D&D BEYOND

CLASS & LEVEL

PLAYER NAME

CHARACTER NAME

SPECIES

BACKGROUND

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

Saving Throw Modifiers

SKILLS

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

INITIATIVE

ARMOR

CLASS

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP	Current HP	Temp HP

HIT POINTS

Total ____

HIT DICE

SUCCESSES ○—○—○

FAILURES ○—○—○

DEATH SAVES

PROFICIENCIES & TRAINING

ACTIONS

SENSES

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS

CLASS & LEVEL

PLAYER NAME

CHARACTER NAME

SPECIES

BACKGROUND

EXPERIENCE POINTS

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

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

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