

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Druid

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.
DAMAGE DICE		DAMAGE

AMMO ☐

WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
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AMMO ☐



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	
	+2							

CHARACTER NAME



CHARACTER SKETCH

Physical Description

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**

Protective Items	AC Bonus	Weight
		☐
		☐

ITEM	WT.	ITEM	WT.
	☐		☐
	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =		X =
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	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =		X =
	☐		☐
	X =	Coin Purse	☐



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**

Magic Item:

☐ **Attuned**

Magic Item:

☐ **Attuned**

Character Background ^{and} or Notes Overflow

CHARACTER NAME

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