

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 | | | | | | |
| ENCUMBERED | | ATTUNED MAGIC ITEMS | | | | |
| | | QTY | | | | |
| PUSH/DRAW/LIFT | | WEIGHT | | | | |
| | | | | | | |
| EQUIPMENT | | | | | | |



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|----------------------|-----|--------|------|-----|--------|
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| | | | | |
|-----------|-------|------|--------|--------|
| 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

