

This image shows a comprehensive character sheet template, likely for a Dungeons & Dragons campaign. The layout is organized into several sections:

- Header:** Features a decorative owl icon at the top left. To its right are sections for **NAME**, **CLASS**, **LEVEL**, and **RACE**. Below these are columns for **INITIATIVE**, **DEXTERITY MODIFIER**, **WISDOM MODIFIER**, **PROFICIENCY SCORE**, **OTHER BONUSES**, and **SPEED**.
- Ability Scores (Left Column):** Six boxes, each containing an owl icon and a title. Each box has a row of six circles representing saving throws.
 - STRENGTH:** Saving Throws Athletics.
 - DEXTERITY:** Saving Throws Acrobatics, Sleight of Hand, Stealth.
 - CONSTITUTION:** Saving Throw.
 - INTELLIGENCE:** Saving Throws Arcana, History, Investigation, Nature, Religion.
 - WISDOM:** Saving Throws Animal Handling, Insight, Medicine, Perception, Survival.
 - CHARISMA:** Saving Throws Deception, Intimidation, Performance, Persuasion.
- Hit Points:** A central section showing **HIT POINTS** (MAX and NOW), **A.C.** (Armor Class), **DEXTERITY MODIFIER**, **BASE ARMOR**, and **BASE SHIELD**. It also includes **OTHER BONUSES** and **VISION** (Speed and Vision).
- Racial Features:** A section for racial abilities.
- Feats:** A section for Feats.
- Class Features (Levels 1-5):** A large section for class abilities.
- Equipment:** Sections for **EQUIPPED WEAPONS** and **EQUIPPED ARMOR**, each with rows for weapon type, range, attack bonus, and damage.
- Perks:** A column of boxes for selecting perks corresponding to body parts: Head, Face, Torso, Back, Throat, Arms, Hands, Right Ring, Left Ring, Waist, Feet, MISC, MISC, MISC, and MISC.
- Class Features (Levels 6-10):** A section for class abilities.
- Class Features (Levels 11-15):** A section for class abilities.
- Class Features (Levels 16-20):** A section for class abilities.
- Resistances:** A legend listing various resistances with their corresponding symbols.

CHARACTER SUMMARY

NAME	NICKNAME	CLASS	LEVEL	RACE	SUBRACE	EXPERIENCE POINTS																																																																																													
BACKGROUND	ALIGNMENT	RELIGION/PATRON/DEITY		LANGUAGES																																																																																															
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