

Character Name

## ABILITY SCORES

**STR**

○ Save

**INT**

○ Save

**DEX**

○ Save

**WIS**

○ Save

**CON**

○ Save

**CHA**

○ Save

PROFICIENCY  
BONUS

EXPERTISE  
BONUS

## SKILLS, TOOLS, & KITS

- ◇ Acrobatics
- ◇ Animal Handling
- ◇ Arcana
- ◇ Athletics
- ◇ Deception
- ◇ Etiquette
- ◇ History
- ◇ Insight
- ◇ Intimidation
- ◇ Investigation
- ◇ \_\_\_\_\_
- ◇ \_\_\_\_\_
- ◇ Medicine
- ◇ Nature
- ◇ Perception
- ◇ Performance
- ◇ Persuasion
- ◇ Religion
- ◇ Sleight of Hand
- ◇ Stealth ☒
- ◇ Survival
- ◇ Thieves' Tools
- ◇ \_\_\_\_\_
- ◇ \_\_\_\_\_

● Proficient | ◆ Expertise | ☒ Armor Penalty

PASSIVE  
INSIGHT

PASSIVE  
INVESTIGATION

PASSIVE  
PERCEPTION

LANGUAGES/ DIALECTS

### Armors

- ☐ Light
- ☐ Medium
- ☐ Heavy
- ☐ Shield
- ☐ Hvy Shield

### Weapons

- ☐ Simple
- ☐ Martial

ARMORS/WEAPONS & OTHER PROFICIENCIES

Class & Level

Background

Race

Alignment

Experience Points

XP Next Level

Inspiration

Favor

## ARMOR CLASS

unarmored

Weight

ARMOR, SHIELD, PROTECTIONS

ADVANTAGES, RESISTANCES, IMMUNITIES

HIT POINT  
MAXIMUM

MORTAL  
WOUNDS

TEMPORARY HP

HP per Level

HD MAXIMUM

HIT DICE TYPE

HIT DICE SPENT

Successes

Failures

DEATH SAVES

## EXHAUSTION LEVELS

- ☐ Ability Checks DIS.
- ☐ Speed Half
- ☐ Attacks/Saves DIS.
- ☐ HP Max Half
- ☐ Speed 0
- ☐ DEATH

## SENSES & MOVEMENT

SENSES

SPEED Base

Hour

Day

INITIATIVE  
MODIFIER

special

special

## Weapon

Attack

Damage/Type

Range/Reach

Weight

Location

Special attacks, features, or traits

COMBAT FEATURES ○ Refresh after short/long rest | ● Refresh after long rest | ☐ Use

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

## RACE/ CLASS FEATURES, FEATS, & TRAITS

## CHARACTER DATA

## COINS, GEMS, JEWELRY, & OTHER VALUABLES

MOUNT OR OTHER COMPANION

## EQUIPMENT & ENCUMBERANCE

### OTHER NOTES

SPELL SAVE DC

N° PREPARED SPELLS

SPELL SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

USED SLOTS

SPELLCASTING MODIFIER

+6 prof

+2 CHA

SORCERY POINTS

USED POINTS

CANTRIPS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

1st LEVEL

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

2nd LEVEL

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

3rd LEVEL

1

2

3

4

5

6

7

8

9

10

11

12

13

4th LEVEL

1

2

3

4

5

6

7

8

9

10

11

12

13

5th LEVEL

1

2

3

4

5

6

7

8

9

10

11

12

13

6th LEVEL

1

2

3

4

5

6

7

8

9

10

11

7th LEVEL

1

2

3

4

5

6

7

8

9

8th LEVEL

1

2

3

4

5

6

7

9th LEVEL

D&D 5th Edition Spells sheet by Dragon's Lair | v.2.01en

<www.dragonslair.it> | Revised february 2019 by dnd4vr