

CHARACTER NAME

LEVEL & CLASS

PLAYER NAME

BACKGROUND

RACE

EXPERIENCE

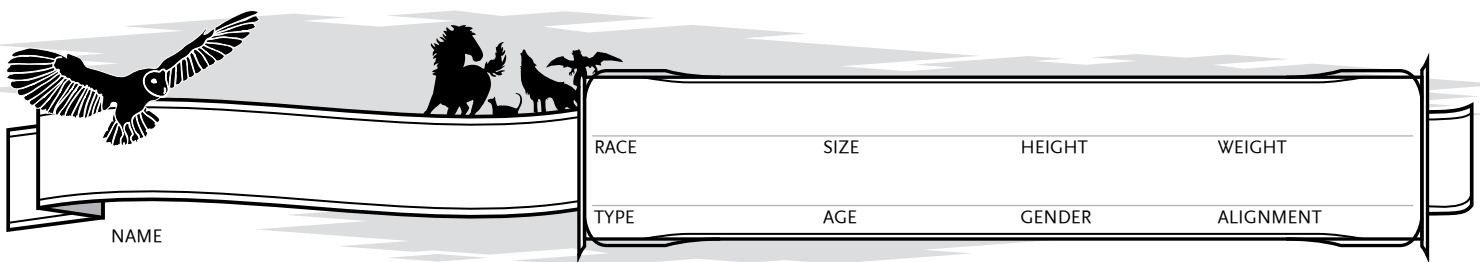
Next Level

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
DEXTERITY			INSPIRATION
CONSTITUTION	SAVING THROWS		ABILITY SAVE DC
INTELLIGENCE			ARMOR Light ○ Medium ○ Heavy ○ Shields WEAPONS ○ Simple ○ Martial ○ Other Weapons:
WISDOM		LIMITED FEATURES	LANGUAGES TOOLS & OTHERS
CHARISMA	SKILLS	ACTIONS BONUS ACTIONS REACTIONS	PROFICIENCIES

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.



