

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

+

+

+

=

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

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:

ARMOR		ARMOR CLASS (AC) Calculations					
<input type="radio"/> NO ARMOR	DEX	CON	10	MISC.	AC		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="radio"/> LIGHT ARMOR	DEX	ARMOR	MAGIC	MISC.	AC		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="radio"/> MEDIUM ARMOR	DEX	ARMOR	MAGIC	MISC.	AC		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
	+2 MAX		ARMOR	MAGIC	MISC.	AC	
<input type="radio"/> HEAVY ARMOR		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="radio"/> SHIELD (add to AC)	SHIELD	MAGIC	MISC.	+AC			
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			

CHARACTER NAME

Height		Weight	
--------	--	--------	--

Eyes		Hair	
------	--	------	--

Skin		Handedness	
------	--	------------	--

Physical Description



CHARACTER SKETCH

Languages	
-----------	--

Race

Ability Adj.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

Traits	
--------	--

Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ **Attuned**

ARMOR		ARMOR CLASS (AC) Calculations					
<input type="radio"/> NO ARMOR	DEX	CON	10	MISC.	AC		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="radio"/> LIGHT ARMOR	DEX	ARMOR	MAGIC	MISC.	AC		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="radio"/> MEDIUM ARMOR	DEX	ARMOR	MAGIC	MISC.	AC		
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
	+2 MAX		ARMOR	MAGIC	MISC.	AC	
<input type="radio"/> HEAVY ARMOR		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="radio"/> SHIELD (add to AC)	SHIELD	MAGIC	MISC.	+AC			
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			

Other Equipment

[illegible]

CARRYING CAPACITY x2

**PUSH, DRAG,
or LIFT**

TOTAL WEIGHT
CARRIED

Lifestyle	Expenses/Day
-----------	--------------

Treasure CP_____ SP_____ EP_____ GP_____ PP_____

Table 1. Demographic characteristics of the study population	
Age (years)	18-24
Gender	Male
Marital status	Single
Education level	High school
Occupation	Student
Religion	Islam
City	Isfahan
Study center	Isfahan University of Medical Sciences

Magic Item: ☐ Attuned

--	--

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: