

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

## SENSES

**INITIATIVE**

**ARMOR**  
CLASS

**DEFENSES**

**Max HP**      **Current HP**      **Temp HP**  
**HIT POINTS**

Total \_\_\_\_\_  
**HIT DICE**      **SUCCESES**   
**FAILURES**      **DEATH SAVES**

**INSPIRATION**

**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



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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



CHARACTER NAME

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EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



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



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS



PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS



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SPELLS