DUNGEONS & DRAGONS 5E
Player Character Record

CHARACTER NAME # _____

Player:

Campaign: _____ Character Creation Date: _____

Current XP: _____ Next Level Goal: _____

Race: _____ | Class: **Wizard**

Alignment: _____ | Size: _____ | Deity: _____ | Level: _____

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

	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 ☐☐☐

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

Adv: _____
Disad: _____

Wis _____ Passive Perception

INITIATIVE INSPIRATION PROFICIENCY

COMBAT

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
☐ PROFICIENCY ____ + MAGIC ____ + MISC. ____ = ATTACK BONUS ____
DAMAGE DICE ____ ☐↓ ↓ ____ + MISC. ____ + ____ = DAMAGE ____
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
☐ PROFICIENCY ____ + MAGIC ____ + MISC. ____ = ATTACK BONUS ____
DAMAGE DICE ____ ☐↓ ↓ ____ + MISC. ____ + ____ = DAMAGE ____
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
☐ PROFICIENCY ____ + MAGIC ____ + MISC. ____ = ATTACK BONUS ____
DAMAGE DICE ____ ☐↓ ↓ ____ + MISC. ____ + ____ = DAMAGE ____
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
☐ PROFICIENCY ____ + MAGIC ____ + MISC. ____ = ATTACK BONUS ____
DAMAGE DICE ____ ☐↓ ↓ ____ + MISC. ____ + ____ = DAMAGE ____
AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____ REACH or RANGE _____ DAMAGE TYPE _____
Description _____
☐ PROFICIENCY ____ + MAGIC ____ + MISC. ____ = ATTACK BONUS ____
DAMAGE DICE ____ ☐↓ ↓ ____ + MISC. ____ + ____ = DAMAGE ____

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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:

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

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	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	X	=		X	=
	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:

Arcane Recovery

Spell Slot Levels

1/2 LVL Rounded UP

Used ○

When Once per Day after a Short Rest

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
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			