

# DUNGEONS & DRAGONS 5E

## Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

Sorcerer

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



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



INITIATIVE INSPIRATION PROFICIENCY

## PROFICIENCIES

### SKILLS:

<input type="checkbox"/> Dex	Acrobatics $\times 2 \frac{1}{2}$
<input type="checkbox"/> Wis	Animal Hndlg $\times 2 \frac{1}{2}$
<input type="checkbox"/> Int	Arcana $\times 2 \frac{1}{2}$
<input type="checkbox"/> Str	Athletics $\times 2 \frac{1}{2}$
<input type="checkbox"/> Cha	Deception $\times 2 \frac{1}{2}$
<input type="checkbox"/> Int	History $\times 2 \frac{1}{2}$
<input type="checkbox"/> Wis	Insight $\times 2 \frac{1}{2}$
<input type="checkbox"/> Cha	Intimidation $\times 2 \frac{1}{2}$
<input type="checkbox"/> Int	Investigation $\times 2 \frac{1}{2}$
<input type="checkbox"/> Wis	Medicine $\times 2 \frac{1}{2}$
<input type="checkbox"/> Int	Nature $\times 2 \frac{1}{2}$
<input type="checkbox"/> Wis	Perception $\times 2 \frac{1}{2}$
<input type="checkbox"/> Cha	Performance $\times 2 \frac{1}{2}$
<input type="checkbox"/> Cha	Persuasion $\times 2 \frac{1}{2}$
<input type="checkbox"/> Int	Religion $\times 2 \frac{1}{2}$
<input type="checkbox"/> Dex	Sleight of Hand $\times 2 \frac{1}{2}$
<input type="checkbox"/> Dex	Stealth $\times 2 \frac{1}{2}$
<input type="checkbox"/> 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

AMMO

WEAPON  REACH or RANGE  DAMAGE TYPE

Description

☐ PROFICIENCY

MAGIC  MISC.  ATTACK BONUS

DAMAGE DICE  +  +  +  =

DAMAGE

AMMO

WEAPON  REACH or RANGE  DAMAGE TYPE

Description

☐ PROFICIENCY

MAGIC  MISC.  ATTACK BONUS

DAMAGE DICE  +  +  +  =

DAMAGE

AMMO

WEAPON  REACH or RANGE  DAMAGE TYPE

Description

☐ PROFICIENCY

MAGIC  MISC.  ATTACK BONUS

DAMAGE DICE  +  +  +  =

DAMAGE

AMMO

WEAPON  REACH or RANGE  DAMAGE TYPE

Description

☐ PROFICIENCY

MAGIC  MISC.  ATTACK BONUS

DAMAGE DICE  +  +  +  =

DAMAGE

AMMO

WEAPON  REACH or RANGE  DAMAGE TYPE

Description

☐ PROFICIENCY

MAGIC  MISC.  ATTACK BONUS

DAMAGE DICE  +  +  +  =

DAMAGE

AMMO

AMMO

page: 2

# Character Background <sup>and</sup> or Notes Overflow

CHARACTER NAME

#

**SORCERER**

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

CHARACTER NAME: \_\_\_\_\_ # \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# \_\_\_\_\_

Long Rest  
(+ Regain 5  
after Short Rest  
at 20th LVL)

☐ Careful    ☐ Distant    ☐ Empowered    ☐ Extended  
☐ Heightened    ☐ Quickened    ☐ Subtle    ☐ Twinned

<b>1st</b>	<b>2nd</b>	<b>3rd</b>	<b>4th</b>	<b>5th</b>	<b>6th</b>	<b>7th</b>	<b>8th</b>	<b>9th</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/>	<input type="radio"/>

$$\square + \square + \square =$$

P.B.      CHA      MISC.

---

## SPILLS

### Known Cantrips

Page




Page

[illegible][illegible]

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins or other markings on the paper.