

D&D BEYOND

CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	RACE	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
CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP 	Current HP _____	Temp HP
HIT POINTS		

Total _____
HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

PROFICIENCIES & LANGUAGES

ACTIONS

<input type="checkbox"/> PASSIVE WISDOM (PERCEPTION)
<input type="checkbox"/> PASSIVE WISDOM (INSIGHT)
<input type="checkbox"/> PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



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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