

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 _____

HIT POINTS

Total _____

HIT DICE _____

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

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
		RACE	EXPERIENCE POINTS
		BACKGROUND	

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP							
SP							
EP							
GP							
PP							
WEIGHT CARRIED							
ENCUMBERED				ATTUNED MAGIC ITEMS			
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

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

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PAGE REF NOTES

SPELLS