

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

PLAYER NAME

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BACKGROUND

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



CLASS & LEVEL

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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Zeplo Shortsnout

CHARACTER NAME

Monk 14 [Way of the Ascendant Dragon]

CLASS & LEVEL

PLAYER NAME

Kobold (UA)

Far Traveler

RACE

BACKGROUND

EXPERIENCE POINTS

| Cantrip (Wisdom) • UA

You know one cantrip of your choice from the sorcerer spell list. Wisdom is your spellcasting ability for that cantrip.

* Draconic Roar • _APT

| 5 / Long Rest • 1 Bonus Action

=== FEATS ===

* Chef • TCoE 79

You gain a bonus to either Constitution or Wisdom, proficiency with cook's utensils, and can prepare food that allows creatures to regain additional hit points when taking a short rest as well as gain temporary hit points after a long rest.

| Chef: Special Food: 9 / Short Rest • Special

| Chef: Cook Treats: 5 / Long Rest • 1 Hour

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



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

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<div>SPELLS</div>								