

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 | | | | ATTUNED MAGIC ITEMS | | QTY | WEIGHT |
| ENCUMBERED | | | | | | | |
| 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