

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) SENSES	ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE DESCRIPTION		
AMMUNITION	NAME TOTAL	AMMUNITION NAME TOTAL	ATTACKS: WEAPONS & CANTRIPS

<p>PERSONALITY TRAITS</p>
<p>IDEALS</p>
<p>BONDS</p>
<p>FLAWS</p>

<p>Feature Name:</p> <hr/> <hr/> <hr/> <hr/> <hr/>	BACKGROUND FEATURE
<hr/> <hr/> <hr/> <hr/> <hr/>	RACIAL TRAITS

NOTES

EXTRA EQUIPMENT

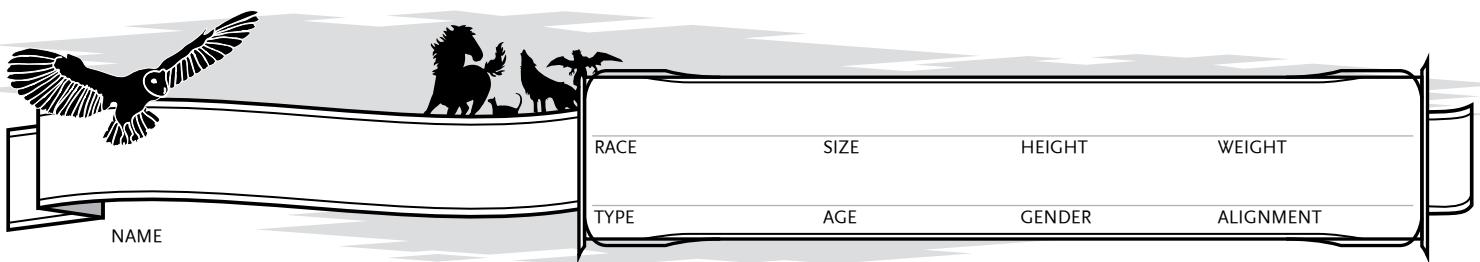
OTHER HOLDINGS

OTHER HOLDINGS

FEAT:

MAGIC ITEM:	

MAGIC ITEMS



This image shows a blank, multi-page character sheet template. The layout is organized into several sections:

- Page 1 (Top Row):**
 - STRENGTH**, **DEXTERITY**, **CONSTITUTION**, **INTELLIGENCE**, **WISDOM**, **CHARISMA**
 - SAVING THROWS**: STR, DEX, CON (left); INT, WIS, CHA (right)
 - ARMOR CLASS**, **PROFICIENCY BONUS**, **MAXIMUM HIT POINTS**, **CURRENT HIT POINTS**, **Temporary HP:**
 - SUCCESSES** (3 circles), **FAILURES** (3 circles), **DEATH SAVES**
- Page 2 (Second Row):**
 - INITIATIVE**, **SPEED**
 - LEVEL**, **USED**
 - DIE**, **HIT DICE**
 - ATTACK NAME**, **RANGE**, **TO HIT**, **DAMAGE**, **DAMAGE TYPE**
- Page 3 (Third Row):**
 - ATTACKS**
 - SKILLS**
 - FEATURES**, **TRAITS**
- Page 4 (Fourth Row):**
 - PASSIVE WISDOM (PERCEPTION)**
 - SENSES**
 - NOTES**
- Page 5 (Bottom Row):**
 - REMARKS**

