

# D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

STRENGTH

- ☐ \_\_\_ Strength
- ☐ \_\_\_ Dexterity
- ☐ \_\_\_ Constitution
- ☐ \_\_\_ Intelligence
- ☐ \_\_\_ Wisdom
- ☐ \_\_\_ Charisma

Saving Throw Modifiers

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



	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CF						
ST						
EP						
GP						
PF						
WEIGHT CARRIED						
ENCUMBERED				ATTUNED MAGIC ITEMS		
PUSH/DRAW/LIFT				QTY WEIGHT		
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



# Extraordinary Bond Options

## Battering Arm

When you hit a creature with your Living Weapon or Living Shield after moving at least 15-feet directly towards the target, the creature must succeed on a Strength saving throw, the DC of which is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failed saving throw, the creature either falls prone or you push them back up to 10-feet directly away from you (your choice).

## Callus Caltrops

Your Living Weapon or Living Shield grows piercing protrusions. As an action you may scatter the protrusions into a 5-foot unoccupied square space which is within 15-feet of you. Any creature without a flying speed that enters the area immediately takes piercing damage equal to 2d10 + your Strength or Dexterity modifier (your choice). The protrusions immediately vanish after dealing damage twice, or 1 hour after you create them.

You may use this feature twice and regain all expended uses after completing a short or long rest.

## Edible Armament

As an action or bonus action you may draw upon your Living Weapon or Living Shield's essence to gain temporary hit points equal to 2d10+your Constitution modifier. You may use this feature once and regain the ability to do so after completing a short or long rest.

## Elemental Adaptation

When you create your Living Weapon you may choose to change all damage it deals to one of the following options: fire, cold, or lightning.

## Ever-Watchful Armament

Your weapon or shield has grown eyeballs or other sensory organs. While wielding a Living Weapon or Living Shield you have advantage on Wisdom (Perception) checks.

## Sticky Hold

Your Living Weapon or Shield becomes sticky and slimy. Once per turn when you successfully hit a creature with your Living Weapon or Living Shield, you may attempt a grapple check against the struck creature. You may have only one creature grappled in this manner.

## Last Resort

Prerequisite: 5th level Fighter

When you would be reduced to 0 hit points while wielding your Living Weapon or Living Shield you may instead fall to 1 hit point. When you do so, your Living Weapon or Shield, merges into your body, and you lose your ability to create it until you complete a short or long rest.

## Brutal Strikes

Prerequisite: 7th level Fighter

Your Living Weapon or Living Shield and you have a firm grip on how to fight together efficiently and brutally. Once on each of your turns when you deal damage with a Living Weapon or Living Shield you may choose to deal an additional 1d8 damage. At 12th level you instead deal an additional 1d10 damage.

## Second Opinion

Prerequisite: 7th level Fighter

Your Living Weapon or Living Shield subtly gives you advice during tense social situations. You gain Advantage on your choice of one of the following skill checks: Deception, Intimidation, Persuasion, or Performance.

## Shared Burden

Prerequisite: 7th level Fighter

At the start of your turn if you are afflicted by the exhaustion paralyzed, petrified, or poisoned condition you may attempt a saving throw against the spell or effect which originally caused the condition. On a successful saving throw, if the condition is removed from you, your Living Weapon or Shield absorbs the affliction, reducing its attack bonus by 1 or it's the AC bonus it grants you by 1 until the end of your next turn.

## Worthy Sacrifice

Prerequisite: 7th level Fighter

You and your Living Weapon or Shield have learned to harden your flesh at the expense of your own life force. When you would take damage from a melee or ranged attack you may as a reaction, expend up to 3 of your hit dice. Roll the number of hit dice you expended and reduce the damage you would have taken by the total rolled + your Constitution modifier. At 12th level you may instead expend up to 4 hit dice when you use this feature.

## Chameleon Skin

Prerequisite: 10th level Fighter

You may as an action cast the invisibility spell upon yourself. You may use feature once and regain the ability to do so after completing a short or long rest.

## Extraplanar Weapons

Prerequisite: 10th Level Fighter

When you create your Living Weapon, you may choose to change the damage type it deals to one of the following options: force, thunder, necrotic or radiant.

## Second Skin

Prerequisite: 10th level Fighter

Your Living Weapon or Shield has imbued a portion of itself into your skin increasing your natural durability. You gain a +1 bonus to your AC and Dexterity Saving throws. You cannot benefit from this Extraordinary Bond while you are wearing medium or heavy armor.

## Third Arm

Prerequisite: 12th level Fighter

Your Living Weapon or Living Shield helps you handle items when your hands are busy. You may as a bonus action take the use item action. This bonus action can be used while one or both of your hands are filled.

## I'll Take This One!

Prerequisite: 15th level Fighter

You may as a reaction use your Symbiotic Shield feature on any creature within 20 feet of you that is the target of an attack roll or is forced to make a saving throw. Using the feature in this way still expends one use of the Symbiotic Shield