

D&amp;D

## BEYOND



CHARACTER NAME

CLASS &amp; LEVEL

PLAYER NAME

RACE

BACKGROUND

EXPERIENCE POINTS

**STRENGTH**

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

Saving Throw Modifiers

**DEXTERITY**

## SAVING THROWS

**CONSTITUTION**

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

## SKILLS

**WISDOM**

## CHARISMA

INITIATIVE

ARMOR  
CLASS

DEFENSES

Max HP  
Current HP  
Temp HP  
HIT POINTS

Total \_\_\_\_\_  
HIT DICE  
SUCCESSES   
FAILURES   
DEATH SAVES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

PROFICIENCIES & LANGUAGES

ACTIONS

PASSIVE WISDOM (PERCEPTION)

PASSIVE WISDOM (INSIGHT)

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES

WEAPON ATTACKS & CANTRIPS



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## 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 & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES