

# 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



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



CLASS & LEVEL

PLAYER NAME

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CHARACTER NAME

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



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> |        |          |      |       |      |          |          |       |



