

D&D BEYOND

CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	SPECIES	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

WISDOM

CHARISMA

SKILLS

INITIATIVE

ARMOR

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP 	Current HP 	Temp HP
HIT POINTS		

HIT DICE

DEATH SAVES

PROFICIENCIES & TRAINING

ACTIONS

<input type="checkbox"/> PASSIVE PERCEPTION
<input type="checkbox"/> PASSIVE INSIGHT
<input type="checkbox"/> PASSIVE INVESTIGATION
SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



CHARACTER NAME		CLASS & LEVEL	PLAYER NAME
		SPECIES	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"/>											
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				ATTUNED MAGIC ITEMS								
					QTY	WEIGHT						

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