



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

INSPIRATION  
PROFICIENCY BONUS

**DEXTERITY**

Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma

SAVING THROWS

**CONSTITUTION**

Acrobatics (Dex)  
 Animal Handling (Wis)  
 Arcana (Int)  
 Athletics (Str)  
 Deception (Cha)  
 History (Int)  
 Insight (Wis)  
 Intimidation (Cha)  
 Investigation (Int)  
 Medicine (Wis)  
 Nature (Int)  
 Perception (Wis)  
 Performance (Cha)  
 Persuasion (Cha)  
 Religion (Int)  
 Sleight of Hand (Dex)  
 Stealth (Dex)  
 Survival (Wis)

SKILLS

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

ARMOR CLASS  
INITIATIVE  
SPEED

Hit Point Maximum \_\_\_\_\_  
CURRENT HIT POINTS  
TEMPORARY HIT POINTS

Total \_\_\_\_\_  
HIT DICE  
SUCCESSES   
FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE


ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP  
SP  
EP  
GP  
PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



AGE

HEIGHT

WEIGHT

EYES

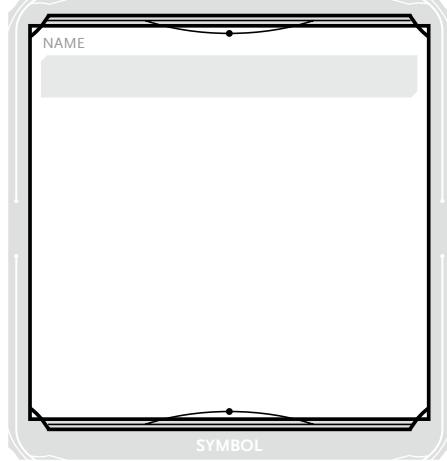
SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



The image shows a blank, multi-page character sheet for a tabletop RPG, likely Dungeons & Dragons. The sheet is organized into several sections:

- Top Section:** A header box labeled "CANTRIPS" with a "0" icon.
- Section 0:** A header box labeled "0" with a "0" icon, followed by a row of ten lines for notes.
- Section 1:** A header box labeled "1" with a "1" icon, followed by a row of ten lines for notes.
- Section 2:** A header box labeled "2" with a "2" icon, followed by a row of ten lines for notes.
- Section 3:** A header box labeled "3" with a "3" icon, followed by a row of ten lines for notes.
- Section 4:** A header box labeled "4" with a "4" icon, followed by a row of ten lines for notes.
- Section 5:** A header box labeled "5" with a "5" icon, followed by a row of ten lines for notes.
- Section 6:** A header box labeled "6" with a "6" icon, followed by a row of ten lines for notes.
- Section 7:** A header box labeled "7" with a "7" icon, followed by a row of ten lines for notes.
- Section 8:** A header box labeled "8" with a "8" icon, followed by a row of ten lines for notes.
- Section 9:** A header box labeled "9" with a "9" icon, followed by a row of ten lines for notes.

On the left side of the sheet, there is a vertical column of boxes for "SPELL LEVEL" (0-9) and "SLOTS EXPENDED". To the right of these boxes is a column labeled "PREPARED" with a "SPELL NAME" header, containing ten lines for notes.