

This image shows a detailed character sheet template, likely for a Dungeons & Dragons 5th edition player. The sheet is organized into several sections:

- Character Stats (Left Column):** Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma.
- Ability Scores (Top Row):** STR, DEX, CON (left) and INT, WIS, CHA (right). Below these are boxes for "RESISTANCES" and "Temporary Hit Points".
- Ability Scores (Bottom Row):** A column of six circles for each ability score.
- Skills (Bottom Left):** A list of skills with checkboxes for proficiency.
- Abilities (Top Center):** MAXIMUM HIT POINTS, PROFICIENCY BONUS, ARMOR CLASS.
- Abilities (Middle Center):** CURRENT HIT POINTS, INITIATIVE, SUCCESSES, FAILURES, DEATH SAVES, LEVEL, DIE, USED, HIT DICE, ENCUMBERED, SPEED.
- Abilities (Bottom Center):** FEATURE, MAX, RECOVER, USED, LIMITED FEATURES.
- Equipment (Top Right):** AC, DESCRIPTION, options for Armor, Shield, Dex (Medium vs Heavy), Magic, Misc, and ARMOR.
- Equipment (Middle Right):** INSPIRATION, ABILITY SAVE DC.
- Equipment (Bottom Right):** ARMOR (Light, Medium, Heavy, Shields), WEAPONS (Simple, Martial, Other), LANGUAGES, TOOLS & OTHERS, and PROFICIENCIES.
- Combat (Bottom Center):** ACTIONS, BONUS ACTIONS, and REACTIONS.
- Combat (Bottom Left):** PASSIVE WISDOM (PERCEPTION) and SENSES.
- Combat (Bottom Right):** ATTACK NAME, RANGE, TO HIT, DAMAGE, and DAMAGE TYPE.
- Inventory (Bottom Left):** NAME and TOTAL for two rows of AMMUNITION.
- Inventory (Bottom Right):** ATTACKS: WEAPONS & CANTRIPS.

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

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

ADVENTURING GEAR	#	
		CP
		SP
		EP
		GP
		PP
		WEIGHT CARRIED
		ENCUMBERED
		HEAVILY ENCUMBERED
		PUSH/DRAZ/LIFT
SUBTOTAL		

NOTES

ADVENTURING GEAR	#	ADVENTURING GEAR	#
SUBTOTAL		SUBTOTAL	

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

Attuned

MAGIC ITEMS



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
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AGE

SIZE

HEIGHT

WEIGHT

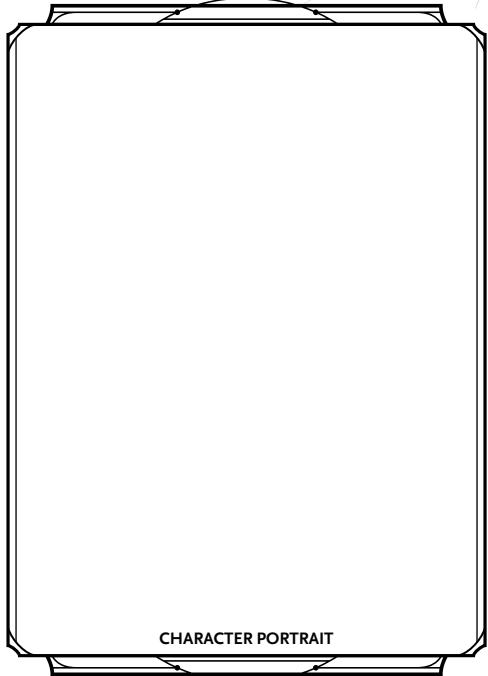
ALIGNMENT

FAITH

HAIR

EYES

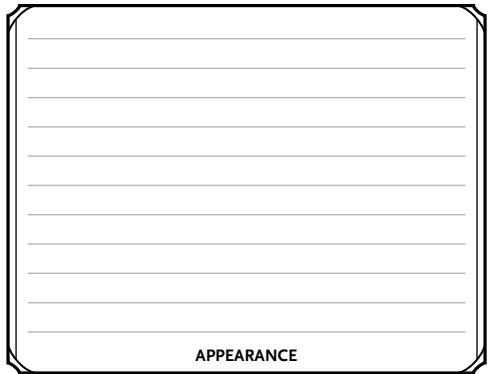
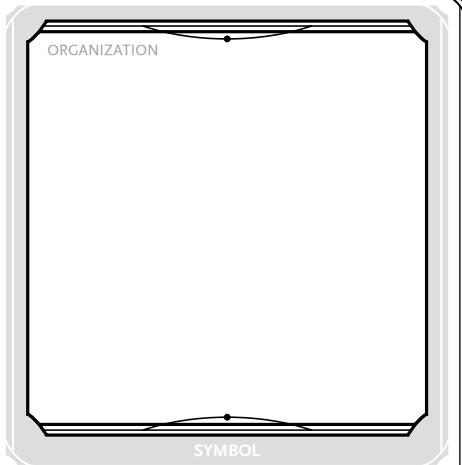
SKIN



CHARACTER PORTRAIT



ALLIES & ORGANIZATIONS



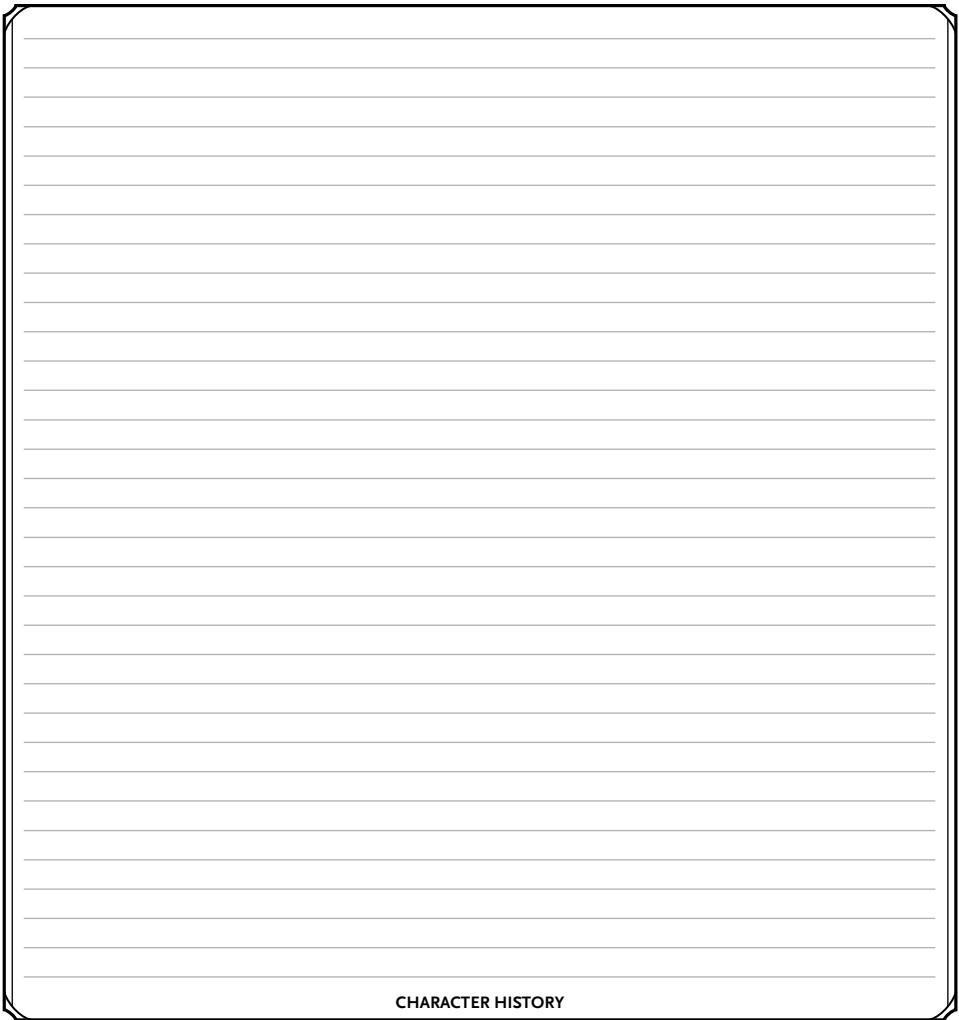
APPEARANCE



LIFESTYLE DAILY PRICE



ENEMIES



CHARACTER HISTORY



RACE SIZE HEIGHT WEIGHT
TYPE AGE GENDER ALIGNMENT

NAME

STRENGTH

<input checked="" type="radio"/>	STR	<input type="radio"/>	INT
<input type="radio"/>	DEX	<input type="radio"/>	WIS
<input type="radio"/>	CON	<input type="radio"/>	CHA

SAVING THROWS

ARMOR CLASS PROFICIENCY BONUS Temporary HP:
MAXIMUM HIT POINTS CURRENT HIT POINTS SUCCESSES
DEATH SAVES FAILURES

DEXTERITY

INITIATIVE SPEED
LEVEL USED DIE
HIT DICE ATTACKS PER ACTION

ATTACK NAME RANGE TO HIT DAMAGE DAMAGE TYPE
DESCRIPTION

ATTACKS

CONSTITUTION

FEATURES TRAITS

INTELLIGENCE

EYE
EAR
SMELL
TASTE
TOUCH
SKILLS

WISDOM

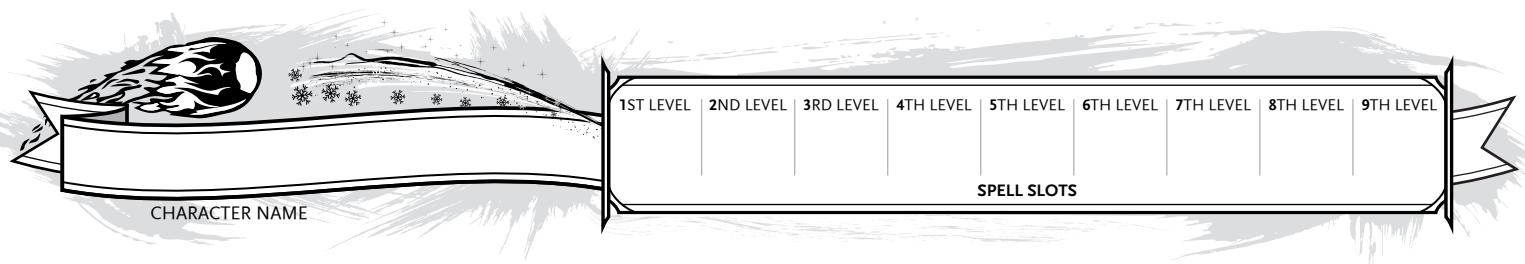
NOTES

CHARISMA

REMARKS

PASSIVE WISDOM (PERCEPTION)

SENSES



CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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SPELL SLOTS