Character Sheet

Fifth Edition, 2024 rules

Free fillable PDF from Tavern Scribe
tavernscribe.com/character-sheets

CHARACTER NAME	CLASS	LEVEL	SUBCLASS

BACKGROUND	SPECIES	SIZE	XP	HEROIC INSPIRATION
				☐ check when you have it

ARMOR CLASS	INITIATIVE	SPEED	PROF. BONUS	PASSIVE Perception

MAX HP	CURRENT HP	TEMP HP	HIT DICE (MAX / SPENT)

DEATH SAVES Successes ☐☐☐ Failures ☐☐☐

ABILITIES, SAVING THROWS & SKILLS

STRENGTH
check = proficient

score | modifier

- ☐ | | **Saving throw**
- ☐ | | Athletics

DEXTERITY
check = proficient

score | modifier

- ☐ | | **Saving throw**
- ☐ | | Acrobatics
- ☐ | | Sleight of Hand
- ☐ | | Stealth

CONSTITUTION
check = proficient

score | modifier

- ☐ | | **Saving throw**

INTELLIGENCE
check = proficient

score | modifier

- ☐ | | **Saving throw**
- ☐ | | Arcana
- ☐ | | History
- ☐ | | Investigation
- ☐ | | Nature
- ☐ | | Religion

WISDOM
check = proficient

score | modifier

- ☐ | | **Saving throw**
- ☐ | | Animal Handling
- ☐ | | Insight
- ☐ | | Medicine
- ☐ | | Perception
- ☐ | | Survival

CHARISMA
check = proficient

score | modifier

- ☐ | | **Saving throw**
- ☐ | | Deception
- ☐ | | Intimidation
- ☐ | | Performance
- ☐ | | Persuasion

TRAINING & PROFICIENCIES

Armor

- ☐ Light
- ☐ Medium
- ☐ Heavy
- ☐ Shields

WEAPONS

TOOLS

LANGUAGES

EXHAUSTION ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6

Each level: -2 to d20 Tests, -5 ft. Speed. Level 6: you die.

CONDITIONS

NOTES

WEAPONS & DAMAGE CANTRIPS

NAME	ATK / DC	DAMAGE & TYPE	NOTES

WEAPON MASTERY (WEAPONS WHOSE MASTERY PROPERTY YOU CAN USE)

CLASS FEATURES

SPECIES TRAITS

FEATS

origin feat first

Character Sheet

Fifth Edition, 2024 rules

Page 2: equipment, magic items & story

CHARACTER NAME

EQUIPMENT

ATTUNED MAGIC ITEMS

up to 3

COINS

CP	SP	EP	GP	PP

ALLIES & ORGANIZATIONS

APPEARANCE

PERSONALITY & ALIGNMENT

ALIGNMENT

BACKSTORY

Fifth Edition (2024 rules) compatible

This work includes material from the System Reference Document 5.2 ("SRD 5.2") by Wizards of the Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2 is licensed under the Creative Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/legalcode. Tavern Scribe is not affiliated with, sponsored by, or endorsed by Wizards of the Coast. Sheet layout (c) 2026 Tavern Scribe, free to copy and share.

Character Sheet

Fifth Edition, 2024 rules

Page 3: spellcasting

CHARACTER NAME

SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS	SPELLCASTING MODIFIER

SPELL SLOTS

write your total, mark a box when you spend a slot

Level	TOTAL	SPENT
Level 1		☐ ☐ ☐ ☐
Level 2		☐ ☐ ☐
Level 3		☐ ☐ ☐
Level 4		☐ ☐ ☐
Level 5		☐ ☐ ☐
Level 6		☐ ☐
Level 7		☐ ☐
Level 8		☐
Level 9		☐

CANTRIPS & PREPARED SPELLS

C = Concentration, R = Ritual, M = required material

LVL	SPELL NAME	CASTING TIME	RANGE	C	R	M	NOTES
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	