

# D&D BEYOND

CLASS & LEVEL

PLAYER NAME

CHARACTER NAME

SPECIES

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
- \_\_\_ \_\_\_\_\_
- \_\_\_ \_\_\_\_\_
- \_\_\_ \_\_\_\_\_

**SKILLS**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**INITIATIVE**

**ARMOR**

**CLASS**

**DEFENSES**

**HEROIC INSPIRATION**

**PROFICIENCY BONUS**

**ABILITY SAVE DC**

**SPEED**

Max HP      Current HP      Temp HP

**HIT POINTS**

Total \_\_\_\_\_

**HIT DICE**

SUCCESSES ○○○○

FAILURES ○○○○

**DEATH SAVES**

**PROFICIENCIES & TRAINING**

**ACTIONS**

**SENSES**

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

| NAME | HIT | DAMAGE/TYPE | NOTES |
|------|-----|-------------|-------|
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |
|      |     |             |       |

**WEAPON ATTACKS & CANTRIPS**



|                |  |               |                   |
|----------------|--|---------------|-------------------|
| CHARACTER NAME |  | CLASS & LEVEL | PLAYER NAME       |
|                |  | SPECIES       | 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