



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

- Page 1:** Contains sections for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, each with a large circular track for leveling up.
- Page 2:** Contains sections for STR, DEX, CON, INT, WIS, and CHA, along with a Resistances section.
- Page 3:** Features a grid for Maximum Hit Points, Proficiency Bonus, and Armor Class.
- Page 4:** Includes sections for Temporary Hit Points, Current Hit Points, Initiative, Successes/Failures, Death Saves, Hit Dice, Encumbered, and Speed.
- Page 5:** Contains sections for Inspiration, Ability Save DC, and Armor (Light, Medium, Heavy, Shields).
- Page 6:** Features a grid for Features, MAX, Recover, and Used.
- Page 7:** Includes sections for Languages, Tools & Others, and Proficiencies.
- Page 8:** Contains sections for Actions, Bonus Actions, Reactions, and Actions.
- Page 9:** Features a grid for Passive Wisdom (Perception), Senses, Attack Name, Range, To Hit, Damage, and Damage Type.
- Page 10:** Contains sections for NAME and TOTAL for Ammunition.
- Page 11:** Contains sections for ATTACKS: WEAPONS & CANTRIPS.

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

<p>Feature Name:</p> <hr/> <hr/> <hr/> <hr/> <hr/>	<b>BACKGROUND FEATURE</b>
<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	
<b>EXTRA EQUIPMENT</b>			

### OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

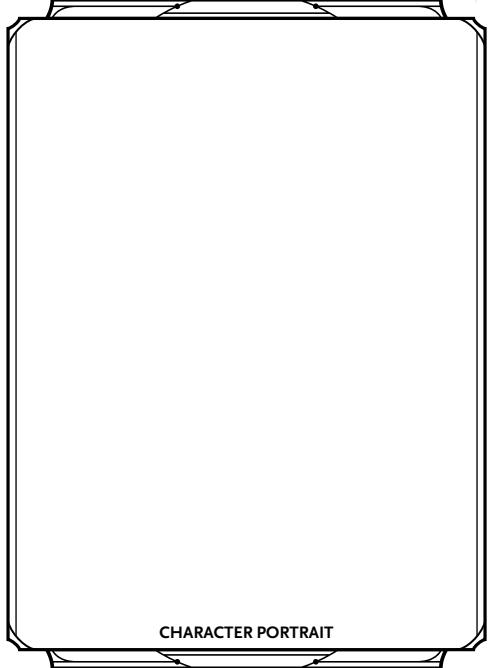
MAGIC ITEM:  Attuned

MAGIC ITEMS



## CHARACTER NAME

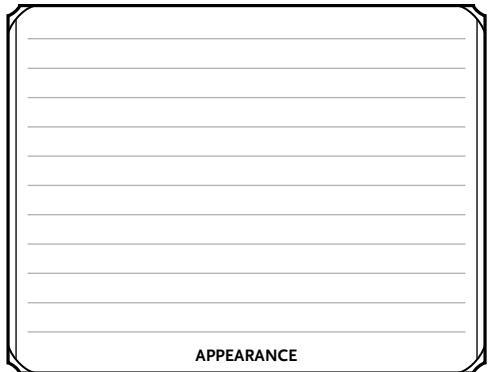
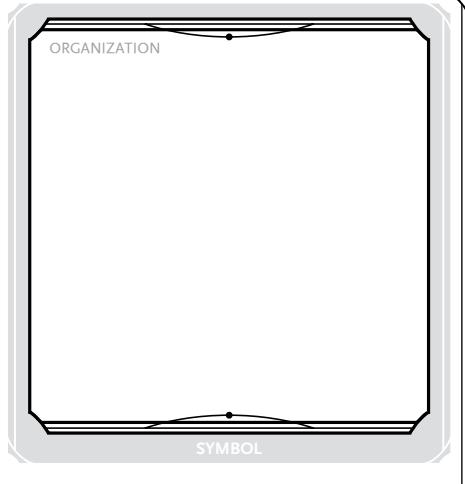
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



## CHARACTER PORTRAIT



## ALLIES & ORGANIZATIONS



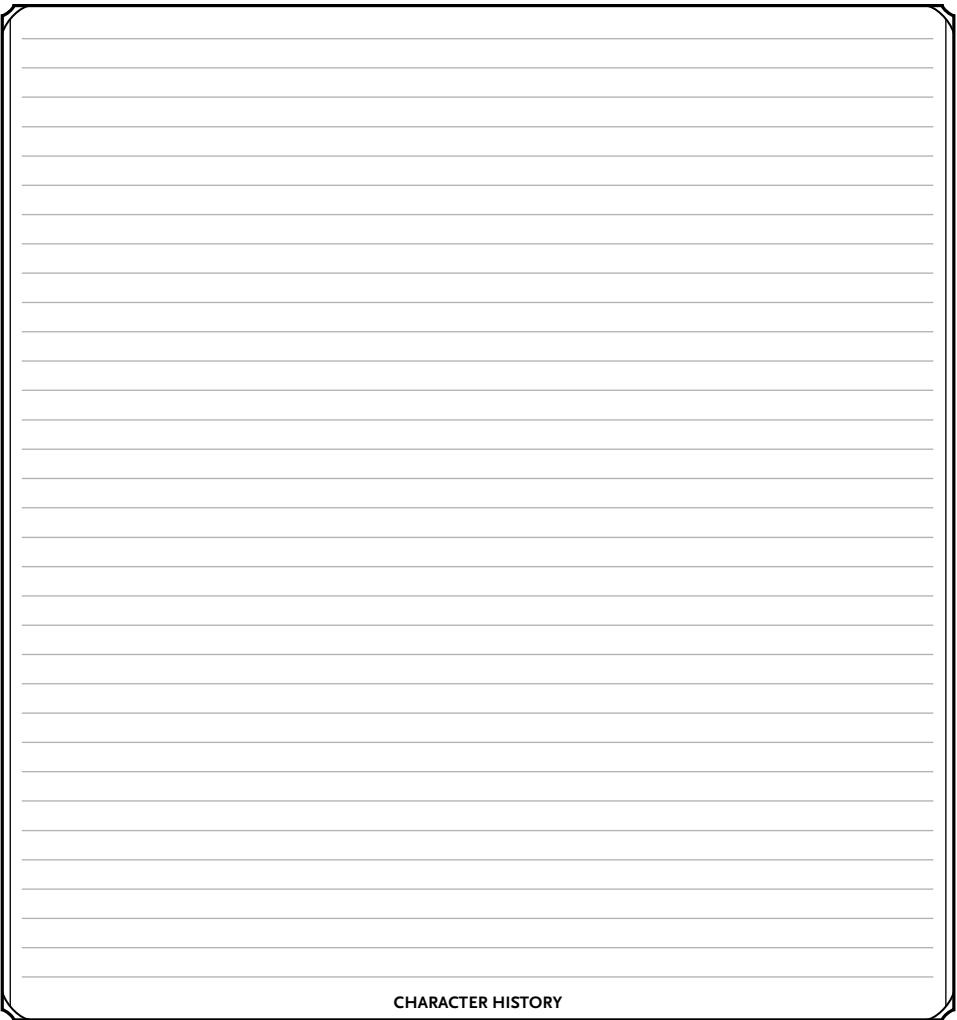
## APPEARANCE



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

NOTES

NOTES

