


# 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**  


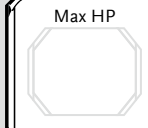
**DEFENSES**

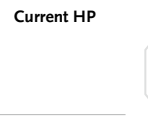
**HEROIC INSPIRATION**

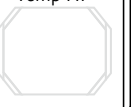
**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

**Max HP**  



**Current HP**  



**Temp HP**  


**HIT POINTS**

**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	
SPECIES	BACKGROUND	EXPERIENCE POINTS	

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



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