

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Cleric

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
☐ 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. ☐ ATTACK BONUS
DAMAGE DICE + + + = DAMAGE
AMMO ☐

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AMMO

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

Languages

[illegible]

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**

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Character Background and Notes Overflow

CHARACTER NAME

#

CLERIC

Level:

CHARACTER NAME

#

CHARACTER NAME

Spell Attack Modifier

+ + =

P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Cleric Level

[illegible]

Divine Domain

Domain Feature: _____

Total	Used	Reset
		on
WIS (min 1)		Long Rest
Light: Warding Flare, War: War Priest		

LVL	Spell	Page

Cantrip	Page

[illegible]