

DUNGEONS & DRAGONS 5E

Player Character Record

CHARACTER NAME _____ # _____

Player: _____

Race _____ Class **Fighter**

Campaign: _____ Character Creation Date: _____

Alignment _____ Size _____ Deity _____ Level _____

Current XP: _____ Next Level Goal: _____

Base Speed _____ Adjusted Speed _____ Initiative Modifier _____

Ability Score	Ability Modifier	Saving Throws
STR	_____	<input type="checkbox"/>
DEX	_____	<input type="checkbox"/>
CON	_____	<input type="checkbox"/>
INT	_____	<input type="checkbox"/>
WIS	_____	<input type="checkbox"/>
CHA	_____	<input type="checkbox"/>

ARMOR CLASS



HIT POINT maximum



HIT DICE total

d _____

Current Hit Points _____ Temporary Hit Points _____

Available Hit Dice _____ Death Saves Pass Fail

Add CON modifier to each HD.

Death Saves



Exhaustion

Level	Effect
<input type="checkbox"/> 1	DA on ability checks
<input type="checkbox"/> 2	Speed halved
<input type="checkbox"/> 3	DA on attacks and saves
<input type="checkbox"/> 4	HP maximum halved
<input type="checkbox"/> 5	Speed reduced to 0
<input type="checkbox"/> 6	Death

Adv: _____ Disad: _____

Wis Passive Perception

INITIATIVE INSPIRATION PROFICIENCY

PROFICIENCIES

SKILLS:

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

WEAPON REACH or RANGE DAMAGE TYPE Description Description Description Description PROFICIENCY MAGIC MISC. ATTACK BONUS DAMAGE DICE DAMAGE AMMO

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AMMO _____

AMMO

COMBAT

Character Background ^{and} or Notes Overflow

[Empty box for character name]

#

CHARACTER NAME

Lined writing area for notes and background information.

FIGHTER

CHARACTER NAME _____ # _____

Level: _____

Archetype: _____



Second Wind
 Total HP + =
 Used Reset Short or Long Rest
 1d10 LVL

Indomitable
 Total Used Reset Long Rest

Action Surge
 Total Used Reset Short or Long Rest

LEGEND: LVL = Fighter Level, HP = Hit Points

Fighting Style _____
 Additional Fighting Style (Champion) _____

BATTLE MASTER

Maneuver Save DC

 8 + + OR =
 P.B. STR DEX

Superiority Dice
 Total Die Used Reset Short or Long Rest

Student of War
 Artisan's Tool Proficiency

Maneuvers

Commander's Strike
 Evasive Footwork
 Lunging Attack
 Parry
 Rally
 Trip Attack
 Disarming Attack
 Feinting Attack
 Maneuvering Attack
 Precision Attack
 Riposte

 Distracting Strike
 Goading Attack
 Menacing Attack
 Pushing Attack
 Sweeping Attack

LEGEND: P.B. = Proficiency Bonus, STR = Strength Modifier, DEX. = Dexterity Modifier

ELDRITCH KNIGHT

Spell Save DC
 8 + + + =
 P.B. INT MISC.

Spell Attack Modifier
 + + =
 P.B. INT MISC.

Cantrips Known

Spells Known

Spell Slots and Castings

1st <input type="text"/>	2nd <input type="text"/>	3rd <input type="text"/>	4th <input type="text"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier

Weapon Bond

Weapon 1: _____ Weapon 2: _____



SPELLS



Regain spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List (Eldritch Knights use Wizard Spells initially.)

Eldritch Knight's Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Eldritch Knight's Known Spells

LVL	Spell	Page

LVL	Spell	Page