

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Paladin

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
☐ PROFICIENCY ☐ MAGIC ☐ MISC. ☐ ATTACK BONUS
DAMAGE DICE + + + = DAMAGE

AMMO ☐

WEAPON REACH or RANGE DAMAGE TYPE
Description
☐ PROFICIENCY ☐ MAGIC ☐ MISC. ☐ ATTACK BONUS
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AMMO ☐



AMMO

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

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



CHARACTER SKETCH

Languages	
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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	
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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	+	10	MAGIC	+	MISC.	=	AC
<input type="radio"/> LIGHT ARMOR	DEX	+		MAGIC	+	MISC.	=	AC
<input type="radio"/> MEDIUM ARMOR	DEX	+		MAGIC	+	MISC.	=	AC
	+2 MAX							
<input type="radio"/> HEAVY ARMOR		+		MAGIC	+	MISC.	=	AC
<input type="radio"/> SHIELD (add to AC)	SHIELD	+		MAGIC	+	MISC.	=	+AC

Other Equipment

ITEM	WT.		ITEM	WT.
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
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X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =			X =	
	<input type="checkbox"/>			<input type="checkbox"/>
X =		Coin Purse		<input type="checkbox"/>



CARRYING CAPACITY x2

**PUSH, DRAG,
or LIFT**

TOTAL WEIGHT
CARRIED

Lifestyle	Expenses/Day
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Treasure CP_____ SP_____ EP_____ GP_____ PP_____

Magic Item: ☐ **Attuned**

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Magic Item: ☐ **Attuned**

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Magic Item: ☐ Attuned

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Character Background ^{and} or Notes Overflow

CHARACTER NAME

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