

D&D BEYOND

CLASS & LEVEL

PLAYER NAME

CHARACTER 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 |
|------|-----|-------------|-------|
| | | | |
| | | | |
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| | | | |
| | | | |

WEAPON ATTACKS & CANTRIPS



| | | | |
|---------------|------------|-------------------|--|
| CLASS & LEVEL | | PLAYER NAME | |
| RACE | BACKGROUND | EXPERIENCE POINTS | |

CHARACTER NAME

FEATURES & TRAITS

| | NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|----|------|-----|--------|------|-----|--------|
| CP | | | | | | |
| SP | | | | | | |
| EP | | | | | | |
| GP | | | | | | |
| PP | | | | | | |

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

ATTUNED MAGIC ITEMS

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