

# D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

SPECIES

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

HEROIC INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PROFICIENCIES & TRAINING

ACTIONS

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

WEAPON ATTACKS & CANTRIPS

[illegible]

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

EQUIPMENT



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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

