

# D&D BEYOND

CLASS & LEVEL

PLAYER NAME

CHARACTER NAME

SPECIES

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**

**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	

**FEATURES & TRAITS**

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT						
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SP	<input style="width: 95%;" type="text"/>											
EP	<input style="width: 95%;" type="text"/>											
GP	<input style="width: 95%;" type="text"/>											
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<table style="width: 100%;"> <tr> <td style="width: 50%;">WEIGHT CARRIED</td> <td style="width: 50%;"></td> </tr> <tr> <td>ENCUMBERED</td> <td></td> </tr> <tr> <td>PUSH/DRAG/LIFT</td> <td></td> </tr> </table>							WEIGHT CARRIED		ENCUMBERED		PUSH/DRAG/LIFT	
WEIGHT CARRIED												
ENCUMBERED												
PUSH/DRAG/LIFT												
				ATTUNED MAGIC ITEMS	QTY	WEIGHT						

**EQUIPMENT**





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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