

DUNGEONS & DRAGONS 5E

Player Character Record

CHARACTER NAME: _____ # _____

Player: _____

Race: _____ Class: **Barbarian**

Campaign: _____ Character Creation Date: _____

Alignment: _____ Size: _____ Deity: _____ Level: _____

Current XP: _____ Next Level Goal: _____

Base Speed: _____ Adjusted Speed: _____ Initiative Modifier: _____

Ability Score	Ability Modifier	Saving Throws
STR	_____	<input type="checkbox"/> <input type="checkbox"/>
DEX	_____	<input type="checkbox"/> <input type="checkbox"/>
CON	_____	<input type="checkbox"/> <input type="checkbox"/>
INT	_____	<input type="checkbox"/> <input type="checkbox"/>
WIS	_____	<input type="checkbox"/> <input type="checkbox"/>
CHA	_____	<input type="checkbox"/> <input type="checkbox"/>

ARMOR CLASS



Adv: _____ Disad: _____

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
<input type="checkbox"/> 1	DA on ability checks
<input type="checkbox"/> 2	Speed halved
<input type="checkbox"/> 3	DA on attacks and saves
<input type="checkbox"/> 4	HP maximum halved
<input type="checkbox"/> 5	Speed reduced to 0
<input type="checkbox"/> 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: _____

MISC. DAMAGE: _____

WEAPON: _____ REACH or RANGE: _____ DAMAGE TYPE: _____

Description: _____

PROFICIENCY

MAGIC

MISC.

ATTACK BONUS: _____

DAMAGE DICE: _____

MISC. DAMAGE: _____

WEAPON: _____ REACH or RANGE: _____ DAMAGE TYPE: _____

Description: _____

PROFICIENCY

MAGIC

MISC.

ATTACK BONUS: _____

DAMAGE DICE: _____

MISC. DAMAGE: _____

WEAPON: _____ REACH or RANGE: _____ DAMAGE TYPE: _____

Description: _____

PROFICIENCY

MAGIC

MISC.

ATTACK BONUS: _____

DAMAGE DICE: _____

MISC. DAMAGE: _____

WEAPON: _____ REACH or RANGE: _____ DAMAGE TYPE: _____

Description: _____

PROFICIENCY

MAGIC

MISC.

ATTACK BONUS: _____

DAMAGE DICE: _____

MISC. DAMAGE: _____

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AMMO

COMBAT



Character Background ^{and} or Notes Overflow

[Empty box for character name]

#

CHARACTER NAME

Lined writing area for notes and background information.

BARBARIAN

CHARACTER NAME

#

Level:

Path:



Rages

Total Rages Used Rage Damage

 ○ ○ ○ ○ ○ ○ ○

Regain on a Long Rest

Path of the Berserker

Intimidating Presence Wisdom Save DC

$$8 + \underset{\text{P.B.}}{\square} + \underset{\text{CHA}}{\square} =$$

LEGEND: P.B. = Proficiency Bonus, CHA = Charisma Modifier

Path of the Totem Warrior

3rd Level

Totem Spirit

- Bear
- Eagle
- Wolf

6th Level

Aspect of the Beast

- Bear
- Eagle
- Wolf

14th Level

Totemic Attunement

- Bear
- Eagle
- Wolf

Spirit Seeker (3rd LVL)

LVL	Spell	Page
2	<i>beast sense</i>	217
1	<i>speak with animals</i>	277

Notes:
