DUNGEONS & DRAGONS 5E
Player Character Record

_____ #_____
CHARACTER NAME

Player:

Race: _____ | Class: **Sorcerer**

Campaign: _____ | Character Creation Date: _____

Alignment _____ | Size _____ | Deity _____ | Level _____

Current XP: _____ | Next Level Goal: _____

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

Current Hit Points

Temporary Hit Points

HIT DICE total d

Available Hit Dice

Add CON modifer to each HD.

Death Saves
Pass ☐☐☐
Fail ☐☐☐

Adv: _____

Disad: _____

☐ Wis [____] Passive Perception

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

INITIATIVE   INSPIRATION   PROFICIENCY

COMBAT

Weapon 1
WEAPON _____ | REACH or RANGE _____ | DAMAGE TYPE _____
Description _____
☐ PROFICIENCY | MAGIC | MISC. | ATTACK BONUS
[____] + [____] + [____] + [____] = [____]
DAMAGE DICE | ☐↓ | ↓ | MISC. | DAMAGE
[____] + [____] + [____] + [____] = [____]
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Weapon 2
WEAPON _____ | REACH or RANGE _____ | DAMAGE TYPE _____
Description _____
☐ PROFICIENCY | MAGIC | MISC. | ATTACK BONUS
[____] + [____] + [____] + [____] = [____]
DAMAGE DICE | ☐↓ | ↓ | MISC. | DAMAGE
[____] + [____] + [____] + [____] = [____]
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Weapon 3
WEAPON _____ | REACH or RANGE _____ | DAMAGE TYPE _____
Description _____
☐ PROFICIENCY | MAGIC | MISC. | ATTACK BONUS
[____] + [____] + [____] + [____] = [____]
DAMAGE DICE | ☐↓ | ↓ | MISC. | DAMAGE
[____] + [____] + [____] + [____] = [____]
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Weapon 4
WEAPON _____ | REACH or RANGE _____ | DAMAGE TYPE _____
Description _____
☐ PROFICIENCY | MAGIC | MISC. | ATTACK BONUS
[____] + [____] + [____] + [____] = [____]
DAMAGE DICE | ☐↓ | ↓ | MISC. | DAMAGE
[____] + [____] + [____] + [____] = [____]
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Weapon 5
WEAPON _____ | REACH or RANGE _____ | DAMAGE TYPE _____
Description _____
☐ PROFICIENCY | MAGIC | MISC. | ATTACK BONUS
[____] + [____] + [____] + [____] = [____]
DAMAGE DICE | ☐↓ | ↓ | MISC. | DAMAGE
[____] + [____] + [____] + [____] = [____]

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AMMO

PROFICIENCIES

SKILLS:

		Skill	
☐	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:

_____
_____
_____
_____
_____
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_____
_____
_____
_____
_____
_____

ARMOR

_____

_____

Weight ☐

SHIELD

_____

Weight ☐

ARMOR CLASS (AC) Calculations

○ NO ARMOR

DEX			MAGIC		MISC.		AC
	+	10	+	+		=	

○ LIGHT ARMOR

DEX		ARMOR		MAGIC		MISC.		AC
	+		+		+		=	

○ MEDIUM ARMOR +2 MAX

DEX		ARMOR		MAGIC		MISC.		AC
	+		+		+		=	

○ HEAVY ARMOR

	ARMOR		MAGIC		MISC.		AC
		+		+		=	

○ SHIELD (add to AC)

	SHIELD		MAGIC		MISC.		+AC
	+2	+		+		=	

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	=
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	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

CHARACTER NAME

#_____

SORCERER
Level:

Sorcery Points
Total
○○○○○ ○○○○○
○○○○○ ○○○○○

Reset
Long Rest
(+ Regain 5
after Short Rest
at 20th LVL)

Metamagic
☐ Careful ☐ Distant ☐ Empowered ☐ Extended
☐ Heightened ☐ Quickened ☐ Subtle ☐ Twinned

Cantrips Known

Spells Known

Spell Slots and Castings
1st ☐	2nd ☐	3rd ☐	4th ☐	5th ☐	6th ☐	7th ☐	8th ☐	9th ☐
○○○○	○○○	○○○	○○○	○○○	○○	○○	○	○

Spell Save
8+ ☐ + ☐ + ☐ =
P.B.   CHA   MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =
P.B.   CHA   MISC.

Origins:
_____

LEGEND: CHA = Charasma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Sorcerer Level

SPELLS

Regain spell slots after a long rest. See page 209 in the Player's Handbook for the Sorcerer's Spell List.

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Known Spells

LVL	Spell	Page	LVL	Spell	Page

Notes:
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