

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

Druid

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

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



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.
DAMAGE DICE		DAMAGE

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AMMO

ARMOR		ARMOR CLASS (AC) Calculations					
☐ NO ARMOR	DEX	+	10	MAGIC	+	MISC.	= AC
☐ LIGHT ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
☐ MEDIUM ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	= AC
	+2 MAX						
☐ HEAVY ARMOR	ARMOR	+	MAGIC	+	MISC.	= AC	
☐ SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	= +AC	

CHARACTER NAME



CHARACTER SKETCH

Languages	
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Other Equipment



CARRYING CAPACITY x2

Lifestyle	Expenses/Day
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[illegible]**Ability Adj.**

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

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