

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

SKILLS

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 |
|------|-----|-------------|-------|
| | | | |
| | | | |
| | | | |
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| | | | |
| | | | |

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

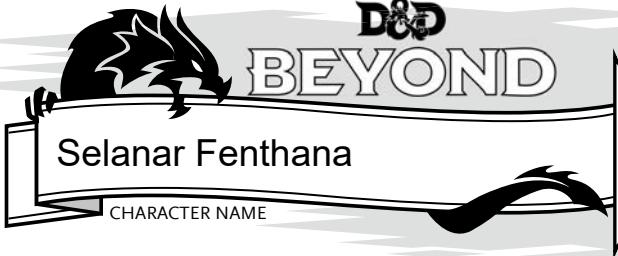
WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Selanar Fenthana

CHARACTER NAME

Blood Hunter 20 [Order of the Ghostslayer]

CLASS & LEVEL

PLAYER NAME

Sea Elf

Outlander

RACE

BACKGROUND

EXPERIENCE POINTS

* Trance • BR 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Sea Elf Training • MToF 62

You have proficiency with the spear, trident, light crossbow, and net.

* Child of the Sea • MToF 62

You have a swimming speed of 30 feet, and you can breathe air and water.

* Friend of the Sea • MToF 62

Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

==== 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.

* 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

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