

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

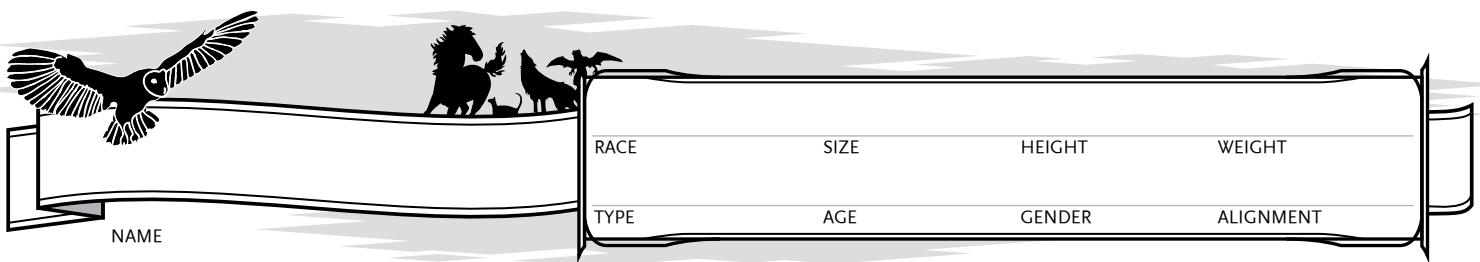
Next Level

STRENGTH	STR ○ INT ○ DEX ○ WIS ○ CON ○ CHA RESISTANCES	MAXIMUM HIT POINTS PROFICIENCY BONUS ARMOR CLASS Temporary Hit Points: CURRENT HIT POINTS INITIATIVE SUCCESSES LEVEL DIE USED FAILURES DEATH SAVES HIT DICE SPEED	AC DESCRIPTION Armor Shield Dex ○ Medium Armor ○ Heavy Armor Magic Misc Misc ARMOR INSPIRATION ABILITY SAVE DC
DEXTERITY	SAVING THROWS	LIMITED FEATURES	ARMOR WEAPONS Light ○ Medium ○ Heavy ○ Shields Simple ○ Martial ○ Other Weapons: LANGUAGES TOOLS & OTHERS PROFICIENCIES
CONSTITUTION	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	
INTELLIGENCE			
WISDOM			
CHARISMA			

PASSIVE WISDOM (PERCEPTION)	ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
SENSES	DESCRIPTION				
AMMUNITION	NAME TOTAL	NAME TOTAL	ATTACKS: WEAPONS & CANTRIPS		

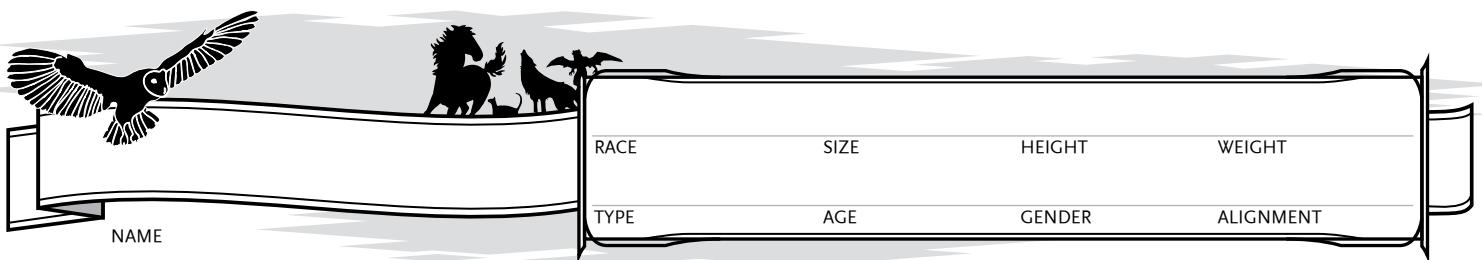
<b>PERSONALITY TRAITS</b>
<b>IDEALS</b>
<b>BONDS</b>
<b>FLAWS</b>

<p>Feature Name:</p> <hr/> <hr/> <hr/> <hr/> <hr/>	<b>BACKGROUND FEATURE</b>
<hr/> <hr/> <hr/> <hr/> <hr/>	<b>RACIAL TRAITS</b>



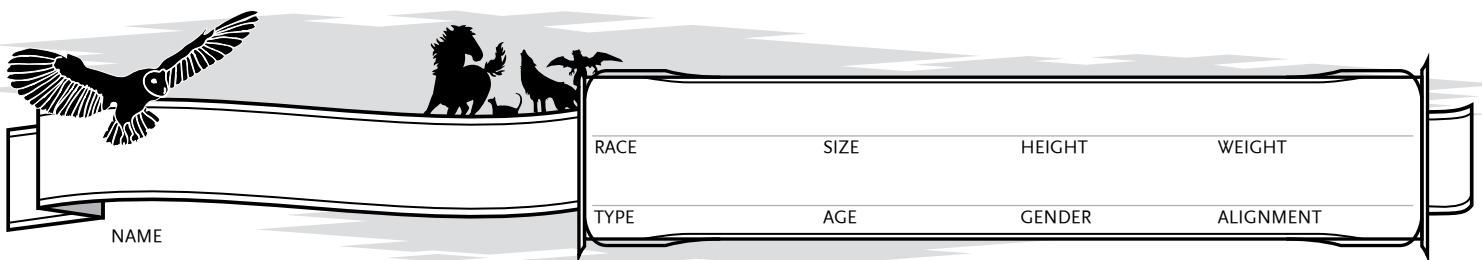
This is a blank, multi-sectioned character sheet template designed for a tabletop RPG, such as Dungeons & Dragons. The sheet is organized into several sections:

- Top Left Column (Character Stats):** Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma.
- Top Right Column (Character Stats):** Saving Throws (STR, DEX, CON), INT, WIS, CHA.
- Top Row (General):** ARMOR CLASS, PROFICIENCY BONUS, MAXIMUM HIT POINTS, CURRENT HIT POINTS, Temporary HP: [ ].
- Row 1 (Combat):** INITIATIVE, SPEED, LEVEL USED, DIE, ATTACKS PER ACTION.
- Row 2 (Attack):** ATTACK NAME, DESCRIPTION, RANGE, TO HIT, DAMAGE, DAMAGE TYPE.
- Row 3 (Attack):** ATTACKS.
- Row 4 (Skills):** SKILLS (represented by a vertical list of circles).
- Row 5 (Features/Traits):** FEATURES, TRAITS.
- Row 6 (Senses):** PASSIVE WISDOM (PERCEPTION), SENSES.
- Bottom Row (Notes):** REMARKS, NOTES.



This image shows a blank, multi-page character sheet template. The layout is organized into several sections:

- Page 1 (Top Row):**
  - STRENGTH**: A box with a circular track for a stat score.
  - SAVING THROWS**: A box showing STR, DEX, CON on the left and INT, WIS, CHA on the right, with a "O" indicating the current save type. Below it is a section for "INITIATIVE" and "SPEED".
  - ARMOR CLASS**: A shield-shaped box.
  - PROFICIENCY BONUS**: A box with a jagged border.
  - Temporary HP:** A box.
  - SUCCESSES**: A box showing three circles connected by lines.
  - FAILURES**: A box showing three separate circles.
  - DEATH SAVES**: A box.
- Page 1 (Second Row):**
  - DEXTERITY**: A box with a circular track.
  - CONSTITUTION**: A box with a circular track.
  - INTELLIGENCE**: A box with a circular track.
  - WISDOM**: A box with a circular track.
  - CHARISMA**: A box with a circular track.
  - ATTACK NAME**: A box for the name of an attack.
  - RANGE**: A box for attack range.
  - TO HIT**: A box for attack roll.
  - DAMAGE**: A box for damage type.
  - DAMAGE TYPE**: A box for damage type.
- Page 2 (Third Row):**
  - LEVEL**: A box for character level.
  - USED**: A box for character usage.
  - DIE**: A box for the attack die.
  - HIT DICE**: A box for hit dice.
  - ATTACKS PER ACTION**: A box for attacks per action.
  - DESCRIPTION**: A large box for attack details.
  - ATTACKS**: A large box for listing attacks.
- Page 3 (Fourth Row):**
  - SKILLS**: A vertical column of ten boxes, each containing a skill name and a circular track.
  - FEATURES**: A large box for listing character features.
  - TRAITS**: A large box for listing character traits.
- Page 4 (Fifth Row):**
  - PASSIVE WISDOM (PERCEPTION)**: A box with a circular track.
  - SENSES**: A large box for listing character senses.
  - NOTES**: A large box for general notes.
- Page 5 (Bottom Row):**
  - REMARKS**: A large box for remarks.



This image shows a blank, multi-page character sheet template. The layout is organized into several sections:

- Page 1 (Top Row):**
  - STRENGTH**: A large box with a decorative border.
  - SAVING THROWS**: A box containing columns for STR, DEX, CON on the left and INT, WIS, CHA on the right, each with a radio button next to it.
  - ARMOR CLASS**: A shield-shaped box.
  - PROFICIENCY BONUS**: A box with a jagged edge.
  - Temporary HP:** A large box.
  - SUCCESES**: A box with three circles connected by lines.
- Page 1 (Second Row):**
  - DEXTERITY**: A large box with a decorative border.
  - INITIATIVE** and **SPEED**: Two boxes in a row.
  - CONSTITUTION**: A large box with a decorative border.
  - LEVEL** and **USED**: Two boxes in a row.
  - DIE** and **HIT DICE**: Two boxes in a row.
  - ATTACK NAME**: A large box.
  - RANGE**, **TO HIT**, **DAMAGE**, and **DAMAGE TYPE**: Four boxes in a row.
- Page 1 (Third Row):**
  - INTELLIGENCE**: A large box with a decorative border.
  - WISDOM**: A large box with a decorative border.
  - CHARISMA**: A large box with a decorative border.
  - DESCRIPTION**: A large box.
  - ATTACKS**: A large box.
- Page 2 (Left Column):**
  - SKILLS**: A tall, narrow box with a decorative border.
  - PASSIVE WISDOM (PERCEPTION)**: A box with a decorative border.
  - SENSES**: A box with a decorative border.
  - REMARKS**: A large box with a decorative border.
- Page 2 (Right Column):**
  - FEATURES**: A tall, narrow box with a decorative border.
  - TRAITS**: A tall, narrow box with a decorative border.
  - NOTES**: A large box with a decorative border.