gain proficiency in CON saving throws.

\* Spell Sniper (Bard, Sorcerer, Warlock) • PHB 170  
When you cast a spell that requires you to make an attack roll, the spell's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover. You learn one cantrip that requires an attack roll from your chosen class spell list (CHA is your spellcasting ability for it).

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

