DUNGEONS & DRAGONS 5E
Player Character Record

CHARACTER NAME # _____

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal:

Race | Class **Druid**

Alignment | Size | Deity | Level

Base Speed | Adjusted Speed | Initiative Modifier

☐ Dex

	Ability Score	Ability Modifier	Saving Throws
STR		___	☐
DEX		___	☐
CON		___	☐
INT		___	☐
WIS		___	☐
CHA		___	☐

ARMOR CLASS

HIT POINT maximum

Current Hit Points

Temporary Hit Points

HIT DICE total d

Available Hit Dice

Add CON modifer to each HD.

Death Saves
Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

Adv: _____
Disad: _____

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

COMBAT

WEAPON _____ REACH or RANGE ___ DAMAGE TYPE
Description _____
☐ PROFICIENCY | MAGIC | MISC. | ATTACK BONUS
[ ] + [ ] + [ ] = [ ]
DAMAGE DICE ☐↓ ↓ MISC. | DAMAGE
[ ] + [ ] + [ ] = [ ]
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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PROFICIENCIES

SKILLS:

☐ Dex ☐	Acrobatics	×2 ½
☐ Wis ☐	Animal Hndlg	×2 ½
☐ Int ☐	Arcana	×2 ½
☐ Str ☐	Athletics	×2 ½
☐ Cha ☐	Deception	×2 ½
☐ Int ☐	History	×2 ½
☐ Wis ☐	Insight	×2 ½
☐ Cha ☐	Intimidation	×2 ½
☐ Int ☐	Investigation	×2 ½
☐ Wis ☐	Medicine	×2 ½
☐ Int ☐	Nature	×2 ½
☐ Wis ☐	Perception	×2 ½
☐ Cha ☐	Performance	×2 ½
☐ Cha ☐	Persuasion	×2 ½
☐ Int ☐	Religion	×2 ½
☐ Dex ☐	Sleight of Hand	×2 ½
☐ Dex ☐	Stealth	×2 ½
☐ Wis ☐	Survival	×2 ½

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

ARMOR

_____
_____

Weight ☐

SHIELD

_____

Weight ☐

ARMOR CLASS (AC) Calculations

	DEX		MAGIC		MISC.		AC
○ NO ARMOR	☐	+	10	+	☐	+ ☐ =	☐

	DEX	ARMOR	MAGIC	MISC.	AC
○ LIGHT ARMOR	☐ + ☐ + ☐ + ☐ = ☐				

	DEX	ARMOR	MAGIC	MISC.	AC
○ MEDIUM ARMOR (+2 MAX)	☐ + ☐ + ☐ + ☐ = ☐				

	ARMOR	MAGIC	MISC.	AC
○ HEAVY ARMOR	☐ + ☐ + ☐ = ☐			

	SHIELD	MAGIC	MISC.	+AC
○ SHIELD (add to AC)	+2 + ☐ + ☐ = ☐			

Protective Items

	AC Bonus	Weight
		☐
		☐
		☐

Other Equipment

ITEM	WT.	ITEM	WT.
	X ☐ =		X ☐ =
	X ☐ =		X ☐ =
	X ☐ =		X ☐ =
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	X ☐ =		Coin Purse
	X ☐ =		

CARRYING CAPACITY ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle		Expenses/Day	

Treasure

CP_____ SP_____ EP_____ GP_____ PP_____

_____ #_____
CHARACTER NAME

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description

CHARACTER SKETCH

Languages	

Race

Ability Adj. _____

Traits _____

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

#_____

DRUID

Level:

Wild Shape

Duration ___ Hr.
1/2 LVL

Max CR ___
Not Auto-Filled

☐ Can Have a **Flying** Speed
☐ Can Have a **Swiming** Speed

Used ○ ○

Reset Short or Long Rest

Spell Save DC

8+ ☐ + ☐ + ☐
P.B. WIS MISC.

Spell Attack Modifier

☐ + ☐ + ☐ =
P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Druid's Level, HP = Hit Points

Cantrips Known
☐ + ☐ =
BONUS

Spells Prepared
☐ + ☐ =
WIS LVL

Spell Slots and Castings

1st ☐	2nd ☐	3rd ☐	4th ☐	5th ☐	6th ☐	7th ☐	8th ☐	9th ☐
○○○○	○○○	○○○	○○○	○○	○○	○○	○	○

SPELLS

Circle:
_____

Regain spell slots after a long rest. See page 208 in the Player's Handbook for the Druid's Spell List.
If you have druid circle spells, your druid circle spells are always prepared and don't count against your number of prepared spells.

Druid Circle Spells

LVL	Spell	Page	LVL	Spell	Page
3rd LVL					
5th LVL					
7th LVL					
9th LVL					

Known Cantrips

Cantrip	Page	Cantrip	Page

Druid's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
☐				☐			
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