

D&amp;D

BEYOND



CHARACTER NAME

CLASS &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS



- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Saving Throw Modifiers

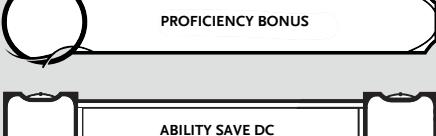
## SAVING THROWS

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

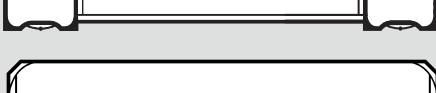
## SKILLS



## DEFENSES



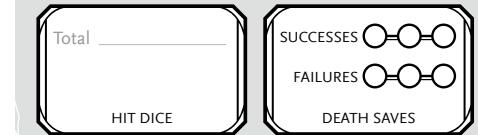
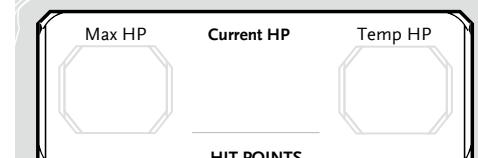
## PROFICIENCY BONUS



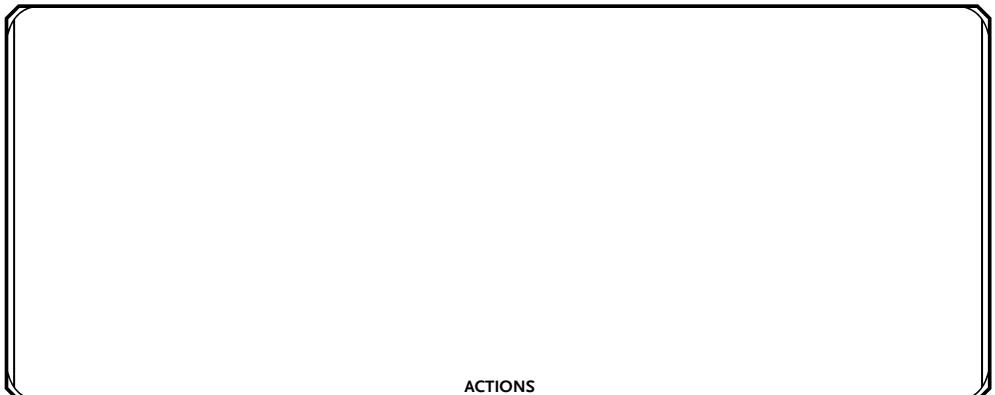
## ABILITY SAVE DC



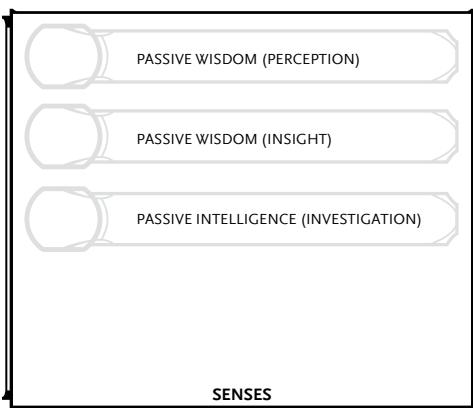
## SPEED



## PROFICIENCIES &amp; LANGUAGES



## ACTIONS



PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

## SENSES

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

## WEAPON ATTACKS &amp; CANTRIPS



CLASS &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

## FEATURES &amp; TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

|    |  |
|----|--|
| CR |  |
| SP |  |
| EP |  |
| GP |  |
| PP |  |

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAZ/LIFT

ATTUNED MAGIC ITEMS

QTY

WEIGHT

## EQUIPMENT

**D&D****BEYOND**

CHARACTER NAME

GENDER

AGE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

SKIN

EYES

HAIR

CHARACTER APPEARANCE

ALLIES &amp; ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES