



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
<input type="text"/>

INSPIRATION
<input type="text"/>

DEXTERITY
<input type="text"/>

PROFICIENCY BONUS

CONSTITUTION
<input type="text"/>

ARMOR CLASS
INITIATIVE
SPEED

INTELLIGENCE
<input type="text"/>

Hit Point Maximum _____
CURRENT HIT POINTS

WISDOM
<input type="text"/>

TEMPORARY HIT POINTS
Total _____
HIT DICE

CHARISMA
<input type="text"/>

SUCCESES
FAILURES
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

<input type="checkbox"/> Strength
<input type="checkbox"/> Dexterity
<input type="checkbox"/> Constitution
<input type="checkbox"/> Intelligence
<input type="checkbox"/> Wisdom
<input type="checkbox"/> Charisma

SAVING THROWS

<input type="checkbox"/> Acrobatics (Dex)
<input type="checkbox"/> Animal Handling (Wis)
<input type="checkbox"/> Arcana (Int)
<input type="checkbox"/> Athletics (Str)
<input type="checkbox"/> Deception (Cha)
<input type="checkbox"/> History (Int)
<input type="checkbox"/> Insight (Wis)
<input type="checkbox"/> Intimidation (Cha)
<input type="checkbox"/> Investigation (Int)
<input type="checkbox"/> Medicine (Wis)
<input type="checkbox"/> Nature (Int)
<input type="checkbox"/> Perception (Wis)
<input type="checkbox"/> Performance (Cha)
<input type="checkbox"/> Persuasion (Cha)
<input type="checkbox"/> Religion (Int)
<input type="checkbox"/> Sleight of Hand (Dex)
<input type="checkbox"/> Stealth (Dex)
<input type="checkbox"/> Survival (Wis)

SKILLS

NAME	ATK BONUS	DAMAGE/TYPE
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP
SP
EP
GP
PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

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 Dungeons & Dragons. The sheet is organized into several sections:

- Top Section:** A header box labeled "CANTRIPS" with a "0" icon.
- Section 0:** A header box labeled "0" with a "0" icon, followed by a row of ten lines for notes.
- Section 1:** A header box labeled "1" with a "1" icon, followed by a row of ten lines for notes.
- Section 2:** A header box labeled "2" with a "2" icon, followed by a row of ten lines for notes.
- Section 3:** A header box labeled "3" with a "3" icon, followed by a row of ten lines for notes.
- Section 4:** A header box labeled "4" with a "4" icon, followed by a row of ten lines for notes.
- Section 5:** A header box labeled "5" with a "5" icon, followed by a row of ten lines for notes.
- Section 6:** A header box labeled "6" with a "6" icon, followed by a row of ten lines for notes.
- Section 7:** A header box labeled "7" with a "7" icon, followed by a row of ten lines for notes.
- Section 8:** A header box labeled "8" with a "8" icon, followed by a row of ten lines for notes.
- Section 9:** A header box labeled "9" with a "9" icon, followed by a row of ten lines for notes.

Left Margin: A vertical column labeled "SPELLS KNOWN" on the far left. It contains a "PREPARED" checkbox and a list of ten empty circles for tracking known spells.

Header Labels: "SLOTS TOTAL" and "SLOTS EXPENDED" are located above the first two sections (0 and 1).