

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

Ability Score
STR
DEX
CON
INT
WIS
CHA

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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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

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**

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Magic Item:

☐ **Attuned**

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Character Background and Notes Overflow

CHARACTER NAME

#

FIGHTER

CHARACTER NAME

#

Level:

Archetype:



Second Wind

Total HP + =
LVL
Used ☐
Reset Short or Long Rest

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