

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

Fighter

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
☐ 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

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.
DAMAGE DICE		DAMAGE

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DAMAGE DICE		DAMAGE

AMMO

ARMOR		ARMOR CLASS (AC) Calculations				
☐ NO ARMOR	DEX	+	10	MAGIC	MISC.	= AC
☐ LIGHT ARMOR	DEX	+	ARMOR	MAGIC	MISC.	= AC
☐ MEDIUM ARMOR	DEX	+	ARMOR	MAGIC	MISC.	= AC
	+2 MAX					
☐ HEAVY ARMOR		+	ARMOR	MAGIC	MISC.	= AC
☐ SHIELD (add to AC)	SHIELD	+	MAGIC	MISC.	= +AC	

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

CHARACTER SKETCH

Languages	
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Race

Traits

Proficiencies

Racial Lang's

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

FIGHTER

CHARACTER NAME

#

Level:

Archetype:



Second Wind

Total HP + = Used ☐ Reset Short or Long Rest

1d10 LVL

Indomitable

Total Used ☐ ☐ ☐ Reset Long Rest

Action Surge

Total Used ☐ ☐ Reset Short or Long Rest

LEGEND: LVL = Fighter Level, HP = Hit Points

Fighting Style

Additional Fighting Style (Champion)

BATTLE MASTER

Maneuver Save DC

8 + + OR =
P.B. STR DEX

Superiority Dice

Total Die Used ☐ ☐ ☐ Reset Short or Long Rest

Student of War

Artisan's Tool Proficiency

Maneuvers

- ☐ Commander's Strike ☐ Evasive Footwork ☐ Lunging Attack ☐ Parry ☐ Rally ☐ Trip Attack
☐ Disarming Attack ☐ Feinting Attack ☐ Maneuvering Attack ☐ Precision Attack ☐ Riposte ☐ _____
☐ Distracting Strike ☐ Goading Attack ☐ Menacing Attack ☐ Pushing Attack ☐ Sweeping Attack ☐ _____

LEGEND: P.B. = Proficiency Bonus, STR = Strength Modifier, DEX = Dexterity Modifier

ELDRITCH KNIGHT

Spell Save DC

8 + + + =
P.B. INT MISC.

Spell Attack Modifier

+ + =
P.B. INT MISC.

Cantrips Known

Spells Known

Spell Slots and Castings

1st 2nd 3rd 4th

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier

Weapon Bond

Weapon 1: _____ Weapon 2: _____



Regain spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List (Eldritch Knights use Wizard Spells initially.)

Eldritch Knight's Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Eldritch Knight's Known Spells

LVL	Spell	Page

LVL	Spell	Page