

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

#

Race

Class

Bard

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

WEAPON REACH or RANGE DAMAGE TYPE

Description

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MAGIC MISC. ATTACK BONUS

DAMAGE DICE + + + =

DAMAGE

AMMO

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

	Ability Adj.
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Traits	
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Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

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	+		MAGIC	+	MISC.	=	+AC

Other Equipment

[illegible]

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

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Character Background and Notes Overflow

CHARACTER NAME

#

BARD

Level: #

CHARACTER NAME

CHARACTER NAME

Spell Attack Modifier

LEGEND: CHA = Charasma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Bard Level, HP = Hit Points

Spell Slots and Castings								
1st ☐	2nd ☐	3rd ☐	4th ☐	5th ☐	6th ☐	7th ☐	8th ☐	9th ☐
☐ ☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐ ☐	☐ ☐	☐ ☐	☐	☐

**College:**

Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Bard's Spell List.

Cantrip	Page

Cantrip	Page

[illegible][illegible]

LVL	Spell	Page

LVL	Spell	Page

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