

This image shows a detailed character sheet for a Wizard, designed for a tabletop RPG like D&D 5e. The sheet is organized into several sections:

- Character Name:** A large input field at the top left.
- Race:** A small input field at the top center-left.
- Background:** A small input field at the top center-right.
- Alignment:** A small input field at the top center-left.
- Experience Points:** A small input field at the top center-right.
- ARCANE TRADITION:** A section featuring a circular icon of a wizard's hat and a scroll.
- PROFICIENCY:** A circular input field for proficiency.
- PASSIVE PERCEPTION:** A circular input field for passive perception.
- INSPIRATION:** A circular input field for inspiration.
- PASSIVE INSIGHT:** A circular input field for passive insight.
- STRENGTH:** An input field for Strength, with a note indicating it grants saving throws for Athletics.
- DEXTERITY:** An input field for Dexterity, with notes for Saving Throws, Acrobatics, Sleight of Hand, and Stealth.
- CONSTITUTION:** An input field for Constitution, with a note indicating it grants saving throws.
- INTELLIGENCE:** An input field for Intelligence, with notes for Saving Throws, Arcana, History, Investigation, Nature, and Religion.
- WISDOM:** An input field for Wisdom, with notes for Saving Throws, Animal Handling, Insight, Medicine, Perception, and Survival.
- CHARISMA:** An input field for Charisma, with notes for Saving Throws, Deception, Intimidation, Performance, and Persuasion.
- RACIAL TRAITS:** A large input field for racial traits.
- PROFICIENCIES:** A section for selecting light, simple, medium, martial, and heavy armour, as well as shields.
- LANGUAGES:** A section for selecting languages.
- TOOLS & OTHER PROFICIENCIES:** A section for selecting tools and other proficiencies.
- AC:** A circular input field for Armor Class.
- INITIATIVE:** A circular input field for Initiative.
- SPEED:** A circular input field for Speed.
- HIT POINT MAXIMUM:** A circular input field for hit point maximum.
- TEMPORARY HIT POINTS:** A circular input field for temporary hit points.
- HIT DICE:** A section showing Used (d6), Total, Successes (3 circles), and Failures (3 circles).
- DEATH SAVES:** A section showing ATK BONUS, DAMAGE/TYPE, NAME, and SPELL ATTACK BONUS.
- CANTRIPS KNOWN:** A circular input field for known cantrips.
- SPELLS KNOWN:** A circular input field for known spells.
- FAVOURITE SPELLS:** A section for listing favorite spells, with columns for NAME, RANGE, CASTING TIME, and SAVE.
- SPELL MASTERY:** A section explaining how to choose and prepare 1st and 2nd level spells.
- ARCANE RECOVERY:** A section explaining the ability to recover expended spell slots.
- ARCANE TRADITION FEATURE:** A section for level 1 features.
- ARCANE TRADITION FEATURE:** A section for level 2 features.
- ARCANE TRADITION FEATURE:** A section for level 6 features.
- ARCANE TRADITION FEATURE:** A section for level 10 features.
- ARCANE TRADITION FEATURE:** A section for level 14 features.
- SIGNATURE SPELL:** A section for choosing signature spells at level 20.
- CANTRIPS & SPELLS PREPARED:** A section for tracking prepared cantrips and spells, with rows for levels 1-9.
- SPells SLOTS:** A section for tracking spell slots by level (1st-9th), with a grid of checkboxes for each slot.