

# 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**

**SKILLS**

**CHARISMA**

**INITIATIVE**

**ARMOR**

**DEFENSES**

**INSPIRATION**

**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

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

**HIT DICE**  
 Total \_\_\_\_\_

**DEATH SAVES**  
 SUCCESSES 
  
 FAILURES

**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  | <input style="width: 95%;" type="text"/> |     |        |                            |     |        |   |  |   |  |   |  |
| SP  | <input style="width: 95%;" type="text"/> |     |        |                            |     |        |   |  |   |  |   |  |
| EP  | <input style="width: 95%;" type="text"/> |     |        |                            |     |        |   |  |   |  |   |  |
| GP  | <input style="width: 95%;" type="text"/> |     |        |                            |     |        |   |  |   |  |   |  |
| PP  | <input style="width: 95%;" type="text"/> |     |        |                            |     |        |   |  |   |  |   |  |
| <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <p><b>WEIGHT CARRIED</b></p> <input style="width: 90%; height: 20px;" type="text"/> </td> <td style="width: 50%; border: none;"></td> </tr> <tr> <td style="border: none;"> <p><b>ENCUMBERED</b></p> <input style="width: 90%; height: 20px;" type="text"/> </td> <td style="border: none;"></td> </tr> <tr> <td style="border: none;"> <p><b>PUSH/DRAG/LIFT</b></p> <input style="width: 90%; height: 20px;" type="text"/> </td> <td style="border: none;"></td> </tr> </table> |  |     |        |                            |     |        | <p><b>WEIGHT CARRIED</b></p> <input style="width: 90%; height: 20px;" type="text"/> |  | <p><b>ENCUMBERED</b></p> <input style="width: 90%; height: 20px;" type="text"/> |  | <p><b>PUSH/DRAG/LIFT</b></p> <input style="width: 90%; height: 20px;" type="text"/> |  |
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| <p><b>ENCUMBERED</b></p> <input style="width: 90%; height: 20px;" type="text"/>   |  |     |        |                            |     |        |   |  |   |  |   |  |
| <p><b>PUSH/DRAG/LIFT</b></p> <input style="width: 90%; height: 20px;" type="text"/>   |  |     |        |                            |     |        |   |  |   |  |   |  |
|   |  |     |        | <b>ATTUNED MAGIC ITEMS</b> | QTY | WEIGHT |   |  |   |  |   |  |
|   |  |     |        |                            |     |        |   |  |   |  |   |  |

**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