



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



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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.