



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

A decorative frame with the word STRENGTH written inside it.

INSPIRATION

PROFICIENCY BONUS

A large, empty rectangular box with a double-line border, intended for drawing a personality trait.

A decorative frame consisting of two concentric circles with a wavy, scalloped pattern between them. The word "DEXTERITY" is centered within the inner circle.

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

SAVING THROWS

The diagram consists of three horizontal lines. The top line is labeled "IDEALS" in capital letters, centered below it. The bottom line is labeled "BONDS" in capital letters, centered below it. The middle line is empty.

SAVING THROWS

- — Acrobatics (Dex)
- — Animal Handling (Wis)

TEMPORARY HIT POINTS	
Total	_____
HIT DICE	
SUCCESSES	
FAILURES	
DEATH SAVES	

BONDS

FLAWS

INTELLIGENCE

- 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)

NAME	ATK BONUS	DAMAGE/TYPE

A decorative icon representing wisdom, featuring a central circle with a crown-like shape above it, all enclosed within a rectangular frame.

- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

CPE

SF

EP

GE

PP

ATTUNEMENT

EQUIPMENT

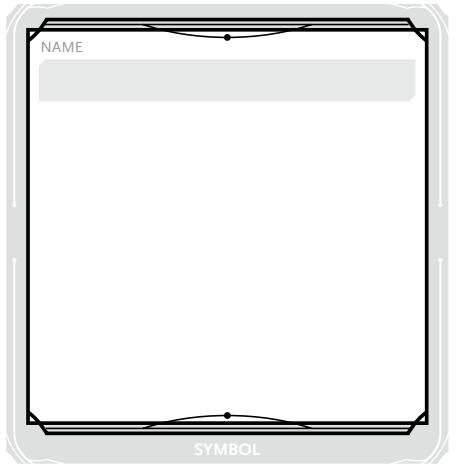
FEATURES & TRAITS



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

CHARACTER APPEARANCE

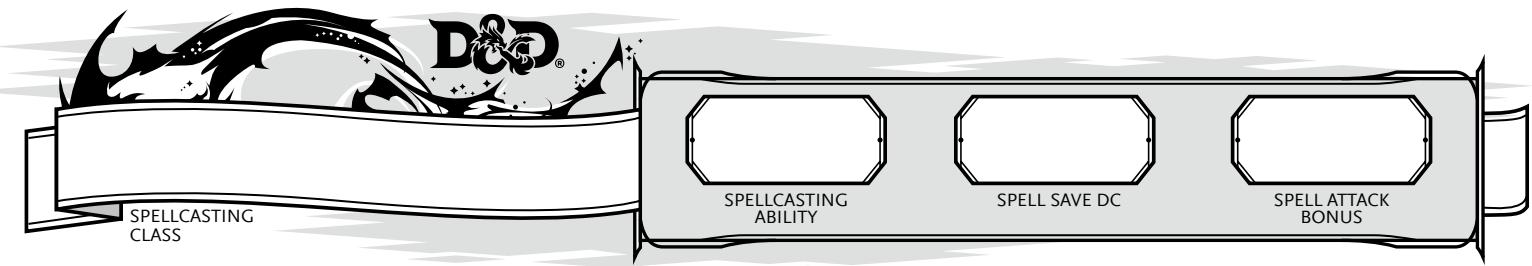
ALLIES & ORGANIZATIONS



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.

Left Margin: The word "SPELLS KNOWN" is written vertically along the left margin. There is also a small circle labeled "PREPARED" near the top of the margin.

Header Boxes: Each section header box contains a large number (0-9) in a hexagonal frame with a smaller number (0-9) in a circle to its left.