

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

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



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EXPERIENCE POINTS

FEATURES & TRAITS

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ATTUNED MAGIC ITEMS					

EQUIPMENT



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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