

# D&D BEYOND

CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	RACE	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
- \_\_\_ \_\_\_\_\_
- \_\_\_ \_\_\_\_\_
- \_\_\_ \_\_\_\_\_

**SKILLS**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INITIATIVE

**ARMOR**  
  
 CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP
Current HP
Temp HP

**HIT POINTS**

Total \_\_\_\_\_

SUCCESSES

HIT DICE

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	EXPERIENCE POINTS
		BACKGROUND	

**FEATURES & TRAITS**

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	<input style="width: 95%;" type="text"/>					
SP	<input style="width: 95%;" type="text"/>					
EP	<input style="width: 95%;" type="text"/>					
GP	<input style="width: 95%;" type="text"/>					
PP	<input style="width: 95%;" type="text"/>					
WEIGHT CARRIED						
<input style="width: 95%;" type="text"/>						
ENCUMBERED		ATTUNED MAGIC ITEMS				
<input style="width: 95%;" type="text"/>				QTY		WEIGHT
PUSH/DRAG/LIFT						
<input style="width: 95%;" type="text"/>						

**EQUIPMENT**



CHARACTER NAME

CLASS & LEVEL	PLAYER NAME	
RACE	BACKGROUND	EXPERIENCE POINTS

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

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
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PAGE REF NOTES

SPELLS