

# 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		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