


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



INTELLIGENCE



- ___ Acrobatics
- ___ Animal Handling
- ___ Arcana
- ___ Athletics
- ___ Deception
- ___ History
- ___ Insight
- ___ Intimidation
- ___ Investigation
- ___ Medicine
- ___ Nature
- ___ Perception
- ___ Performance
- ___ Persuasion
- ___ Religion
- ___ Sleight of Hand
- ___ Stealth
- ___ Survival
- ___ _____
- ___ _____
- ___ _____

WISDOM


CHARISMA


SKILLS


INITIATIVE


ARMOR CLASS

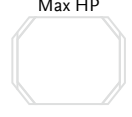
DEFENSES


INSPIRATION

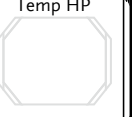
PROFICIENCY BONUS

ABILITY SAVE DC

SPEED


Max HP




Current HP


Temp HP

HIT POINTS

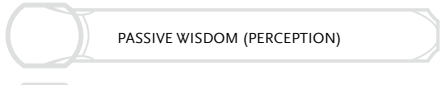
Total

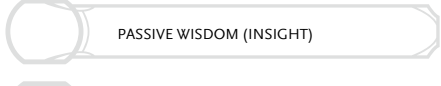
HIT DICE

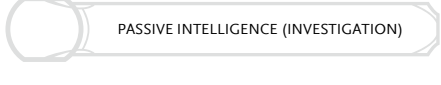
SUCCESSES 
FAILURES 
DEATH SAVES

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						
<input type="text"/>						
ENCUMBERED		ATTUNED MAGIC ITEMS		QTY		WEIGHT
<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