

# 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 <b>HIT DICE</b>	SUCCESSES FAILURES <b>DEATH SAVES</b>
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**PROFICIENCIES & LANGUAGES**

**ACTIONS**

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

**SENSES**

NAME	HIT	DAMAGE/TYPE	NOTES

**WEAPON ATTACKS & CANTRIPS**

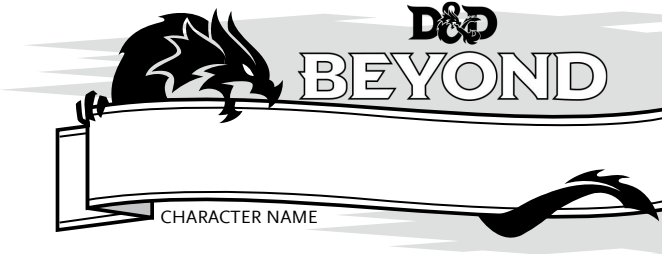


CHARACTER NAME		CLASS & LEVEL	PLAYER NAME
		RACE	EXPERIENCE POINTS
		BACKGROUND	

**FEATURES & TRAITS**

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP						
SP						
EP						
GP						
PP						
WEIGHT CARRIED						
<input type="text"/>						
ENCUMBERED		ATTUNED MAGIC ITEMS		QTY		WEIGHT
<input type="text"/>						
PUSH/DRAG/LIFT						
<input type="text"/>						

**EQUIPMENT**



CLASS & LEVEL		PLAYER NAME
RACE	BACKGROUND	EXPERIENCE POINTS

CHARACTER NAME

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



# D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

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