D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

Saving Throw Modifiers

SKILLS

- ○ ____ Acrobatics
- ○ ____ Animal Handling
- ○ ____ Arcana
- ○ ____ Athletics
- ○ ____ Deception
- ○ ____ History
- ○ ____ Insight
- ○ ____ Intimidation
- ○ ____ Investigation
- ○ ____ Medicine
- ○ ____ Nature
- ○ ____ Perception
- ○ ____ Performance
- ○ ____ Persuasion
- ○ ____ Religion
- ○ ____ Sleight of Hand
- ○ ____ Stealth
- ○ ____ Survival
- ○ ____ _____
- ○ ____ _____
- ○ ____ _____

INITIATIVE

ARMOR CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP	Current HP	Temp HP

HIT POINTS

Total ____

HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○

DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/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

D&D BEYOND

Selanar Fenthana
CHARACTER NAME

Blood Hunter 16 [Order of the Ghostslayer]
CLASS & LEVEL   PLAYER NAME

Sea Elf   Outlander
RACE   BACKGROUND   EXPERIENCE POINTS

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* 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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL NOTES