

## Background

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Alignment


Player's Name	Points	Rebounds	Assists	Steals	Blocks	Fouls	Minutes
John Smith	22	10	5	3	2	4	35
Jane Doe	18	8	4	2	1	3	30
Mike Johnson	15	6	3	1	0	2	25
Sarah Williams	12	5	2	0	1	1	20
David Brown	10	4	1	0	0	1	15
Alice White	8	3	1	0	0	0	10
Bob Black	6	2	0	0	0	0	5
Charlie Green	4	1	0	0	0	0	3
Eve Grey	2	0	0	0	0	0	1
Frank Blue	1	0	0	0	0	0	0

Character Name

## STRENGTH

○ \_\_\_\_ Saving Throw  
○ ◇ \_\_\_\_ Athletics

## DEXTERITY

- ☐ ☐ **Saving Throw**
- ☐ ☐ **Acrobatics**
- ☐ ☐ **Sleight of Hand**
- ☐ ☐ **Stealth** 

## CONSTITUTION

☐      Saving Throw

## INTELLIGENCE

- ☐ \_\_\_\_ **Saving Throw**
- ☐ ☐ \_\_\_\_ Arcana
- ☐ ☐ \_\_\_\_ History
- ☐ ☐ \_\_\_\_ Investigation
- ☐ ☐ \_\_\_\_ Nature
- ☐ ☐ \_\_\_\_ Religion

## WISDOM

- ☐ \_\_\_\_ **Saving Throw**
- ☐ ☐ \_\_\_\_ **Animal Handling**
- ☐ ☐ \_\_\_\_ **Insight**
- ☐ ☐ \_\_\_\_ **Medicine**
- ☐ ☐ \_\_\_\_ **Perception**
- ☐ ☐ \_\_\_\_ **Survival**

## CHARISMA

- ☐ \_\_\_\_ **Saving Throw**
- ☐ ☐ \_\_\_\_ Deception
- ☐ ☐ \_\_\_\_ Intimidation
- ☐ ☐ \_\_\_\_ Performance
- ☐ ☐ \_\_\_\_ Persuasion

● Proficient | ◆ Expertise | ◐ Armor penalty

### PASSIVE WISDOM (PERCEPTION)

## INSPIRATION

## VISION

## SPEED

day

## SENSES & MOVEMENT

## PROFICIENCY BONUS

## ARMOR CLASS

## ARMOR, SHIELD, PROTECTIONS

## ADVANTAGES, RESISTANCES, IMMUNITIES

## INITIATIVE

HIT POINTS MAXIMUM \_\_\_\_\_

## CURRENT HIT POINTS

### TEMPORARY HIT POINTS

HIT DICE MAXIMUM

HIT DICE SPENT

Successes ☐ ☐ ☒ Failed ☐ ☐ ☒

## DEATH SAVES

Weight

## WEAPONS & AMMUNITIONS

[illegible]

▷ Refresh after short/long rest | ▶ Refresh after long rest | □ Use

## COMBAT FEATURES

## COMBAT FEATURES

Feats, abilities, and other features for quick reference in combat

A large sheet of white paper with a wavy top edge, featuring horizontal dashed lines for writing. The word "FEATS" is printed at the bottom center.

FEATS

CHARACTER DATA	
<div>NOTES</div>	<div>CHARACTER PORTRAIT</div>

D&D 5th Edition Character sheet by Dragons' Lair | 4 pages version | v.1.02en september 2014 | <[www.dragonslair.it](http://www.dragonslair.it)>

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SPELL SAVE DC

N° PREPARED SPELLS

SPELL SLOTS

USED SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SORCERY POINTS

POINTS USED

SPELLCASTING ABILITY \_\_\_\_\_

1st LEVEL

2nd LEVEL

3rd LEVEL

4th LEVEL

5th LEVEL

6th LEVEL

7th LEVEL

9th LEVEL

CANTRIPS