DUNGEONS & DRAGONS 5E
Player Character Record

CHARACTER NAME: _____ # _____

Player: _____

Race: _____ | Class: **Wizard**

Campaign: _____ | Character Creation Date: _____

Alignment: ____ | Size: ____ | Deity: ____ | Level: ____

Current XP: _____ | Next Level Goal: _____

Base Speed: ____ | Adjusted Speed: ____ | Initiative Modifier: ____ | Dex

Ability Scores

	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 _____
Description _____
REACH or RANGE _____ | DAMAGE TYPE ___

☐ PROFICIENCY _____ + MAGIC ___ + MISC. ___ = ATTACK BONUS ___

DAMAGE DICE ___ ☐↓ ___ ↓ ___ + MISC. ___ = DAMAGE ___

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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REACH or RANGE _____ | DAMAGE TYPE ___

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AMMO

PROFICIENCIES

SKILLS:

		Skill	
	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:

_____
_____
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page: ①

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	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
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	X	=		X	=
	X	=		X	=
	X	=		X	=
	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

CHARACTER NAME

#_____

WIZARD
Level:

CHARACTER NAME #_____

Arcane Recovery
Spell Slot Levels | Used ◯ | **When** Once per Day after a Short Rest

1/2 LVL Rounded UP

Spell Save DC
8+ ☐ + ☐ + ☐ =
P.B. INT MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =
P.B. INT MISC.

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Wizard Level

Cantrips Known

Spells Prepared
☐ + ☐ =
INT LVL

Spell Slots and Castings

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

SPELLS

School: _____

Regain all spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List. _____

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Spells in Spellbook

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
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