


# 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**  



**INTELLIGENCE**  



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

**WISDOM**  


**CHARISMA**  


**SKILLS**

  
**INITIATIVE**

  
**ARMOR CLASS**

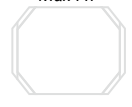
**DEFENSES**


**INSPIRATION**

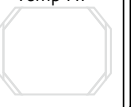
**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**



  
**Max HP**

  
**Current HP**

  
**Temp HP**

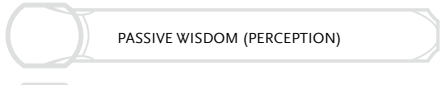
**HIT POINTS**

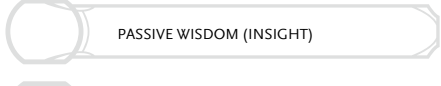
**Total**  
  
**HIT DICE**

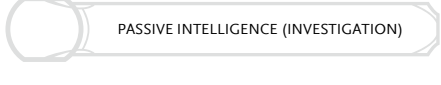
**SUCCESSES**   
**FAILURES**   
**DEATH SAVES**

**PROFICIENCIES & LANGUAGES**

**ACTIONS**

  
**PASSIVE WISDOM (PERCEPTION)**

  
**PASSIVE WISDOM (INSIGHT)**

  
**PASSIVE INTELLIGENCE (INVESTIGATION)**

**SENSES**

NAME	HIT	DAMAGE/TYPE	NOTES

**WEAPON ATTACKS & CANTRIPS**

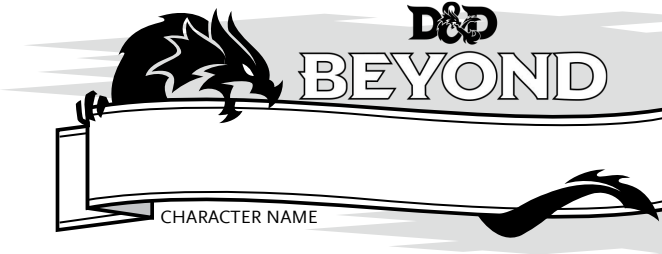


CHARACTER NAME		CLASS & LEVEL	PLAYER NAME
		RACE	EXPERIENCE POINTS
		BACKGROUND	

**FEATURES & TRAITS**

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP							
SP							
EP							
GP							
PP							
WEIGHT CARRIED				ATTUNED MAGIC ITEMS		QTY	WEIGHT
ENCUMBERED							
PUSH/DRAG/LIFT							

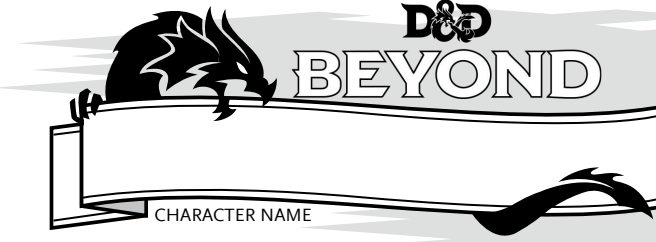
**EQUIPMENT**



CLASS & LEVEL	PLAYER NAME	
RACE	BACKGROUND	EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					



CLASS & LEVEL		PLAYER NAME	
RACE	BACKGROUND	EXPERIENCE POINTS	

CHARACTER NAME

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