

DUNGEONS & DRAGONS 5E

Player Character Record

CHARACTER NAME _____ # _____

Player: _____

Race _____ Class **Monk**

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

Add CON modifier to each HD.

Death Saves



Pass
Fail

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

Wis Passive Perception

INITIATIVE INSPIRATION PROFICIENCY



PROFICIENCIES

SKILLS:

- Dex** Acrobatics $\times 2 \frac{1}{2}$
- Wis** Animal Hndlg $\times 2 \frac{1}{2}$
- Int** Arcana $\times 2 \frac{1}{2}$
- Str** Athletics $\times 2 \frac{1}{2}$
- Cha** Deception $\times 2 \frac{1}{2}$
- Int** History $\times 2 \frac{1}{2}$
- Wis** Insight $\times 2 \frac{1}{2}$
- Cha** Intimidation $\times 2 \frac{1}{2}$
- Int** Investigation $\times 2 \frac{1}{2}$
- Wis** Medicine $\times 2 \frac{1}{2}$
- Int** Nature $\times 2 \frac{1}{2}$
- Wis** Perception $\times 2 \frac{1}{2}$
- Cha** Performance $\times 2 \frac{1}{2}$
- Cha** Persuasion $\times 2 \frac{1}{2}$
- Int** Religion $\times 2 \frac{1}{2}$
- Dex** Sleight of Hand $\times 2 \frac{1}{2}$
- Dex** Stealth $\times 2 \frac{1}{2}$
- Wis** Survival $\times 2 \frac{1}{2}$

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

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

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 PROFICIENCY _____ MAGIC _____ MISC. _____ ATTACK BONUS _____
DAMAGE DICE _____ + _____ + _____ + _____ = _____
DAMAGE _____

AMMO _____

AMMO

COMBAT



Character Background ^{and} or Notes Overflow

[Empty box for character name]

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CHARACTER NAME

Lined writing area for notes and background information.

