

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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FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP						
SP						
EP						
GP						
PP						

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT



CLASS & LEVEL		PLAYER NAME	
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CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL 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