

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

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

INTELLIGENCE

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

WISDOM

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

CHARISMA

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

SKILLS

INITIATIVE

ARMOR

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP 	Current HP 	Temp HP
HIT POINTS		

HIT DICE

DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

<input type="checkbox"/> PASSIVE WISDOM (PERCEPTION)
<input type="checkbox"/> PASSIVE WISDOM (INSIGHT)
<input type="checkbox"/> 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	<input style="width: 90%;" type="text"/>											
SP	<input style="width: 90%;" type="text"/>											
EP	<input style="width: 90%;" type="text"/>											
GP	<input style="width: 90%;" type="text"/>											
PP	<input style="width: 90%;" type="text"/>											
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <p>WEIGHT CARRIED</p> <input style="width: 95%; height: 20px;" type="text"/> </td> <td style="width: 50%; border: none;"></td> </tr> <tr> <td style="border: none;"> <p>ENCUMBERED</p> <input style="width: 95%; height: 20px;" type="text"/> </td> <td style="border: none; text-align: center;"> <p>ATTUNED MAGIC ITEMS</p> </td> </tr> <tr> <td style="border: none;"> <p>PUSH/DRAG/LIFT</p> <input style="width: 95%; height: 20px;" type="text"/> </td> <td style="border: none; text-align: center;"> <p>QTY WEIGHT</p> </td> </tr> </table>							<p>WEIGHT CARRIED</p> <input style="width: 95%; height: 20px;" type="text"/>		<p>ENCUMBERED</p> <input style="width: 95%; height: 20px;" type="text"/>	<p>ATTUNED MAGIC ITEMS</p>	<p>PUSH/DRAG/LIFT</p> <input style="width: 95%; height: 20px;" type="text"/>	<p>QTY WEIGHT</p>
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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