



This is a blank, multi-sectioned character sheet template designed for a tabletop RPG, such as Dungeons & Dragons (D&D). The sheet is organized into several main sections:

- STRENGTH, DEXTERITY, CONSTITUTION, INTELLIGENCE, WISDOM, CHARISMA:** These sections contain large, rounded rectangular fields for notes.
- SAVING THROWS:** A section containing a grid for tracking saving throw results.
- SKILLS:** A section containing a grid for tracking skill proficiency levels.
- PASSIVE WISDOM (PERCEPTION):** A section with a grid for tracking sensory perception levels.
- SENSES:** A section for listing sensory abilities.
- AMMUNITION:** Two sections for tracking ammunition counts.
- ARMOR:** A section for tracking armor and shield status, including fields for AC, Dex, and descriptions of armor types (Medium or Heavy).
- INSPIRATION:** A section for tracking inspiration status.
- ABILITY SAVE DC:** A section for tracking ability save DC values.
- LIMITED FEATURES:** A section for tracking feature usage, with fields for MAX, RECOVER, and USED.
- ACTIONS:** A large section for tracking actions, bonus actions, and reactions.
- ATTACKS: WEAPONS & CANTRIPS:** A section for tracking attacks, including fields for ATTACK NAME, RANGE, TO HIT, DAMAGE, and DAMAGE TYPE.
- DESCRIPTION:** A final section for general character notes.

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

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

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

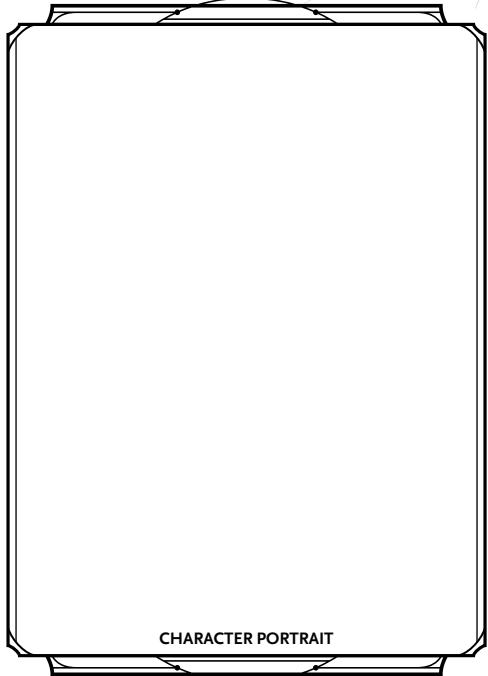
## ALIGNMENT

FAITH

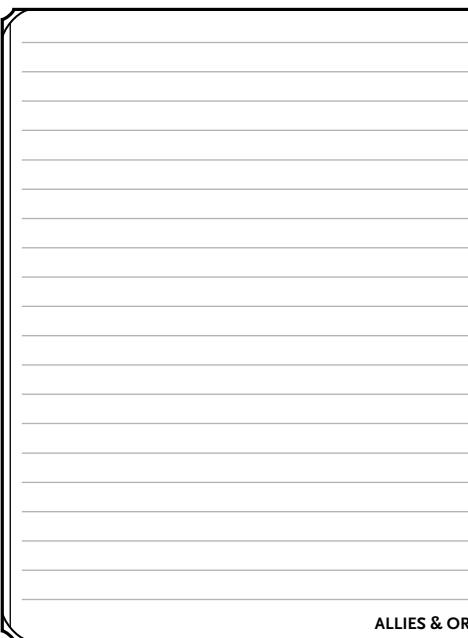
HAIR

EYES

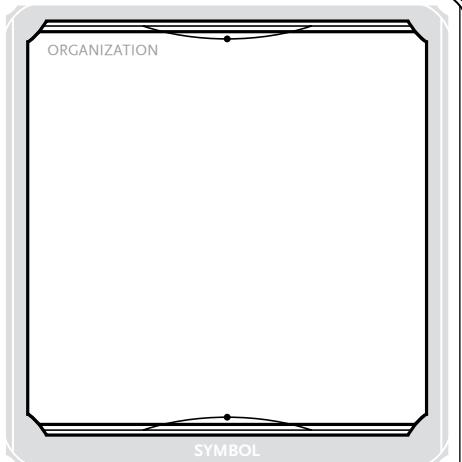
SKIN



## CHARACTER PORTRAIT



## ALLIES & ORGANIZATIONS



## ORGANIZATION



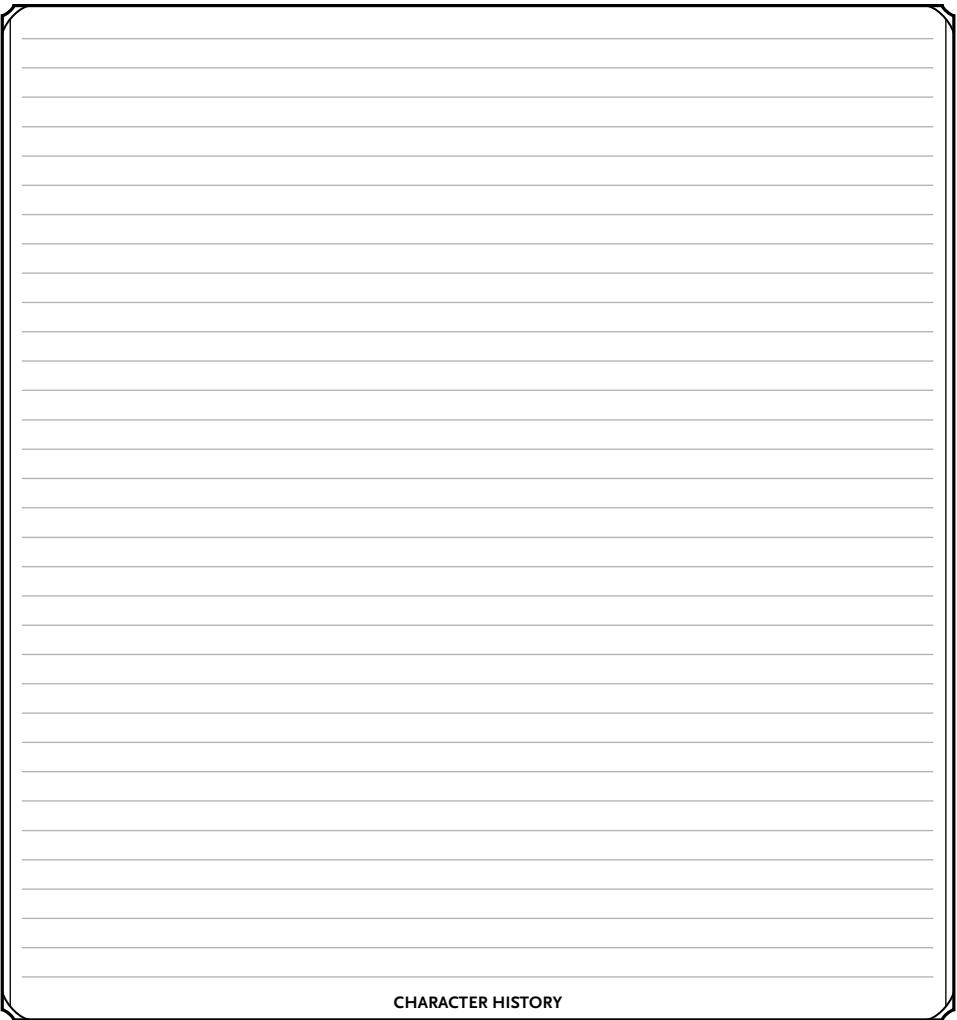
## APPEARANCE



LIFESTYLE DAILY PRICE



## ENEMIES



## CHARACTER HISTORY



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