

# 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 \_\_\_\_\_

**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							
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