

Background

Alignment


[illegible]

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

[illegible]

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

[illegible]

CHARACTER DATA

NOTES

CHARACTER PORTRAIT

D&D 5th Edition Character sheet by Dragons' Lair | 4 pages version | v.1.02en september 2014 | <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