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

ATTUNED MAGIC ITEMS QTY WEIGHT

PUSH/DRAG/LIFT

EQUIPMENT

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

BEYOND

Erlathan Sylmaer
CHARACTER NAME

Ranger 16 [Drakewarden]

CLASS & LEVEL   PLAYER NAME

Wood Elf   Feylost

RACE   BACKGROUND   EXPERIENCE POINTS

on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT
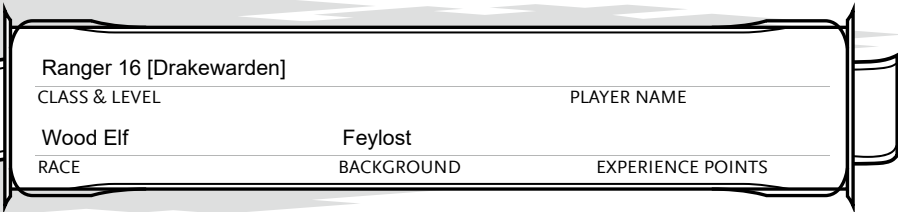
CHARACTER NAME

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

SPELLS