

# D&D BEYOND

|                |               |                              |
|----------------|---------------|------------------------------|
| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME                  |
|                | RACE          | BACKGROUND EXPERIENCE POINTS |

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

Saving Throw Modifiers

**SAVING THROWS**

- \_\_\_ 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**

**INSPIRATION**

**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

|                   |            |         |
|-------------------|------------|---------|
| Max HP            | Current HP | Temp HP |
|                   |            |         |
| <b>HIT POINTS</b> |            |         |

|                 |                    |
|-----------------|--------------------|
| Total           | <b>SUCCESSES</b>   |
| <b>HIT DICE</b> | <b>FAILURES</b>    |
|                 | <b>DEATH SAVES</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       |
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|                |  | BACKGROUND    |                   |

**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