

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Cleric

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

Dex

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



Current Hit Points

Temporary Hit Points

Available Hit Dice

Add CON modifier to each HD.

Death Saves



Pass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		DAMAGE

AMMO

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

AMMO



AMMO

Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

CLERIC

Level:

CHARACTER NAME

**Spell Attack
Modifier**

+ + =

P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Cleric Level

Spell Slots and Castings								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○	○ ○	○

Divine Domain

Domain Feature: _____

Total	Used	Reset
	○ ○ ○	on
WIS (min 1)	○ ○ ○	Long Rest

Light: Warding Flare, **War:** War Priest

LVL	Spell	Page

Cantrip	Page

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