

DUNGEONS & DRAGONS 5E

Player Character Record

| | |
|----------------|---|
| CHARACTER NAME | # |
|----------------|---|

Player:

Race Class Cleric

Campaign:

Character Creation Date:

Alignment Size Deity Level

Current XP:

Next Level Goal:

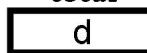
Base Speed Adjusted Speed Initiative Modifier Dex

Ability Score

Ability Modifier

Saving Throws

ARMOR CLASS

HIT POINT maximum
Current Hit Points Temporary Hit Points
HIT DICE total


d

Available Hit Dice

Add CON modifier to each HD.

| | |
|-----|----------------------|
| STR | <input type="text"/> |
| DEX | <input type="text"/> |
| CON | <input type="text"/> |
| INT | <input type="text"/> |
| WIS | <input type="text"/> |
| CHA | <input type="text"/> |

| | |
|------------------|----------------------|
| Ability Score | <input type="text"/> |
| Ability Modifier | <input type="text"/> |
| Saving Throws | <input type="text"/> |
| Ability Score | <input type="text"/> |
| Ability Modifier | <input type="text"/> |
| Saving Throws | <input type="text"/> |

Adv: Disad: Wis Passive Perception WEAPON REACH or RANGE DAMAGE TYPE Description PROFICIENCY

MAGIC

MISC.

ATTACK BONUS

DAMAGE DICE DAMAGE DICE AMMO WEAPON REACH or RANGE DAMAGE TYPE Description PROFICIENCY

MAGIC

MISC.

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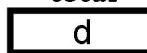
MISC.

ATTACK BONUS

DAMAGE DICE DAMAGE DICE 

AMMO

COMBAT*

HIT POINT maximum
Current Hit Points Temporary Hit Points
HIT DICE total


d

Available Hit Dice

Add CON modifier to each HD.

Death Saves Pass Fail

A decorative horizontal border with a scalloped or wavy pattern along its top and bottom edges, enclosed in a thin black frame.

CHARACTER NAME

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| | | | |
|--------|--|------------|--|
| Age | | Gender | |
| Height | | Weight | |
| Eyes | | Hair | |
| Skin | | Handedness | |

Physical Description



CHARACTER SKETCH

| Protective Items | AC Bonus | Weight |
|-------------------------|----------|--------|
| | | |
| | | |

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

#

Character Background ^{and}
or Notes Overflow

CHARACTER NAME

#

[REPEATED LINES FOR NOTES]

