



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

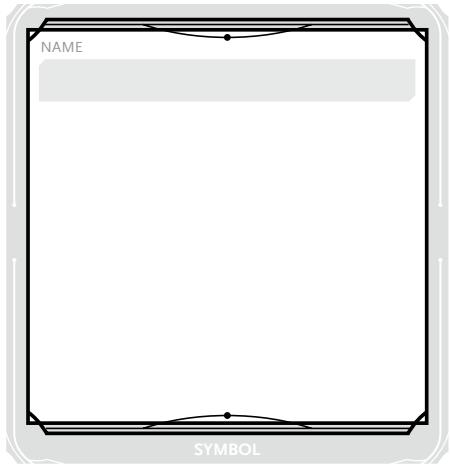
FEATURES & TRAITS



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 D&D 5e. The sheet is organized into three columns for spell levels 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. Each column contains a header box, a list of prepared spells, and a list of expended slots.

Header Boxes:

- Level 0:** CANTRIPS
- Level 1:** SLOTS TOTAL, SLOTS EXPENDED
- Level 2:** PREPARED, SPELL NAME
- Level 3:**
- Level 4:**
- Level 5:**
- Level 6:**
- Level 7:**
- Level 8:**
- Level 9:**

Prepared Spells: Each level has a list of ten empty circles for prepared spells, followed by a box for the spell name.

Expended Slots: Each level has a list of ten empty circles for expended slots.