

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

Sorcerer

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

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
<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		
AMMO		

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DAMAGE DICE		
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	+	+2	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

AC Bonus	Weight
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Other Equipment

[illegible]

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**

CARRYING CAPACITY x2

**PUSH, DRAG,
or LIFT**

TOTAL WEIGHT
CARRIED

Lifestyle

Expenses/Day

Treasure

CP _____ SP _____ EP _____ GP _____ PP _____

Magic Item:

☐ **Attuned**[illegible]

Magic Item:

☐ **Attuned**

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Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

SORCERER

Level: _____

CHARACTER NAME: _____ # _____

CHARACTER NAME _____

Long Rest
(+ Regain 5
after Short Rest
at 20th LVL)

☐ Careful ☐ Distant ☐ Empowered ☐ Extended
☐ Heightened ☐ Quickened ☐ Subtle ☐ Twinned

[illegible]

$$\square + \square + \square =$$

P.B. CHA MISC.

SPILLS

Known Cantrips

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