

# 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 |
|----------------|------|-----|--------|---------------------|-----|--------|
| CP             |      |     |        |                     |     |        |
| CP             |      |     |        |                     |     |        |
| CP             |      |     |        |                     |     |        |
| CP             |      |     |        |                     |     |        |
| CP             |      |     |        |                     |     |        |
| CP             |      |     |        |                     |     |        |
| WEIGHT CARRIED |      |     |        |                     |     |        |
| ENCUMBERED     |      |     |        | ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|                |      |     |        |                     |     |        |
| PUSH/DRAG/LIFT |      |     |        |                     |     |        |
|                |      |     |        |                     |     |        |
| EQUIPMENT      |      |     |        |                     |     |        |



CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

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





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> |        |          |      |       |      |          |          |       |