DUNGEONS & DRAGONS 5E

Player Character Record

CHARACTER NAME # _____

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal:

Classes

| Alignment | | Size | Deity | | Level |

Base Speed   Adjusted Speed   Initiative Modifier

	Ability Score	Ability Modifier	Saving Throws
STR		____	☐
DEX		____	☐
CON		____	☐
INT		____	☐
WIS		____	☐
CHA		____	☐

ARMOR CLASS

HIT DICE

	Total	Available
d 6		
d 8		
d 10		
d 12		

HIT POINT

maximum   Current Hit Points   Tmp. Hit Points

Race

Dex

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

Adv: _____

Disad: _____

Wis ☐ Passive Perception

INITIATIVE   INSPIRATION   PROFICIENCY

COMBAT

WEAPON _____   REACH or RANGE   DAMAGE TYPE

Description _____

☐ PROFICIENCY   MAGIC   MISC.   ATTACK BONUS
☐ ___ + ___ + ___ + ___ = ___

DAMAGE DICE   ☐↓   ↓   MISC.   DAMAGE
___ + ___ + ___ = ___

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____   REACH or RANGE   DAMAGE TYPE

Description _____

☐ PROFICIENCY   MAGIC   MISC.   ATTACK BONUS
___ + ___ + ___ + ___ = ___

DAMAGE DICE   ☐↓   ↓   MISC.   DAMAGE
___ + ___ + ___ = ___

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____   REACH or RANGE   DAMAGE TYPE

Description _____

☐ PROFICIENCY   MAGIC   MISC.   ATTACK BONUS
___ + ___ + ___ + ___ = ___

DAMAGE DICE   ☐↓   ↓   MISC.   DAMAGE
___ + ___ + ___ = ___

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____   REACH or RANGE   DAMAGE TYPE

Description _____

☐ PROFICIENCY   MAGIC   MISC.   ATTACK BONUS
___ + ___ + ___ + ___ = ___

DAMAGE DICE   ☐↓   ↓   MISC.   DAMAGE
___ + ___ + ___ = ___

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON _____   REACH or RANGE   DAMAGE TYPE

Description _____

☐ PROFICIENCY   MAGIC   MISC.   ATTACK BONUS
___ + ___ + ___ + ___ = ___

DAMAGE DICE   ☐↓   ↓   MISC.   DAMAGE
___ + ___ + ___ = ___

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

AMMO

PROFICIENCIES

SKILLS:

Dex ☐	Acrobatics	×2 ½
Wis ☐	Animal Hndlg	×2 ½
Int ☐	Arcana	×2 ½
Str ☐	Athletics	×2 ½
Cha ☐	Deception	×2 ½
Int ☐	History	×2 ½
Wis ☐	Insight	×2 ½
Cha ☐	Intimidation	×2 ½
Int ☐	Investigation	×2 ½
Wis ☐	Medicine	×2 ½
Int ☐	Nature	×2 ½
Wis ☐	Perception	×2 ½
Cha ☐	Performance	×2 ½
Cha ☐	Persuasion	×2 ½
Int ☐	Religion	×2 ½
Dex ☐	Sleight of Hand	×2 ½
Dex ☐	Stealth	×2 ½
Wis ☐	Survival	×2 ½

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

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ARMOR

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Weight ☐

SHIELD

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Weight ☐

ARMOR CLASS (AC) Calculations

NO ARMOR	DEX	CON barbrian	WIS monk	MISC.	AC
○ 10 +	+	+	+	=	

LIGHT ARMOR	DEX	ARMOR	MAGIC	MISC.	AC
○	+	+	+	=	

MEDIUM ARMOR	DEX +2 MAX	ARMOR	MAGIC	MISC.	AC
○	+	+	+	=	

HEAVY ARMOR	ARMOR	MAGIC	MISC.	AC
○	+	+	=	

SHIELD (add to AC)	SHIELD +2	MAGIC	MISC.	+AC
○	+	+	=	

Protective Items

	AC Bonus	Weight

Other Equipment

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

CARRYING CAPACITY ×2   PUSH, DRAG, or LIFT   TOTAL WEIGHT CARRIED

Lifestyle ____   Expenses/Day ____

Treasure

CP_____ SP_____ EP_____ GP_____ PP_____

CHARACTER NAME	# _____

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description

CHARACTER SKETCH

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

Magic Item: ____   ☐ Attuned

Character Background and/or Notes Overflow

CHARACTER NAME

#_____

MULTICLASS

Level	Class	Primary Abilities*	Subclass		
	Barbarian	Strength ☐	◯ Path of the Berserker	◯ Path of the Totem Warrior	◯ _____
	Bard	Charisma ☐	◯ College of Lore	◯ College of Valor	◯ _____
	Cleric	Wisdom ☐	◯ Knowledge Domain ◯ Nature Domain ◯ War Domain	◯ Life Domain ◯ Tempest Domain ◯ _____	◯ Light Domain ◯ Trickery Domain
	Druid	Wisdom ☐	◯ Circle of the Land	◯ Circle of the Moon	◯ _____
	Fighter	Strength - or - Dexterity ☐ ☐	◯ Champion ◯ _____	◯ Battle Master	◯ Eldritch Knight
	Monk	Dexterity - and - Wisdom ☐ ☐	◯ Way of the Open Hand ◯ _____	◯ Way of the Shadow	◯ Way of the Four Elements
	Paladin	Strength - and - Charisma ☐ ☐	◯ Oath of Devotion ◯ _____	◯ Oath of the Ancients	◯ Oath of Vengeance
	Ranger	Dexterity - and - Wisdom ☐ ☐	◯ Hunter	◯ Beast Master	◯ _____
	Rogue	Dexterity ☐	◯ Thief ◯ Assassin	◯ Arcane Trickster	◯ _____
	Sorcerer	Charisma ☐	◯ Draconic Bloodline	◯ Wild Magic	◯ _____
	Warlock	Charisma ☐	Patron: ◯ Archfey ◯ The Fiend ◯ The Great Old One		◯ _____
	Wizard	Intelligence ☐	◯ School of Abjuration ◯ School of Evocation ◯ School of Transmutation	◯ School of Conjuration ◯ School of Illusion ◯ _____	◯ School of Enchantment ◯ School of Necromancy
	Total Character Level				

* You must have a minimum ability score of 13 in the indicated abilities for all of your classes including your current one.

Channel Divinity: If you already have "Channel Divinity", you can gain additional effects but you gain additional uses only when you reach a class level that explicitly grants them to you. You can choose from any of the effects available to you when you use this feature.

Proficiencies: When you gain a level in a class after your first, you gain only those proficiencies listed in the "Multiclassing Proficiencies" table (PHB p.164).

Other features: If you already have the "Extra Attack" or the "Unarmored Defense" feature, you can't gain it again from another class.

Multiclass Spellcasting

Spells Known and Prepared: You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class.

Spell Slots from the "Spellcasting" class feature:

+ _____   • Add together all your levels in the **bard**, **cleric**, **druid**, **sorcerer**, and **wizard** classes.
+ _____   • If you have two or more levels in the **paladin** class or in the **ranger** class, add half these levels (rounded down).
+ _____   • If you have three or more levels in the **fighter (eldritch knight)** class or in **rogue (arcane trickster)**, add one third these levels (rounded down).
= _____   Use this total to determine your spell slots by consulting the "Multiclass Spellcaster: Spell Slots Per Spell Level" table (PHB p.165).

Note regarding Warlocks: Warlocks do not have the "Spellcasting" class feature. Their spells come from the "Pact Magic" class feature.
Use the warlock page of this character sheet to list and track warlock spell slots separately from the spell slots on this page.
However, you can cast any spell that is available for you to cast form any class using any spell slot of the appropriate level from this page or from the warlock page.

Spell Slots and Castings

1st ☐   2nd ☐   3rd ☐   4th ☐   5th ☐   6th ☐   7th ☐   8th ☐   9th ☐
◯◯◯ ◯◯◯ ◯◯◯◯ ◯◯◯ ◯◯◯ ◯◯ ◯◯ ◯ ◯

BARBARIAN

Barbarian Level: _____

Path: _____

Rages

Total	Rages Used	Rage Damage
☐	○○○○○○	☐

Regain on a Long Rest

Path of the Berserker

Intimidating Presence
Wisdom Save DC

$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{CHA}} = $

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

Path of the Totem Warrior

3rd Level	6th Level	14th Level
Totem Spirit	**Aspect of the Beast**	**Totemic Attunement**
○ Bear	○ Bear	○ Bear
○ Eagle	○ Eagle	○ Eagle
○ Wolf	○ Wolf	○ Wolf

Spirit Seeker (3rd LVL)

LVL	Spell	Page
2	*beast sense*	217
1	*speak with animals*	277

Notes:

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BARD

Bard Level:

Bardic Inspiration

Total	Used	Die
	○ ○ ○ ○ ○	
CHA (min 1)		

Reset
Long Rest
(Short or
Long Rest
@ 5th LVL)

Song of Rest
Die

Spell Save DC

$8 + \boxed{} + \boxed{} + \boxed{} =$
P.B.   CHA   MISC.

Spell Attack Modifier

$\boxed{} + \boxed{} + \boxed{} =$
P.B.   CHA   MISC.

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

Cantrips Known	Spells Known

College:
_____

SPELLS

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

Known Cantrips

Cantrip	Page		Cantrip	Page

Known Spells

LVL	Spell	Page		LVL	Spell	Page

Additional Magical Secrets   For 6th level Bards of the College of Lore.

LVL	Spell	Page		LVL	Spell	Page

Notes:

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CLERIC

Cleric Level:

Channel Divinity
Total   Used   Reset
○ ○ ○
Short or Long Rest

Turn Undead
Destroys Undead of CR

5th LVL =1/2, 8th=1, 11th=2, 14th=4

Spell Save DC
8+ ☐ + ☐ + ☐ =
P.B.   WIS   MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =
P.B.   WIS   MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Bard Level

Cantrips Known

Spells Prepared
☐ + ☐ =
WIS   LVL   (min 1)

Divine Domain

_____

Domain Feature: _____
Total   Used   Reset
○ ○   on
○ ○   Long Rest
WIS (min 1) ○ ○

Light: Warding Flare,   **War:** War Priest

SPELLS

Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Cleric's Spell List.
Your domain spells are always prepared and don't count against your number of prepared spells.

Domain Spells

LVL	Spell	Page	LVL	Spell	Page
1st LVL					
3rd LVL					
5th LVL					
7th LVL					
9th LVL					

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Cleric's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
☐				☐			
☐				☐			
☐				☐			
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☐				☐			

DRUID

Druid Level:

Wild Shape

Duration
____ Hr.
1/2 LVL

Max CR
Not Auto-Filled

☐ Can Have a **Flying** Speed
☐ Can Have a **Swiming** Speed

Used **Reset**
○ ○   Short or
        Long Rest

Spell Save DC

8+ ☐ + ☐ + ☐
  P.B. WIS MISC.

Spell Attack Modifier

☐ + ☐ + ☐
P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Druid's Level, HP = Hit Points

Cantrips Known
☐ + ☐ =
   BONUS

Spells Prepared
☐ + ☐ =
WIS LVL

Circle:
_____

SPELLS

Regain spell slots after a long rest. See page 208 in the Player's Handbook for the Druid's Spell List. If you have druid circle spells, your druid circle spells are always prepared and don't count against your number of prepared spells.

Druid Circle Spells

LVL	Spell	Page	LVL	Spell	Page
3rd LVL					
5th LVL					
7th LVL					
9th LVL					

Known Cantrips

Cantrip	Page	Cantrip	Page

Druid's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
☐				☐			
☐				☐			
☐				☐			
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☐				☐			
☐				☐			

FIGHTER

Fighter Level: _____

_____

Archetype:
_____

Second Wind
Total HP
_____ + _____ = _____
1d10   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
- ◯ Disarming Attack
- ◯ Distracting Strike
- ◯ Evasive Footwork
- ◯ Feinting Attack
- ◯ Goading Attack
- ◯ Lunging Attack
- ◯ Maneuvering Attack
- ◯ Menacing Attack
- ◯ Parry
- ◯ Precision Attack
- ◯ Pushing Attack
- ◯ Rally
- ◯ Riposte
- ◯ Sweeping Attack
- ◯ Trip 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

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier

Weapon Bond

Weapon 1: _____   Weapon 2: _____

SPELLS

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

MONK

Monk Level:

CHARACTER NAME # _____

Ki Points

Ki points = Monk Level except no Ki points at 1st level.

Total | Used | Reset
Short or Long Rest

Martial Arts:

Unarmored Movement

Ki Save DC

8+ ☐ + ☐ + ☐ =
P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier,
P.B. = Proficiency Bonus,
MISC. = Miscellaniuos or Magical Modifier

Tradition:

_____
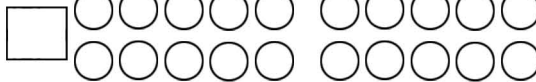
Way of the Shadows

Shadow Arts (3rd LVL)

Ki	LVL	Spell	Page
0	0	minor illusion	260
2	2	darkness	230
2	2	darkvision	230
2	2	pass without trace	264
2	2	silence	275

Empty Body (18th LVL)

Ki	LVL	Spell	Page
8	9	astral projection	215

Way of the Open Hand

Tranquility (11th LVL)

LVL	Spell	Page
1	sanctuary	272

Way of the Four Elements

Maximum Ki Points for a Spell

Rush of the Gale Spirits

Ki	LVL	Spell	Page
2	2	gust of wind	248

Sweeping Cinder Strike

Ki	LVL	Spell	Page
2	1	burning hands	220

Gong of the Summit (6th LVL)

Ki	LVL	Spell	Page
3	2	Shatter	275

Flames of the Phoenix (11th LVL)

Ki	LVL	Spell	Page
4	3	Fireball	241

Ride the Wind (11th LVL)

Ki	LVL	Spell	Page
4	3	fly	243

Wave of Rolling Earth (17th LVL)

Ki	LVL	Spell	Page
6	5	wall of stone	287

Notes:

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PALADIN

Palain Level:

CHARACTER NAME #_____

Divine Sense
Total | Used | Reset
1+ ☐ = | ◯◯◯◯◯◯ | Long Rest
CHA

Lay on Hands
HP Pool | Spent HPs | Reset
5 X ☐ = | | Long Rest
LVL

Channel Divinity
Used | Reset
◯ | Short or Long Rest

LEGEND: CHA = Charasma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Paladin Level

Spell Save
8+ ☐ + ☐ + ☐ =
P.B. CHA MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =
P.B. CHA MISC.

Spells Prepared
☐ + ☐ =
1/2 LVL CHA (Min 1)

Oath:
_____

SPELLS

After a long rest, select your prepared spells from the paladin spell list.
Your oath spells are always prepared and don't count against your number of prepared spells.

Oath Spells

	LVL	Spell	Page		LVL	Spell	Page
3rd LVL							
5th LVL							
9th LVL							
13th LVL							
17th LVL							

Paladin's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
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RANGER

Ranger Level: _____

_____ # _____
CHARACTER NAME

Archetype:
_____

Favored Enemy

1st LVL _____ Language _____
6th LVL _____ Language _____
14th LVL _____ Language _____

Favored Terrain

1st LVL _____
6th LVL _____

Fighting Style

○ Archery
○ Defense
○ Dueling
○ Two-weapon Fighting

Spell Save DC

$8 + \square + \square + \square =$
P.B. WIS MISC.

Spell Attack Modifier

$\square + \square + \square =$
P.B. WIS MISC.

Spells Known

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Ranger's Level

SPELLS

Regain spell slots after a long rest. See page 209 in the Player's Handbook for the Ranger's Spell List.

Known Spells

LVL	Spell	Page	LVL	Spell	Page

Notes:

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ROGUE

Rogue Level: _____

_____ #_____

Archetype:
_____

Sneak Attack

# of Dice	Dice Type

ARCANE TRICKSTER

Spell Save DC	**Spell Attack Modifier**	**Cantrips Known**	**Spells Known**
8+ ☐ + ☐ + ☐ = P.B. INT MISC.	☐ + ☐ + ☐ = P.B. INT MISC.		

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier

SPELLS

Regain spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List. (Arcane Tricksters use Wizard spells.)

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page	Cantrip	Page

Known Spells

LVL	Spell	Page	LVL	Spell	Page

Notes:

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SORCERER

Sorcerer Level:

CHARACTER NAME #_____

Sorcery Points

Total

○○○○○ ○○○○○
○○○○○ ○○○○○

Reset
Long Rest
(+ Regain 5
after Short Rest
at 20th LVL)

Metamagic

☐ Careful   ☐ Distant   ☐ Empowered ☐ Extended
☐ Heightened ☐ Quickened ☐ Subtle   ☐ Twinned

Cantrips Known	Spells Known	Spell Save	Spell Attack Modifier	Origins:

Spell Save: 8+ ☐ + ☐ + ☐ =
P.B. CHA MISC.

Spell Attack Modifier: ☐ + ☐ + ☐ =
P.B. CHA MISC.

Origins:
_____

SPELLS

Regain spell slots after a long rest. See page 209 in the Player's Handbook for the Sorcerer's Spell List.

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Known Spells

LVL	Spell	Page	LVL	Spell	Page

Notes:

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WARLOCK

Warlock Level:

#_____

Cantrips Known	Spells Known	Eldritch Invocations	Spell Save DC	Spell Attack Modifier
			8+ □ + □ + □ = P.B. CHA MISC.	□ + □ + □ = P.B. CHA MISC.

LEGEND: CHA = Charisma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Warlock Level

Patron:

_____

SPELLS

Spell Slots and Castings

Level	Slots	Cast	Regain
		○ ○ ○ ○	on a Short or Long Rest

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page	Cantrip	Page

Expanded Spell List
Add these spells to the spells you can learn (your Warlock's spell list.)

LVL	Spell	Page	LVL	Spell	Page
1st			1st		
2nd			2nd		
3rd			3rd		
4th			4th		
5th			5th		

Known Spells
See page 210 in the Player's Handbook for the Warlock's Spell List.

LVL	Spell	Page	LVL	Spell	Page

Mystic Arcanum
Can cast once without spending a spell slot. (Regain on a long rest)

LVL	Spell	Page	LVL	Spell	Page
6th			8th		
7th			9th		

Eldritch Invocations

	Invocation	Page		Invocation	Page
LVL 2			LVL 2		
LVL 5			LVL 7		
LVL 9			LVL 12		
LVL 15			LVL 18		

Pact of the Tome
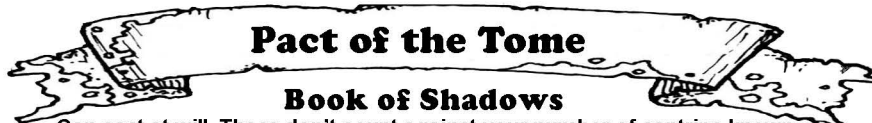
Book of Shadows
Can cast at will. These don't count against your number of cantrips known.

Cantrip	Page	Cantrip	Page	Cantrip	Page

WIZARD
Wizard Level:

Arcane Recovery
Spell Slot Levels

1/2 LVL Rounded UP

Used ◯

When
Once per Day
after a
Short Rest

Spell Save DC
8+ ☐ + ☐ + ☐ =
P.B. INT MISC.

Spell Attack Modifier
☐ + ☐ + ☐ =
P.B. INT MISC.

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Wizard Level

Cantrips Known

Spells Prepared
☐ + ☐ =
INT   LVL

School:
_____

SPELLS

Regain all spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List.

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Spells in Spellbook

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
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