

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
- ___ _____
- ___ _____
- ___ _____

SKILLS

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

ARMOR

CLASS

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PROFICIENCIES & TRAINING

ACTIONS

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



CLASS & LEVEL		PLAYER NAME	
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CHARACTER NAME

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP						
SP						
EP						
GP						
PP						
WEIGHT CARRIED						
ENCUMBERED				ATTUNED MAGIC ITEMS		QTY WEIGHT
PUSH/DRAG/LIFT						

EQUIPMENT



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ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ADDITIONAL EQUIPMENT					



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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

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