



**DUNGEONS & DRAGONS®**

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

<b>STRENGTH</b>	<b>INSPIRATION</b>	<b>ARMOR CLASS</b>	<b>INITIATIVE</b>	<b>SPEED</b>	<b>PERSONALITY TRAITS</b>										
<b>DEXTERITY</b>	<b>PROFICIENCY BONUS</b>	Hit Point Maximum _____			<b>IDEALS</b>										
<b>CONSTITUTION</b>	<ul style="list-style-type: none"><li><input type="checkbox"/> Strength</li><li><input type="checkbox"/> Dexterity</li><li><input type="checkbox"/> Constitution</li><li><input type="checkbox"/> Intelligence</li><li><input type="checkbox"/> Wisdom</li><li><input type="checkbox"/> Charisma</li></ul>	<b>CURRENT HIT POINTS</b>			<b>BONDS</b>										
<b>INTELLIGENCE</b>	<b>SAVING THROWS</b>	<b>TEMPORARY HIT POINTS</b>			<b>FLAWS</b>										
<b>WISDOM</b>	<ul style="list-style-type: none"><li><input type="checkbox"/> Acrobatics (Dex)</li><li><input type="checkbox"/> Animal Handling (Wis)</li><li><input type="checkbox"/> Arcana (Int)</li><li><input type="checkbox"/> Athletics (Str)</li><li><input type="checkbox"/> Deception (Cha)</li><li><input type="checkbox"/> History (Int)</li><li><input type="checkbox"/> Insight (Wis)</li><li><input type="checkbox"/> Intimidation (Cha)</li><li><input type="checkbox"/> Investigation (Int)</li><li><input type="checkbox"/> Medicine (Wis)</li><li><input type="checkbox"/> Nature (Int)</li><li><input type="checkbox"/> Perception (Wis)</li><li><input type="checkbox"/> Performance (Cha)</li><li><input type="checkbox"/> Persuasion (Cha)</li><li><input type="checkbox"/> Religion (Int)</li><li><input type="checkbox"/> Sleight of Hand (Dex)</li><li><input type="checkbox"/> Stealth (Dex)</li><li><input type="checkbox"/> Survival (Wis)</li></ul>	<b>HIT DICE</b>	<b>SUCCESES</b>	<b>FAILURES</b>	<b>DEATH SAVES</b>										
<b>CHARISMA</b>	<b>SKILLS</b>	<b>ATTACKS &amp; SPELLCASTING</b>													
			<b>NAME</b>	<b>ATK BONUS</b>	<b>DAMAGE/TYPE</b>										
<b>PASSIVE WISDOM (PERCEPTION)</b>															
<table border="1"> <tr> <td>CP</td> <td></td> </tr> <tr> <td>SP</td> <td></td> </tr> <tr> <td>EP</td> <td></td> </tr> <tr> <td>GP</td> <td></td> </tr> <tr> <td>PP</td> <td></td> </tr> </table>						CP		SP		EP		GP		PP	
CP															
SP															
EP															
GP															
PP															
<b>OTHER PROFICIENCIES &amp; LANGUAGES</b>															
<b>EQUIPMENT</b>															
<b>FEATURES &amp; TRAITS</b>															



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



This image shows a blank, multi-page character sheet designed for a tabletop RPG, likely Dungeons & Dragons. The sheet is organized into three main vertical columns, each containing ten horizontal rows for notes.

- Column 1 (Left):** This column is for Cantrips. It features a header "CANTRIPS" at the top, followed by ten rows for listing spells. Below this section is a "SPELLS KNOWN" column with ten rows, each starting with the word "PREPARED".
- Column 2 (Middle):** This column is for Spell Slots. It includes a header "SLOTS EXPENDED" at the top, followed by ten rows for tracking expended slots. The middle section contains ten rows for listing spell names, with a header "SPELL NAME" at the top. Each row has a small box labeled with a number (0, 1, 2, 3, 4, 5, 6, 7, 8, 9) in its top-left corner.
- Column 3 (Right):** This column is also for Spell Slots, mirroring the structure of Column 2. It includes a header "SLOTS TOTAL" at the top, followed by ten rows for tracking total slots. The rightmost section contains ten rows for listing spell names, with a header "SLOTS EXPENDED" at the top. Each row has a small box labeled with a number (0, 1, 2, 3, 4, 5, 6, 7, 8, 9) in its top-left corner.