

DUNGEONS & DRAGONS 5.5

Player Character Record

CHARACTER NAME

#

Player:

Campaign:

Character Creation Date:

	Ability Score	Ability Modifier	Saving Throws	
STR			<input type="checkbox"/>	Carry _____ lb.
DEX			<input type="checkbox"/>	Lift, Push, or Drag _____ lb.
CON			<input type="checkbox"/>	Long Jump _____ ft.
INT			<input type="checkbox"/>	Running _____ ft.
WIS			<input type="checkbox"/>	Standing _____ ft.
CHA			<input type="checkbox"/>	High Jump _____ ft.
			<input type="checkbox"/>	Running _____ ft.
			<input type="checkbox"/>	Standing _____ ft.

CLASS

SPECIES

SUBCLASS:

Primary Ability:

Hit Point Die:

Saving Throw Proficiencies:

Skill Proficiencies:

Sub Species:

Creature Type:

Size:

Speed:

Special Traits:

Weapon Proficiencies:

Tool Proficiencies:

Armor Training:

BACKGROUND

Ability Scores:

Feat:

Skill Proficiencies:

Tool Proficiency:

Notes

Advantages

Disadvantages

Languages

Alignment

Death Saves

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

HIT DICE

Type MAX Used

HIT POINTS

MAX Current Temp

Level

Exhaustion

D20	Speed
<input type="checkbox"/> 1	-2 -5
<input type="checkbox"/> 2	-4 -10
<input type="checkbox"/> 3	-6 -15
<input type="checkbox"/> 4	-8 -20
<input type="checkbox"/> 5	-10 -25
<input type="checkbox"/> 6	Death



PROFICIENCY BONUS



INITIATIVE MODIFIER



HEROIC INSPIRATION



PASSIVE PERCEPTION

ARMOR CLASS

BASE	MOD	OTHER
BASE	OTHER	



FEATURES and TRAITS

FEATS

SKILLS

○Not Proficient ●Proficient ●Double ●Half

DEX ○ Acrobatics

WIS ○ Medicine

WIS ○ Animal Handling

INT ○ Nature

INT ○ Arcana

WIS ○ Perception

STR ○ Athletics

CHA ○ Performance

CHA ○ Deception

CHA ○ Persuasion

INT ○ History

INT ○ Religion

WIS ○ Insight

DEX ○ Sleight of Hand

CHA ○ Intimidation

DEX ○ Stealth ☐ Disadvantage

INT ○ Investigation

WIS ○ Survival

Age

Gender

Height

Weight

Eyes

Hair

Skin

Handedness

Physical Description

CHARACTER SKETCH

Character Background ^{and}_{or} Notes

CHARACTER NAME

#

Adventuring Motivation

Backstory

Allies & Organizations



CHARACTER NAME _____ # _____

Spellcasting Ability

Subclass:

Save
DC

Attack
Bonus

Prepared
Spells

Spell Slots and Castings

1st <input type="checkbox"/>	2nd <input type="checkbox"/>	3rd <input type="checkbox"/>	4th <input type="checkbox"/>	5th <input type="checkbox"/>	6th <input type="checkbox"/>	7th <input type="checkbox"/>	8th <input type="checkbox"/>	9th <input type="checkbox"/>
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