

# DUNGEONS & DRAGONS 5E

## Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Monk

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

Dex

Ability Score

Ability Modifier

Saving Throws

ARMOR CLASS

HIT POINT maximum

Current Hit Points

Temporary Hit Points

STR

DEX

CON

INT

WIS

CHA






HIT DICE total
d

--

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:

- ☐ 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.
DAMAGE DICE		DAMAGE

AMMO

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

AMMO

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

AMMO



AMMO

ARMOR		ARMOR CLASS (AC) Calculations					
<input type="radio"/> NO ARMOR	DEX	WIS	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"/>		
		SHIELD	MAGIC	MISC.	+AC		
<input type="radio"/> SHIELD (add to AC)		+2	<input type="text"/>	<input type="text"/>	<input type="text"/>		

CHARACTER NAME

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

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

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

### Physical Description

### CHARACTER SKETCH

### Other Equipment

## Languages



CARRYING CAPACITY  $\times 2$

**PUSH, DRAG,  
or LIFT**

TOTAL WEIGHT  
CARRIED

## Lifestyle

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

## Treasure

CP \_\_\_\_\_ SP \_\_\_\_\_ EP \_\_\_\_\_ GP \_\_\_\_\_ PP \_\_\_\_\_

**Magic Item:**

☐ **Attuned**

**Magic Item:**

☐ **Attuned**

**Magic Item:**

☐ **Attuned**

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

CHARACTER NAME

#



# MONK

Level:

CHARACTER NAME

#

Martial Arts:

Unarmored Movement:

Ki Save DC

$$8 + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} =$$

P.B. WIS MISC.

Tradition:

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

Ki Points

Ki points = Monk Level except no Ki points at 1st level.

Total

Used

Reset  
Short or  
Long Rest

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

## Way of the Shadows

### Shadow Arts (3rd LVL)

Ki	LVL	Spell	Page
0	0	minor illusion	260
2	2	darkness	230
2	2	darkvision	230
2	2	pass without trace	264
2	2	silence	275

### Empty Body (18th LVL)

Ki	LVL	Spell	Page
8	9	astral projection	215

## Way of the Open Hand

### Tranquility (11th LVL)

LVL	Spell	Page
1	sanctuary	272

## Way of the Four Elements

Maximum Ki Points  
for a Spell

### Rush of the Gale Spirits

Ki	LVL	Spell	Page
2	2	gust of wind	248

### Sweeping Cinder Strike

Ki	LVL	Spell	Page
2	1	burning hands	220

### Gong of the Summit (6th LVL)

Ki	LVL	Spell	Page
3	2	Shatter	275

### Flames of the Phoenix (11th LVL)

Ki	LVL	Spell	Page
4	3	Fireball	241

### Ride the Wind (11th LVL)

Ki	LVL	Spell	Page
4	3	fly	243

### Wave of Rolling Earth (17th LVL)

Ki	LVL	Spell	Page
6	5	wall of stone	287

Notes: