

## Background

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Alignment

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Player's Name

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

Armor: ☐ Light | ☐ Medium | ☐ Heavy  
☐ Shields || Weapons: ☐ Simple | ☐ Martial

PROFICIENCIES

LANGUAGES

RACE & CLASS FEATURES

FEATS

Character creation date
Place and date of birth
Deity and Domain

AgeGender

HeightWeight

SizeHair

EyesSkin

Appearance

Personality traits

Ideals

Bonds

Flaws

Friends and allies

Enemies

Background/other

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](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

8th LEVEL

9th LEVEL

CANTRIPS