

# DUNGEONS & DRAGONS 5E

## Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

**Artificer**

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

**Dex**

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

### ARMOR CLASS



Adv:

Disad:

### 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

WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

AMMO ☐

WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

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WEAPON	REACH or RANGE	DAMAGE TYPE
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WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

AMMO ☐



AMMO

### INITIATIVE INSPIRATION PROFICIENCY

#### 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:

### PROFICIENCIES



# Character Background and Notes Overflow

CHARACTER NAME

#



**ARTIFICER**

**Level:** \_\_\_\_\_

**Specialist Type:** \_\_\_\_\_

CHARACTER NAME

# \_\_\_\_\_

[illegible]

Infused Items

<b>Artisan tool created</b>	
<b>Spell-Storing Item</b>	
<b>USES</b>	<b>USED</b>
○ ○ ○ ○ ○ ○ ○ ○ ○ ○	

$$8 + \boxed{\phantom{00}}_{\text{P.B.}} + \boxed{\phantom{00}}_{\text{INT}} + \boxed{\phantom{00}}_{\text{MISC.}} =$$

+  +  =  
P.B. INT MISC.

## Cantrips Known

1st	2nd	3rd	4th	5th
○ ○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○



$$\boxed{\phantom{00}} + \boxed{\phantom{00}} =$$

1/2 LVL    INT    (Min 1)

### Artificer's Specialst Spells

LVL	Spell	Page

Cantrip	Page

Cantrip	Page

[illegible]