

DUNGEONS & DRAGONS 5E

Player Character Record

CHARACTER NAME #

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

Race Class **Barbarian**

Alignment Size Deity Level

Base Speed Adjusted Speed Initiative Modifier

	Ability Score	Ability Modifier	Saving Throws
STR	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
DEX	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
CON	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
INT	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
WIS	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
CHA	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>

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

WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.
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DAMAGE DICE		
<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
AMMO		

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DAMAGE DICE		
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AMMO		

INITIATIVE INSPIRATION PROFICIENCY

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:



COMBAT

Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

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

$$8 + \boxed{} + \boxed{} =$$

P.B.

CHA

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: