




# D&D BEYOND

CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	RACE	BACKGROUND EXPERIENCE POINTS

**STRENGTH**  


**DEXTERITY**  


**CONSTITUTION**  


**INTELLIGENCE**  


**WISDOM**  


**CHARISMA**  



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


Saving Throw Modifiers

**SAVING THROWS**

- \_\_\_ 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**

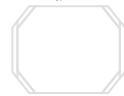
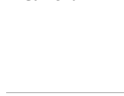

**DEFENSES**



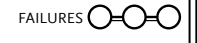
**INSPIRATION**

**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

Max HP	Current HP	Temp HP
		
<b>HIT POINTS</b>		

Total 	<b>SUCCESSES</b>  <b>FAILURES</b>  <b>DEATH SAVES</b>
<b>HIT DICE</b>	

**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						

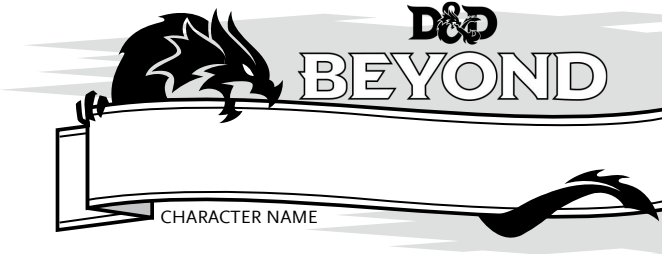
**WEIGHT CARRIED**

**ENCUMBERED**

**PUSH/DRAG/LIFT**

	QTY	WEIGHT
<b>ATTUNED MAGIC ITEMS</b>		

**EQUIPMENT**



CLASS & LEVEL		PLAYER NAME	
RACE	BACKGROUND	EXPERIENCE POINTS	

**ADDITIONAL FEATURES & TRAITS**

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
<p style="text-align: center;"><b>ADDITIONAL EQUIPMENT</b></p>					



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