



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION
PROFICIENCY BONUS

DEXTERITY

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

CONSTITUTION

Acrobatics (Dex)
 Animal Handling (Wis)
 Arcana (Int)
 Athletics (Str)
 Deception (Cha)
 History (Int)
 Insight (Wis)
 Intimidation (Cha)
 Investigation (Int)
 Medicine (Wis)
 Nature (Int)
 Perception (Wis)
 Performance (Cha)
 Persuasion (Cha)
 Religion (Int)
 Sleight of Hand (Dex)
 Stealth (Dex)
 Survival (Wis)

SKILLS

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS
INITIATIVE
SPEED

Hit Point Maximum _____
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESSES
FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP
SP
EP
GP
PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



This image shows a blank, multi-page character sheet template, likely for a Dungeons & Dragons 5th edition player. The sheet is organized into several sections:

- Character Information:** At the top left is a box labeled "CANTRIPS" with a level 0 indicator.
- Spells Known:** This section contains a table with columns for "SPELL LEVEL", "SLOTS TOTAL", and "SLOTS EXPENDED". It includes a "PREPARED" column with a checkmark icon and a "SPELL NAME" column.
- Cantrips:** A section with a level 0 indicator and a list of ten lines for cantrip descriptions.
- Spell Slots:** The main body of the sheet is organized into a grid of columns (levels 1 through 9) and rows (spell slots). Each slot is represented by a box with a level indicator (e.g., "1", "2", "3", etc.) and a list of ten lines for notes.