

D&D BEYOND

CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	RACE	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
- ___ _____
- ___ _____
- ___ _____

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

INITIATIVE

ARMOR

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
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		BACKGROUND	

FEATURES & TRAITS

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

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