

# D&D BEYOND


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


**STRENGTH**  



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


Saving Throw Modifiers


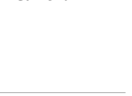

**SAVING THROWS**

**DEXTERITY**  




**INITIATIVE**  



**ARMOR**  


**CLASS**  


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

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


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


**CONSTITUTION**  



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


**SKILLS**

**INTELLIGENCE**  


**INSPIRATION**  


**PROFICIENCY BONUS**  



**ABILITY SAVE DC**  


**SPEED**  


**PROFICIENCIES & LANGUAGES**

**WISDOM**  


**ACTIONS**

**CHARISMA**  


PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

**SENSES**

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

**WEAPON ATTACKS & CANTRIPS**



|                |  |               |                   |
|----------------|--|---------------|-------------------|
| CHARACTER NAME |  | CLASS & LEVEL | PLAYER NAME       |
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|                |  | BACKGROUND    |                   |

**FEATURES & TRAITS**

|                | NAME | QTY                 | WEIGHT | NAME | QTY | WEIGHT |
|----------------|------|---------------------|--------|------|-----|--------|
| CP             |      |                     |        |      |     |        |
| SP             |      |                     |        |      |     |        |
| EP             |      |                     |        |      |     |        |
| GP             |      |                     |        |      |     |        |
| PP             |      |                     |        |      |     |        |
| WEIGHT CARRIED |      |                     |        |      |     |        |
| ENCUMBERED     |      | ATTUNED MAGIC ITEMS |        |      |     |        |
|                |      |                     |        |      |     |        |
| 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