



This image shows a blank, multi-page character sheet template. The pages are organized as follows:

- Page 1:** Contains sections for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each section includes a large rounded rectangular area for notes.
- Page 2:** Contains sections for STR, DEX, CON, INT, WIS, and CHA, along with a RESISTANCES section. It also includes a row of six small boxes labeled: MAXIMUM HIT POINTS, PROFICIENCY BONUS, ARMOR CLASS, Temporary Hit Points:, CURRENT HIT POINTS, and INITIATIVE.
- Page 3:** Contains sections for SAVING THROWS, SUCCESSES, FAILURES, DEATH SAVES, LEVEL, DIE, USED, HIT DICE, ENCUMBERED, and SPEED.
- Page 4:** Contains sections for FEATURES, MAX, RECOVER, and USED. It also includes a row of three small boxes labeled: FEATURE, MAX, and RECOVER.
- Page 5:** Contains sections for SKILLS, LIMITED FEATURES, LANGUAGES, and TOOLS & OTHERS.
- Page 6:** Contains sections for ACTIONS, BONUS ACTIONS, and REACTIONS. It also includes a row of three small boxes labeled: ACTIONS, BONUS ACTIONS, and REACTIONS.
- Page 7:** Contains sections for PASSIVE WISDOM (PERCEPTION) and SENSES.
- Page 8:** Contains sections for ATTACK NAME, RANGE, TO HIT, DAMAGE, and DAMAGE TYPE. It also includes a row of three small boxes labeled: ATTACK NAME, RANGE, and TO HIT.
- Page 9:** Contains sections for NAME and TOTAL for two rows of AMMUNITION.
- Page 10:** Contains a large section for 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:

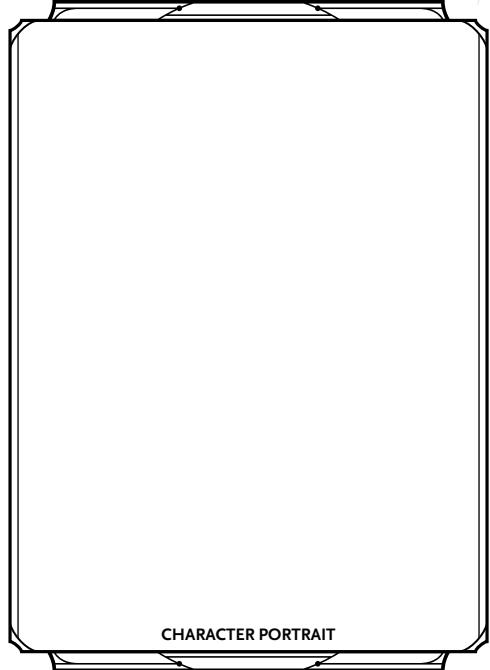
FEAT:

FEATS

MAGIC ITEM: Attuned

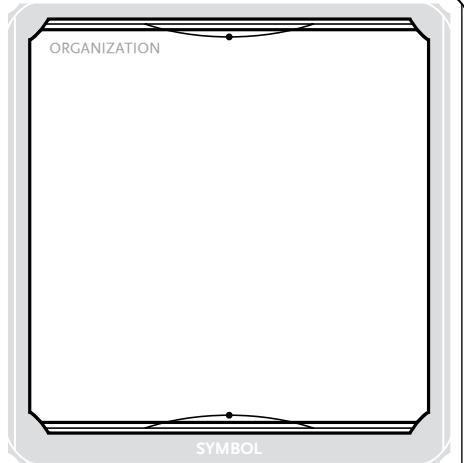
MAGIC ITEMS

CHARACTER NAME	GENDER	AGE	SIZE	HEIGHT	WEIGHT
	ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTAIT

ALLIES & ORGANIZATIONS
ORGANIZATION
SYMBOL



APPEARANCE

APPEARANCE

LIFESTYLE	DAILY PRICE
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ENEMIES

ENEMIES

CHARACTER HISTORY

CHARACTER HISTORY

NOTES

NOTES



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

