

D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

SPECIES

BACKGROUND

EXPERIENCE POINTS

STRENGTH

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

Saving Throw Modifiers

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

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

CLASS

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PROFICIENCIES & TRAINING

ACTIONS

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

SENSES

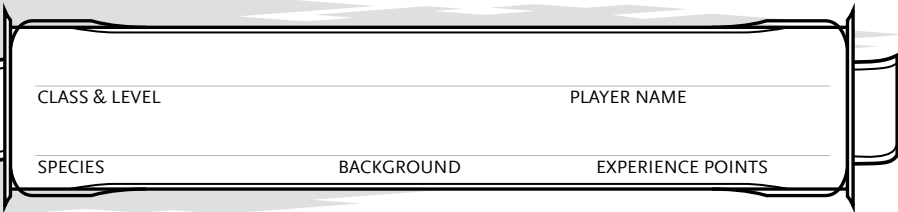
NAME

HIT

DAMAGE/TYPE

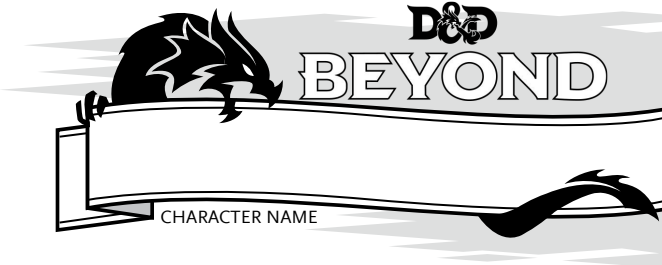
NOTES

WEAPON ATTACKS & CANTRIPS

[illegible]

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CF						
ST						
EP						
GP						
PR						
WEIGHT CARRIED				ATTUNED MAGIC ITEMS		
ENCUMBERED						
PUSH/DRAW/LIFT						

EQUIPMENT



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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL 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								