

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

Barbarian

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

Dex

STR
DEX
CON
INT
WIS
CHA

Ability Score

Ability Modifier

Saving Throws

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

- ☐ 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

WEAPON

REACH or RANGE

DAMAGE TYPE

Description

PROFICIENCY

MAGIC

MISC.

ATTACK BONUS

DAMAGE DICE

MISC.

DAMAGE

AMMO

WEAPON

REACH or RANGE

DAMAGE TYPE

Description

PROFICIENCY

MAGIC

MISC.

ATTACK BONUS

DAMAGE DICE

MISC.

DAMAGE

AMMO

WEAPON

REACH or RANGE

DAMAGE TYPE

Description

PROFICIENCY

MAGIC

MISC.

Save DC =

DAMAGE DICE

MISC.

DAMAGE

AMMO

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DAMAGE TYPE

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ATTACK BONUS

DAMAGE DICE

MISC.

DAMAGE

AMMO

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:

COMBAT

Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

BARBARIAN

CHARACTER NAME

#

Level:

Path:



Rages

Total

Rages Used

Rage Damage

☐ ☐ ☐ ☐ ☐ ☐

Regain on a Long Rest

Path of the Berserker

Intimidating Presence Wisdom Save DC

$$8 + \boxed{\text{P.B.}} + \boxed{\text{CHA}} =$$

LEGEND: P.B. = Proficiency Bonus, CHA = Charisma Modifier

Path of the Totem Warrior

3rd Level

Totem Spirit

- ☐ Bear
☐ Eagle
☐ Wolf

6th Level

Aspect of the Beast

- ☐ Bear
☐ Eagle
☐ Wolf

14th Level

Totemic Attunement

- ☐ Bear
☐ Eagle
☐ Wolf

Spirit Seeker (3rd LVL)

LVL	Spell	Page
2	<i>beast sense</i>	217
1	<i>speak with animals</i>	277

Notes: