DUNGEONS & DRAGONS 5E
Player Character Record

CHARACTER NAME # _____

Player: _____

Campaign: _____ Character Creation Date: _____

Current XP: _____ Next Level Goal: _____

Race _____ Class **Cleric**

Alignment ____ Size ____ Deity _____ Level ____

Base Speed ____ Adjusted Speed ____ Initiative Modifier ____ ☐ **Dex**

Ability Scores / Saving Throws

	Ability Score	Ability Modifier	Saving Throws
STR		____	☐
DEX		____	☐
CON		____	☐
INT		____	☐
WIS		____	☐
CHA		____	☐

ARMOR CLASS

HIT POINT maximum

HIT DICE total ☐ d

Current Hit Points _____

Temporary Hit Points _____

Available Hit Dice _____

Add CON modifer to each HD.

Death Saves
Pass ☐☐☐
Fail ☐☐☐

Adv: _____

Disad: _____

Exhaustion

Level	Effect
☐ 1	DA on ability checks
☐ 2	Speed halved
☐ 3	DA on attacks and saves
☐ 4	HP maximum halved
☐ 5	Speed reduced to 0
☐ 6	Death

☐ **Wis** ____ Passive Perception

INITIATIVE   INSPIRATION   PROFICIENCY

COMBAT

WEAPON _____ REACH or RANGE ____ DAMAGE TYPE ____
Description _____
☐ PROFICIENCY ____ + MAGIC ____ + MISC. ____ = ATTACK BONUS ____
DAMAGE DICE ____ ☐↓ ____ ↓ ____ + MISC. ____ = DAMAGE ____
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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AMMO

PROFICIENCIES

SKILLS:

☐ Dex ☐	Acrobatics	×2 ½
☐ Wis ☐	Animal Hndlg	×2 ½
☐ Int ☐	Arcana	×2 ½
☐ Str ☐	Athletics	×2 ½
☐ Cha ☐	Deception	×2 ½
☐ Int ☐	History	×2 ½
☐ Wis ☐	Insight	×2 ½
☐ Cha ☐	Intimidation	×2 ½
☐ Int ☐	Investigation	×2 ½
☐ Wis ☐	Medicine	×2 ½
☐ Int ☐	Nature	×2 ½
☐ Wis ☐	Perception	×2 ½
☐ Cha ☐	Performance	×2 ½
☐ Cha ☐	Persuasion	×2 ½
☐ Int ☐	Religion	×2 ½
☐ Dex ☐	Sleight of Hand	×2 ½
☐ Dex ☐	Stealth	×2 ½
☐ Wis ☐	Survival	×2 ½

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

_____
_____
_____
_____
_____
_____
_____
_____
_____

ARMOR

_____

_____

Weight ☐

SHIELD

_____

Weight ☐

ARMOR CLASS (AC) Calculations

	DEX		MAGIC		MISC.		AC
○ NO ARMOR		+	10	+		+	=

	DEX		ARMOR		MAGIC		MISC.		AC
○ LIGHT ARMOR		+		+		+		=

	DEX (+2 MAX)		ARMOR		MAGIC		MISC.		AC
○ MEDIUM ARMOR		+		+		+		=

	ARMOR		MAGIC		MISC.		AC
○ HEAVY ARMOR		+		+		=

	SHIELD +2		MAGIC		MISC.		+AC
○ SHIELD (add to AC)		+		+		=

Protective Items

	AC Bonus	Weight

Other Equipment

ITEM	WT.		ITEM	WT.	
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=	Coin Purse	X	=

CARRYING CAPACITY ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle		Expenses/Day	

Treasure
CP_____ SP_____ EP_____ GP_____ PP_____

CHARACTER NAME	#_____

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description

CHARACTER SKETCH

Languages	

Race
Ability Adj.

Traits

Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Character Background and/or Notes Overflow

CLERIC

Level:

CHARACTER NAME #_____

Channel Divinity
Total | Used | Reset
○○○
Short or Long Rest

Turn Undead
Destroys Undead of CR

5th LVL =1/2, 8th=1, 11th=2, 14th=4

Spell Save DC
8+ □ + □ + □ =
P.B. | WIS | MISC.

Spell Attack Modifier
□ + □ + □ =
P.B. | WIS | MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Cleric Level

Cantrips Known

Spells Prepared
□ + □ =
WIS | LVL | (min 1)

Spell Slots and Castings

1st □	2nd □	3rd □	4th □	5th □	6th □	7th □	8th □	9th □
○○○○	○○○	○○○	○○○	○○○	○○	○	○	○

SPELLS

Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Cleric's Spell List.
Your domain spells are always prepared and don't count against your number of prepared spells.

Divine Domain

_____

Domain Feature: _____

Total | Used | Reset
on Long Rest
○○○
WIS (min 1) ○○○

Light: Warding Flare, **War:** War Priest

Domain Spells

LVL	Spell	Page	LVL	Spell	Page
1st LVL					
3rd LVL					
5th LVL					
7th LVL					
9th LVL					

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Cleric's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
□				□			
□				□			
□				□			
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