

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME _____

Classes _____

Alignment _____

Size _____

Deity _____

Level _____

Base Speed _____

Adjusted Speed _____

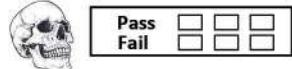
Initiative Modifier _____

Dex _____

	Ability Score	Ability Modifier	Saving Throws	ARMOR CLASS
STR	_____	_____	_____	_____
DEX	_____	_____	_____	_____
CON	_____	_____	_____	_____
INT	_____	_____	_____	_____
WIS	_____	_____	Adv: _____	Disad: _____
CHA	_____	_____	_____	_____

HIT DICE	Total	Available
d 6	_____	_____
d 8	_____	_____
d 10	_____	_____
d 12	_____	_____

HIT POINT	maximum	Current Hit Points	Tmp. Hit Points
Race	_____	_____	_____



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



Wis Passive Perception

WEAPON	REACH or RANGE	DAMAGE	TYPE
Description	_____	_____	_____
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.	ATTACK BONUS
_____	_____	_____	_____
DAMAGE DICE	_____	_____	MISC.
_____	_____	_____	DAMAGE

AMMO

WEAPON	REACH or RANGE	DAMAGE	TYPE
Description	_____	_____	_____
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.	ATTACK BONUS
_____	_____	_____	_____
DAMAGE DICE	_____	_____	MISC.
_____	_____	_____	DAMAGE

AMMO

WEAPON	REACH or RANGE	DAMAGE	TYPE
Description	_____	_____	_____
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.	ATTACK BONUS
_____	_____	_____	_____
DAMAGE DICE	_____	_____	MISC.
_____	_____	_____	DAMAGE

AMMO

WEAPON	REACH or RANGE	DAMAGE	TYPE
Description	_____	_____	_____
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.	ATTACK BONUS
_____	_____	_____	_____
DAMAGE DICE	_____	_____	MISC.
_____	_____	_____	DAMAGE

AMMO

WEAPON	REACH or RANGE	DAMAGE	TYPE
Description	_____	_____	_____
<input type="checkbox"/> PROFICIENCY	MAGIC	MISC.	ATTACK BONUS
_____	_____	_____	_____
DAMAGE DICE	_____	_____	MISC.
_____	_____	_____	DAMAGE

AMMO

INITIATIVE INSPIRATION PROFICIENCY

PROFICIENCIES

SKILLS:

Dex <input type="checkbox"/>	Acrobatics $\times 2\frac{1}{2}$
Wis <input type="checkbox"/>	Animal Hndlg $\times 2\frac{1}{2}$
Int <input type="checkbox"/>	Arcana $\times 2\frac{1}{2}$
Str <input type="checkbox"/>	Athletics $\times 2\frac{1}{2}$
Cha <input type="checkbox"/>	Deception $\times 2\frac{1}{2}$
Int <input type="checkbox"/>	History $\times 2\frac{1}{2}$
Wis <input type="checkbox"/>	Insight $\times 2\frac{1}{2}$
Cha <input type="checkbox"/>	Intimidation $\times 2\frac{1}{2}$
Int <input type="checkbox"/>	Investigation $\times 2\frac{1}{2}$
Wis <input type="checkbox"/>	Medicine $\times 2\frac{1}{2}$
Int <input type="checkbox"/>	Nature $\times 2\frac{1}{2}$
Wis <input type="checkbox"/>	Perception $\times 2\frac{1}{2}$
Cha <input type="checkbox"/>	Performance $\times 2\frac{1}{2}$
Cha <input type="checkbox"/>	Persuasion $\times 2\frac{1}{2}$
Int <input type="checkbox"/>	Religion $\times 2\frac{1}{2}$
Dex <input type="checkbox"/>	Sleight of Hand $\times 2\frac{1}{2}$
Dex <input type="checkbox"/>	Stealth $\times 2\frac{1}{2}$
Wis <input type="checkbox"/>	Survival $\times 2\frac{1}{2}$

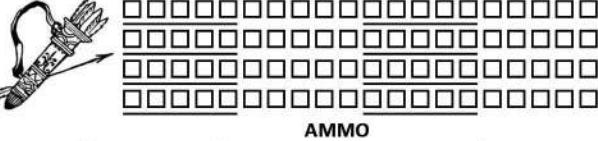
SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:



ARMOR**ARMOR CLASS (AC) Calculations**

NO ARMOR DEX CON WIS MISC. AC

 10 + + + + =

DEX ARMOR MAGIC MISC. AC

 LIGHT ARMOR + + + =

DEX ARMOR MAGIC MISC. AC

 MEDIUM ARMOR + + + =

+2 MAX DEX ARMOR MAGIC MISC. AC

 HEAVY ARMOR + + =

SHIELD MAGIC MISC. +AC

 SHIELD (add to AC) +2 + + = Weight **SHIELD**Weight **Protective Items**

AC Bonus

Weight

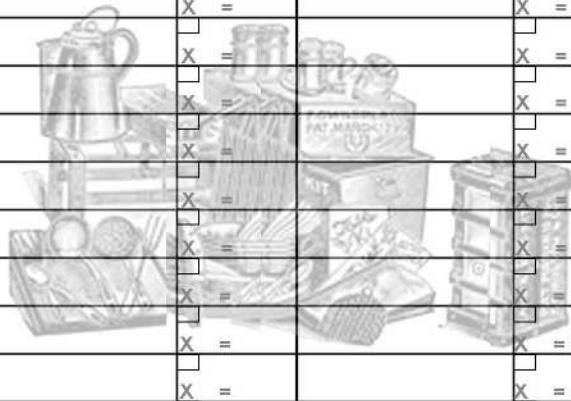
Other Equipment

ITEM

WT.

ITEM

WT.



Coin Purse

CARRYING CAPACITY x2

PUSH, DRAG, or LIFT

TOTAL WEIGHT CARRIED

Lifestyle**Expenses/Day****Treasure**CP SP EP GP PP

Magic Item:

 Attuned

Magic Item:

 Attuned

Magic Item:

 Attuned

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

Character Background ^{and}
or Notes Overflow

CHARACTER NAME

#

[Large area for character background notes, approximately 20 lines of handwriting space]

MULTICLASS

CHARACTER NAME _____

Level	Class	Primary Abilities*	Subclass			
	Artificer	Intelligence <input type="checkbox"/>	<input type="radio"/> Alchemist	<input type="radio"/> Artillerist	<input type="radio"/> Battle Smith	<input type="radio"/> _____
	Barbarian	Strength <input type="checkbox"/>	<input type="radio"/> Path of the Berserker		<input type="radio"/> Path of the Totem Warrior	<input type="radio"/> _____
	Bard	Charisma <input type="checkbox"/>	<input type="radio"/> College of Lore		<input type="radio"/> College of Valor	<input type="radio"/> _____
	Cleric	Wisdom <input type="checkbox"/>	<input type="radio"/> Knowledge Domain <input type="radio"/> Nature Domain <input type="radio"/> War Domain		<input type="radio"/> Life Domain <input type="radio"/> Tempest Domain <input type="radio"/> _____	<input type="radio"/> Light Domain <input type="radio"/> Trickery Domain
	Druid	Wisdom <input type="checkbox"/>	<input type="radio"/> Circle of the Land		<input type="radio"/> Circle of the Moon	<input type="radio"/> _____
	Fighter	Strength - or - Dexterity <input type="checkbox"/>	<input type="radio"/> Champion <input type="radio"/> _____		<input type="radio"/> Battle Master	<input type="radio"/> Eldritch Knight
	Monk	Dexterity - and - Wisdom <input type="checkbox"/>	<input type="radio"/> Way of the Open Hand <input type="radio"/> _____		<input type="radio"/> Way of the Shadow	<input type="radio"/> Way of the Four Elements
	Paladin	Strength - and - Charisma <input type="checkbox"/>	<input type="radio"/> Oath of Devotion <input type="radio"/> _____		<input type="radio"/> Oath of the Ancients	<input type="radio"/> Oath of Vengeance
	Ranger	Dexterity - and - Wisdom <input type="checkbox"/>	<input type="radio"/> Hunter		<input type="radio"/> Beast Master	<input type="radio"/> _____
	Rogue	Dexterity <input type="checkbox"/>	<input type="radio"/> Thief	<input type="radio"/> Assassin	<input type="radio"/> Arcane Trickster	<input type="radio"/> _____
	Sorcerer	Charisma <input type="checkbox"/>	<input type="radio"/> Draconic Bloodline	<input type="radio"/> _____	<input type="radio"/> _____	<input type="radio"/> _____
	Warlock	Charisma <input type="checkbox"/>	Patron: <input type="radio"/> Archfey	<input type="radio"/> The Fiend	<input type="radio"/> The Great Old One	<input type="radio"/> _____
	Wizard	Intelligence <input type="checkbox"/>	<input type="radio"/> School of Abjuration <input type="radio"/> School of Evocation <input type="radio"/> School of Transmutation		<input type="radio"/> School of Conjuration <input type="radio"/> School of Illusion <input type="radio"/> _____	<input type="radio"/> School of Enchantment <input type="radio"/> 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 these proficiencies listed for the new class on page 164 in the Player's Handbook, or page 54 in Eberron: Rising From the Last War for the artificer.

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 one or more levels in the **artificer** class, add half these levels (rounded up);
- + 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 from any class using any spell slot of the appropriate level from this page or from the warlock page.

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"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

BARBARIAN

CHARACTER NAME _____

Barbarian Level:



Path:

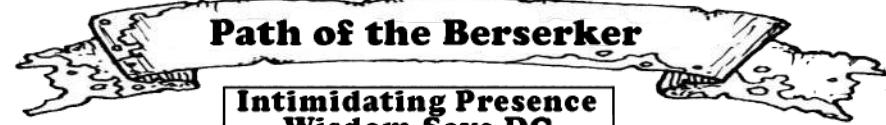
Rages

Total _____

Rages Used _____

Rage Damage _____

Regain on a Long Rest

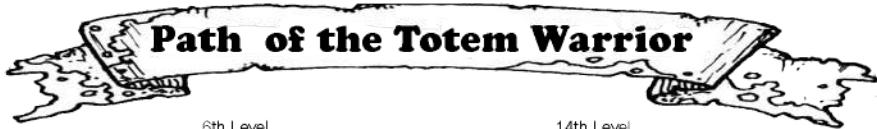


Intimidating Presence Wisdom Save DC

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

P.B. CHA

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



3rd Level

6th Level

14th Level

Totem Spirit

- Bear
- Eagle
- Wolf

Aspect of the Beast

- Bear
- Eagle
- Wolf

Totemic Attunement

- Bear
- Eagle
- Wolf

Spirit Seeker (3rd LVL)

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

Notes:

DRUID

Druid Level:

CHARACTER NAME

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Wild Shape	Spell Save DC	Spell Attack Modifier
Duration <input type="text"/> Hr. 1/2 LVL Max CR <input type="checkbox"/> Can Have a Flying Speed <input type="checkbox"/> Can Have a Swimming Speed	Used <input type="radio"/> <input type="radio"/> Reset Short or Long Rest $8 + \boxed{\text{P.B.}} + \boxed{\text{WIS}} + \boxed{\text{MISC.}} =$	<input type="checkbox"/> + <input type="checkbox"/> + <input type="checkbox"/> = P.B. WIS MISC.

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

Cantrips Known	Spells Prepared
<input type="text"/> + <input type="text"/> = BONUS	<input type="text"/> + <input type="text"/> = WIS LVL

Spell Save DC

Spell Attack Modifier



Circle:



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
3rd LVL		
5th LVL		
7th LVL		
9th LVL		

LVL	Spell	Page

Cantrip

Known Cantrips

Page

Page

Druid's Spell List

Page

Page

FIGHTER

CHARACTER NAME _____ # _____

Fighter Level:



Second Wind

Total HP
+ LVL = Used Reset
1d10 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)

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BATTLE MASTER



Maneuver Save DC

$$8 + \boxed{\text{P.B.}} + \boxed{\text{STR}} + \boxed{\text{DEX}} =$$

Superiority Dice

Total Die Used Reset
_____ _____ _____ Short or Long Rest

Student of War

Artisan's Tool Proficiency

Maneuvers

- Commander's Strike Evasive Footwork Lunging Attack Parry Rally Trip Attack
- Disarming Attack Feinting Attack Maneuvering Attack Precision Attack Riposte _____
- Distracting Strike Goading Attack Menacing Attack Pushing Attack Sweeping Attack _____

LEGEND: P.B. = Proficiency Bonus, STR = Strength Modifier, DEX. = Dexterity Modifier

ELDRITCH KNIGHT



Spell Save DC

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

Spell Attack Modifier

$$\boxed{\text{P.B.}} + \boxed{\text{INT}} + \boxed{\text{MISC.}} =$$

Cantrips Known

Spells Known

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

Weapon Bond

Weapon 1: _____

Weapon 2: _____



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:



Ki Points	Ki points = Monk Level except no Ki points at 1st level.	
Total	Used	Reset
<input type="text"/>	○○○○○○○○○○○○○○○○	Short or Long Rest
<input type="text"/>	○○○○○○○○○○○○○○○○	

CHARACTER NAME _____

Martial Arts:

Unarmored Movement:

Tradition:

Ki Save DC

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

P.B. WIS MISC.

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

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:

PALADIN

Palain Level:

CHARACTER NAME

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Total	Divine Sense	Used	Reset
1+ <input type="text"/> =	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>		Long Rest
CHA			

Lay on Hands
HP Pool Spent HPs Reset
 $5 \times \boxed{\quad} =$ Long Rest
LVL

Channel Divinity
Used Reset
 Short or
 Long Rest

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

Spell Save

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

Spell Attack Modifier

+ + =

Spells Prepared

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

Oath:



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.

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

LVL	Spell	Page

Paladin's Spell List

Prepared LVL Spell

Page Prepared LVL Spell

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

$$8 + \boxed{\quad} + \boxed{\quad} + \boxed{\quad} = \\ \text{P.B.} \quad \text{WIS} \quad \text{MISC.}$$

Spell Attack Modifier

$$\boxed{\quad} + \boxed{\quad} + \boxed{\quad} = \\ \text{P.B.} \quad \text{WIS} \quad \text{MISC.}$$

Spells Known

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

SPELLS

LVL Spell

LVL	Spell	

Known Spells

Page LVL Spell

Page	LVL	Spell	

Notes:

Handwriting practice lines for notes.

ROGUE

Rogue Level:

CHARACTER NAME

Archetype:



Sneak Attack
of Dice Dice Type

ARCANE TRICKSTER

Spell Save DC

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

P.B. INT MISC

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

Spell Attack Modifier

Modular
□ + □ + □ =
P.B. INT MISC.

Cantrips Known

Spells Known



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

Notes:

WARLOCK

Warlock Level:



Cantrips Known

Spells Known

Eldritch Invocations

Spell Save DC

Spell Attack Modifier

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

P.B. CHA MISC.

$$\boxed{\quad} + \boxed{\quad} + \boxed{\quad} =$$

P.B. CHA MISC.

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

Patron:



Known Cantrips

Cantrip	Page

Cantrip	Page

Cantrip	Page

Spell Slots and Castings

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

Expanded Spell List

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

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

LVL	Spell	Page
1st		
2nd		
3rd		
4th		
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
6th		
7th		

LVL	Spell	Page
8th		
9th		

Eldritch Invocations

LVL	Invocation	Page
2		
5		
9		
15		

LVL	Invocation	Page
2		
7		
12		
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



When
Once per Day
after a
Short Rest

CHARACTER NAME

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Spell Save DC

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

P.B. INT MISC.

Spell Attack Modifier

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

P.B. INT MISC.

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

Cantrips Known

Spells Prepared

+ =

School:



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

Page Prepared LVL Spell

Prepared LVL Spell