

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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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



CHARACTER NAME

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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					

Vertrix Proudfoot

CHARACTER NAME

Monk 20 [Way of the Astral Self]

CLASS & LEVEL

PLAYER NAME

Ghostwise Halfling

Urchin - Baldur's Gate

RACE

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=== GHOSTWISE HALFLING RACIAL TRAITS ===

* Lucky • BR 28

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

* Brave • BR 28

You have advantage on saving throws against being frightened.

* Halfling Nimbleness • BR 28

You can move through the space of any creature that is of a size larger than yours.

* Silent Speech • SCAG

You can speak telepathically to any one creature you share a language with within 30 ft.

=== FEATS ===

* Observant • PHB 168

Increase your INT or WIS score by 1. If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Perception and passive Investigation scores.

* Skill Expert • TCoE 80

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

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



SPELL ATTACK BONUS