


# 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**  


**WISDOM**  


**CHARISMA**  


**SKILLS**

INITIATIVE

**ARMOR**  
 CLASS

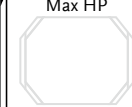
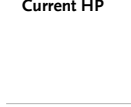
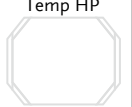


DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

|   |  |   |
|---|--|---|
| Max HP  | Current HP   | Temp HP   |
|  |   |  |
| <b>HIT POINTS</b>   |  |   |
| Total _____   | SUCCESSES <br>FAILURES <br>DEATH SAVES |   |
| <b>HIT DICE</b>   |  |   |

**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                                       | <input style="width: 95%;" type="text"/> |                     |        |      |     |        |
| SP                                       | <input style="width: 95%;" type="text"/> |                     |        |      |     |        |
| EP                                       | <input style="width: 95%;" type="text"/> |                     |        |      |     |        |
| GP                                       | <input style="width: 95%;" type="text"/> |                     |        |      |     |        |
| PP                                       | <input style="width: 95%;" type="text"/> |                     |        |      |     |        |
| WEIGHT CARRIED                           |  |                     |        |      |     |        |
| <input style="width: 95%;" type="text"/> |  |                     |        |      |     |        |
| ENCUMBERED                               |  | ATTUNED MAGIC ITEMS |        |      |     |        |
| <input style="width: 95%;" type="text"/> |  |                     |        | QTY  |     | WEIGHT |
| PUSH/DRAG/LIFT                           |  |                     |        |      |     |        |
| <input style="width: 95%;" type="text"/> |  |                     |        |      |     |        |

**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