

# D&D BEYOND

|                |               |                              |
|----------------|---------------|------------------------------|
| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME                  |
|                | SPECIES       | BACKGROUND EXPERIENCE POINTS |

**STRENGTH**

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

**DEXTERITY**

Saving Throw Modifiers

**SAVING THROWS**

**CONSTITUTION**

- \_\_\_ Acrobatics
- \_\_\_ Animal Handling
- \_\_\_ Arcana
- \_\_\_ Athletics
- \_\_\_ Deception
- \_\_\_ History
- \_\_\_ Insight
- \_\_\_ Intimidation
- \_\_\_ Investigation
- \_\_\_ Medicine
- \_\_\_ Nature
- \_\_\_ Perception
- \_\_\_ Performance
- \_\_\_ Persuasion
- \_\_\_ Religion
- \_\_\_ Sleight of Hand
- \_\_\_ Stealth
- \_\_\_ Survival
- \_\_\_ \_\_\_\_\_
- \_\_\_ \_\_\_\_\_
- \_\_\_ \_\_\_\_\_

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**SKILLS**

**INITIATIVE**

**ARMOR**  
**CLASS**

**DEFENSES**

**HEROIC INSPIRATION**

**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

|                   |                |             |
|-------------------|----------------|-------------|
| Max HP<br>        | Current HP<br> | Temp HP<br> |
| <b>HIT POINTS</b> |                |             |

Total \_\_\_\_\_  
**HIT DICE**

**SUCCESSES**   
**FAILURES**   
**DEATH SAVES**

**PROFICIENCIES & TRAINING**

**ACTIONS**

|   |
|---|
| <input type="checkbox"/> <b>PASSIVE PERCEPTION</b>    |
| <input type="checkbox"/> <b>PASSIVE INSIGHT</b>       |
| <input type="checkbox"/> <b>PASSIVE INVESTIGATION</b> |
| <b>SENSES</b>   |

| NAME | HIT | DAMAGE/TYPE | NOTES |
|------|-----|-------------|-------|
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |

**WEAPON ATTACKS & CANTRIPS**



|               |            |                   |  |
|---------------|------------|-------------------|--|
| CLASS & LEVEL |            | PLAYER NAME       |  |
| SPECIES       | BACKGROUND | EXPERIENCE POINTS |  |

CHARACTER NAME

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



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

SPELLS