

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
STR			☐
DEX			☐
CON			☐
INT			☐
WIS			☐
CHA			☐

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

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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

Languages	
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Race

	Ability Adj.
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Traits

Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

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	+2 MAX						
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☐ SHIELD (add to AC)	SHIELD		MAGIC		MISC.		+AC
	+2						

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
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[illegible]

Magic Item: ☐ Attuned

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Character Background and Notes Overflow

CHARACTER NAME

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