Show extra features

DUNGEONS & DRAGONS

LEVEL

Name: _____ Player: _____
Class: _____
Experience: _____ Add:
Background: _____
Race: _____ Size: _____
Gender: _____ Hair: _____
Age: _____ Alignment: _____

1

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Abilities

Ability	Modifier	Saving Throw	Prof. Bonus
STR Strength			
DEX Dexterity			
CON Constitution			
INT Intelligence			
WIS Wisdom			
CHA Charisma			

Saving Throw Advantages / Disadvantages

Limited Features

SR LR Dawn

Feature	Max. Usages	Recovery	Used

Skills

Adv Ds	Bonus	Name (ability)	Prof.	Exp.
		Acrobatics (DEX)		
		Animal Handling (WIS)		
		Arcana (INT)		
		Athletics (STR)		
		Deception (CHA)		
		History (INT)		
		Insight (WIS)		
		Intimidation (CHA)		
		Investigation (INT)		
		Medicine (WIS)		
		Nature (INT)		
		Perception (WIS)		
		Performance (CHA)		
		Persuasion (CHA)		
		Religion (INT)		
		Sleight of Hand (DEX)		
		Stealth (DEX)		
		Survival (WIS)		
		Tool		

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Combat

Defense

AC

Armor Bonus	
+ Shield Bonus	
+ Dexterity Mod	Medium Armor (max = 2) / Heavy Armor (mod = 0) / Stealth disadv.
+ Magic	
+ Misc Mod 1	
+ Misc Mod 2	

AC during Rest

Resistance

Half Damage

Initiative

Dex + Misc.

Speed

Speed Encumbered

Health

Set Max HP

HP

Current

MAX HIT POINTS

Recover half of your maximum Hit Dice after a Long Rest.

Temporary HP

Wounds

Heal

Hit Dice

Level	Die	Con	Used

Death Saving Throws: Die I II III; Live I II III; DC10

Attacks

Attacks per Action

Weapon / Description	Prof	Ability	Range	To Hit	Damage	Damage Type

Type | Total | Reload | Ammunition

Type | Total | Reload | Ammunition

Actions

Maximum of 1 Action, 1 Bonus action, and 1 Reaction per Turn.

- Attack / Cast a Spell
- Dash / Disengage / Dodge
- Escape Grapple / Help / Hide
- Ready / Search / Use Object
- Overrun / Tumble (or as bonus action)
- As 1 attack: Disarm / Grapple / Shove

Bonus Actions

Reactions — Used this Round

- Opportunity Attack

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.2.3 (Colorful - Letter)

Features

Racial Traits

Class Features

Background Feature

Proficiencies

Armor: ☐ Light ☐ Medium ☐ Heavy ☐ Shields ☐ Other:

Weapons: ☐ Simple ☐ Martial ☐ Other:

Languages

Common

Tools & Others

Add Features

Background

Personality Traits

Ideal

Bond

Flaw

Feats

Feat:

Feat:

Feat:

Feat:

Add Equipment

Equipment

Adventuring Gear	#	LBs
Subtotal		

Adventuring Gear	#	LBs
Subtotal		

Attuned Magical Items (max 3)

Carrying Capacity: Str × 15

Push/Drag/Lift: Str × 15 - 30, Speed = 5 ft

Total Weight: Gear & Coins

Platinum = 10 gp | Gold = 10 sp | Electrum = 5 sp | Silver = 10 cp | Copper

Lifestyle:

Daily price:

Gems and other valuables:

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Character: _____

DUNGEONS & DRAGONS

Status

Exhaustion

Level	Effect (cumulative)
1 ☐	Disadvantage on Ability Checks
2 ☐	Speed halved
3 ☐	Disadvantage on Attack Rolls and Saving Throws
4 ☐	Hit Point maximum halved
5 ☐	Speed reduced to 0
6 ☐	Death

Finishing a long rest reduces the exhaustion level by 1, provided that you also ingested some food and drink.

Conditions

☐ **Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

☐ **Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

☐ **Deafened**
Fail checks involving hearing.

☐ **Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

☐ **Grappled**
Speed drops to 0, regardless of any bonus.

☐ **Incapacitated**
Can't take actions or reactions.

☐ **Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

☐ **Paralyzed**
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

☐ **Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

☐ **Poisoned**
Disadvantage on attack rolls and ability checks.

☐ **Prone**
Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

☐ **Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

☐ **Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

☐ **Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Choose Visible Sections

Combat Rules

Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn.
Dodge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
Tumble*	Action or Bonus Action	Move through opponent's space once this turn by winning opposing Dex (Acrobatics) check.
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side.*
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you.

*This action is an optional rule introduced in the Dungeon Master Guide (and is therefore not eligible in Adventurer's League play).

Possessions

Magic Items

Magic Item: ☐ Attuned ☐

Magic Item: ☐ Attuned ☐

Magic Item: ☐ Attuned ☐

Magic Item: ☐ Attuned ☐

Magic Item: ☐ Attuned ☐

Magic Item: ☐ Attuned ☐

Extra Equipment

Gear	#	LBs	Gear	#	LBs
Total Weight			Total Weight		

Other Holdings

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Background

Character History

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Character Portrait

Appearance

Enemies

Allies & Organizations

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Organization Symbol

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Companion

Companion Options

Name: _____ Gender: _____ Age: _____
Race: _____ Size: _____ Type: _____
Height: _____ Weight: _____ Alignment: _____

Ability	Modifier	Saving Throw	Prof. Bonus
STR Strength			
DEX Dexterity			
CON Constitution			
INT Intelligence			
WIS Wisdom			
CHA Charisma			

Skills

- Acrobatics
- Animal Handling
- Arcana
- Athletics
- Deception
- History
- Insight
- Intimidation
- Investigation
- Medicine
- Nature
- Perception
- Performance
- Persuasion
- Religion
- Sleight of Hand
- Stealth
- Survival

Attacks

Attacks per Action

Attack / Description	Prof	Ability	Range	To Hit	Damage	Damage Type

Initiative: Dex + Misc. = ____ Speed: ____

Defense

AC

Health

Set Max HP

HP — Current — Max Hit Points

Temporary HP — Heal — Wounds

Death Saving Throws: Die I, II, III — DC10 — Live I, II, III

Hit Dice: Level × Die + Con — Used

Senses

Passive Perception

Features

Proficiency Bonus

Traits

Notes

Visibility Options

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Companion's Appearance

Equipment

Equipment	#	LBs
Total Weight		

Equipment	#	LBs
Total Weight		

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Notes

Notes Page Options

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