DUNGEONS & DRAGONS 5E
Player Character Record

Player:

CHARACTER NAME

| Race | | Classes | |

| Alignment | | Size | | Speed | | XP | | Level | |

| Background | | Languages | |

WEAPON 1 ____
TO HIT (r.) DAMAGE

WEAPON 2 ____
TO HIT (r.) DAMAGE

WEAPON 3 ____
TO HIT (r.) DAMAGE

WEAPON 4 ____
TO HIT (r.) DAMAGE

WEAPON 5 ____
TO HIT (r.) DAMAGE

AMMO
____
____
____
____

Carry [X2] ____ lb.
Lift, Push, or Drag ____ lb.

Long Jump
Running ____ ft.
Standing ____ ft.

High Jump
Running ____ ft.
Standing ____ ft.

STR
DEX
CON
INT
WIS
CHA

Ability Score & (Modifier) Saving Throw Modifier

HIT POINTS

ARMOR CLASS

| Injuries | |
| Temporary Hit Points | |

HIT DICE
| TOTAL: | |
| USED: | |

Ideals:

Bonds:

Flaws:

PROFICIENCY BONUS **INITIATIVE MODIFIER**

INSPIRATION **PASSIVE PERCEPTION**

Spell Slots and Castings
| 1st ☐ | 2nd ☐ | 3rd ☐ | 4th ☐ |

○○○○ ○○○○ ○○○○ ○○○○

| 5th ☐ | 6th ☐ | 7th ☐ | 8th ☐ | 9th ☐ |

○○○ ○○○ ○○○ ○○ ○

Vision
○ Normal Vision
○ Darkvision ____ ft.
○ Blindsight ____ ft.
○ Truesight ____ ft.
○ Tremorsense ____ ft.

SKILLS
● Proficient | ◆ Expertise   ☐ Jack of all Trades

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

Traits - Feats - Features

Proficiencies

INVENTORY
⬡ Equipped ⬤ Carried ◆ Magical ⬤ Attuned ____ of 3

Armor

Shield

COIN PURSE (weight of all your coins)

Total GP Value Carried ____ Total Weight Carried ____ lbs.

quantity   ITEM   Value gp   WT Lbs.

COINS: CP____ SP____ EP____ GP____ PP____

Character Description

Background

Proficiencies

Equipment

Bkgnd Lang's
Personality

Ideals

Bonds

Flaws

Feature

Character Sketch

Age	Gender	Eyes	Hair
Height	Weight	Skin	Hand.
Physical Description			

Race   Subrace

Ability Adj.

Traits

Proficiencies

Racial Lang's

Backstory

Skills and Abilities

Sources: R=Race C=Class B=Background O=Other

SKILLS

● Proficient
◆ Expertise
▮ Level Acquired
� Source

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

NOTES:

Vision

- ○ Normal Vision
- ○ Darkvision _____ft.
- ○ Blindsight _____ft.
- ○ Truesight _____ft.
- ○ Tremorsense_____ft.

NOTES:

SPEEDS

Walking Speed ☐
Modifier ☐
Fly Speed....... ☐
Modifier ☐
Swim Speed... ☐
Modifier ☐
Climb Speed... ☐
Modifier ☐
Burrowing Sp.. ☐
Modifier ☐

NOTES:

CLASS & HIT POINTS

	Class	HD	HP	CON
LVL 1		=	+	=
LVL 2		=	+	=
LVL 3		=	+	=
LVL 4		=	+	=
LVL 5		=	+	=
LVL 6		=	+	=
LVL 7		=	+	=
LVL 8		=	+	=
LVL 9		=	+	=
LVL 10		=	+	=
LVL 11		=	+	=
LVL 12		=	+	=
LVL 13		=	+	=
LVL 14		=	+	=
LVL 15		=	+	=
LVL 16		=	+	=
LVL 17		=	+	=
LVL 18		=	+	=
LVL 19		=	+	=
LVL 20		=	+	=

NOTES: Total: ☐

PROFICIENCIES

● Proficient | ▮ Level Acquired | � Source

ARMOR
- ○ *Light Armor*
- ○ *Medium Armor*
- ○ *Heavy Armor*
- ○ *Shields*

WEAPONS
Simple W.
- ○ Club
- ○ Dagger
- ○ Greatclub
- ○ Handaxe
- ○ Javelin
- ○ Light hammer
- ○ Mace
- ○ Quarterstaff
- ○ Sickle
- ○ Spear
- ○ Crossbow, light
- ○ Dart
- ○ Shortbow
- ○ Sling

Martial W.
- ○ Battleaxe
- ○ Flail
- ○ Glaive
- ○ Greataxe
- ○ Greatsword
- ○ Halberd
- ○ Lance
- ○ Longsword

- ○ Maul
- ○ Morningstar
- ○ Pike
- ○ Rapier
- ○ Scimitar
- ○ *Shortsword*
- ○ Trident
- ○ War pick
- ○ Warhammer
- ○ Whip
- ○ Blowgun
- ○ Crossbow, hand
- ○ Crossbow, heavy
- ○ Longbow
- ○ Net

Artisan's tools
- ○ **Alchemist's**
- ○ **Brewer's**
- ○ **Calligrapher's**
- ○ **Carpenter's**
- ○ **Cartographer's**
- ○ **Cobbler's**
- ○ **Cook's**
- ○ **Glassblower's**
- ○ **Jeweler's**
- ○ **Leatherworker's**
- ○ **Mason's**
- ○ **Painter's**

- ○ **Potter's**
- ○ **Smith's**
- ○ **Tinker's**
- ○ **Weaver's**
- ○ **Woodcarver's**

Other tools
- ○ **Disguise kit**
- ○ **Forgery kit**
- ○ **Herbalism kit**
- ○ **Navigator's tools**
- ○ **Poisoner's kit**
- ○ **Thieves' tools**
- ○ **Vehicles (land)**
- ○ **Vehicles (water)**

Gaming sets
- ○ **Dice set**
- ○ **Dragonchess set**
- ○ **Playing card set**
- ○ **3-Dragon Ante**

Musical instruments
- ○ **Bagpipes**
- ○ **Drum**
- ○ **Dulcimer**
- ○ **Flute**
- ○ **Lute**
- ○ **Lyre**
- ○ **Horn**
- ○ **Pan flute**
- ○ **Shawm**
- ○ **Viol**

NOTES:

ABILITIES

Score generation method: _____

	STR	DEX	CON	INT	WIS	CHA
Base						

Saving Throw Modifier

▮ Level Acquired | � Source
● Saving Throw Proficiency

NOTES:

LANGUAGES

Race _____
Class _____
Background _____
Other _____

NOTES:

Weapons and Armor

Notes:

_____
_____
_____
_____
_____
_____

WEAPON 1   Type: _____
Description: _____
Reach or Range:_____ Damage Type:_____
Are you are proficient with this? _____
No ability modifier to damage._____
(Second weapon when dual-wielding.)

	PROFICIENCY BONUS		DAMAGE DIE TYPE & NUMBER
+	ABILITY MODIFIER	+	ABILITY MODIFIER
+	MAGIC BONUS	+	MAGIC BONUS
+	OTHER MODIFIERS	+	OTHER MODIFIERS
=	TOTAL ATTACK BONUS	=	TOTAL DAMAGE

NOTES:
_____
_____
_____

WEAPON 2   Type: _____
Description: _____
Reach or Range:_____ Damage Type:_____
Are you are proficient with this? _____
No ability modifier to damage._____
(Second weapon when dual-wielding.)

	PROFICIENCY BONUS		DAMAGE DIE TYPE & NUMBER
+	ABILITY MODIFIER	+	ABILITY MODIFIER
+	MAGIC BONUS	+	MAGIC BONUS
+	OTHER MODIFIERS	+	OTHER MODIFIERS
=	TOTAL ATTACK BONUS	=	TOTAL DAMAGE

NOTES:
_____
_____
_____

WEAPON 3   Type: _____
Description: _____
Reach or Range:_____ Damage Type:_____
Are you are proficient with this? _____
No ability modifier to damage._____
(Second weapon when dual-wielding.)

	PROFICIENCY BONUS		DAMAGE DIE TYPE & NUMBER
+	ABILITY MODIFIER	+	ABILITY MODIFIER
+	MAGIC BONUS	+	MAGIC BONUS
+	OTHER MODIFIERS	+	OTHER MODIFIERS
=	TOTAL ATTACK BONUS	=	TOTAL DAMAGE

NOTES:
_____
_____
_____

WEAPON 4   Type: _____
Description: _____
Reach or Range:_____ Damage Type:_____
Are you are proficient with this? _____
No ability modifier to damage._____
(Second weapon when dual-wielding.)

	PROFICIENCY BONUS		DAMAGE DIE TYPE & NUMBER
+	ABILITY MODIFIER	+	ABILITY MODIFIER
+	MAGIC BONUS	+	MAGIC BONUS
+	OTHER MODIFIERS	+	OTHER MODIFIERS
=	TOTAL ATTACK BONUS	=	TOTAL DAMAGE

NOTES:
_____
_____
_____

WEAPON 5   Type: _____
Description: _____
Reach or Range:_____ Damage Type:_____
Are you are proficient with this? _____
No ability modifier to damage._____
(Second weapon when dual-wielding.)

	PROFICIENCY BONUS		DAMAGE DIE TYPE & NUMBER
+	ABILITY MODIFIER	+	ABILITY MODIFIER
+	MAGIC BONUS	+	MAGIC BONUS
+	OTHER MODIFIERS	+	OTHER MODIFIERS
=	TOTAL ATTACK BONUS	=	TOTAL DAMAGE

NOTES:
_____
_____
_____

ARMOR   Type: _____
Description: _____
Don: _____
Doff: _____
Weight: _____

Unarmored
10

	ARMOR CLASS (AC)		DEX MODIFIER
+	DEX MODIFIER +2 max for Medium Armor None for Heavy Armor	+	CON MODIFIER (if Barbarian or Monk)
		+	WIS MODIFIER (if Monk)
+	MAGIC BONUS	+	MAGIC BONUS
+	OTHER MODIFIERS	+	OTHER MODIFIERS
=	ARMORED ARMOR CLASS	=	UNARMORED ARMOR CLASS

Strength Requirement: _____
The armor reduces the wearer's speed by 10 feet unless the wearer has this Strength score or higher.

Stealth: _____
Disadvantage on Dexterity (Stealth) checks?

SHIELD   Type: _____
Don: 1 Action   **Doff:** 1 Action   **Weight:** 6 lb.

AC: [2] + [ ] + [ ] = [ ]
  MAGIC BONUS   OTHER MODIFIERS   TOTAL

Note Regarding Proficiency:
If you are not proficient with the armor or shield you are using, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

NOTES:

Notes:

_____
_____
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Traits - Feats - Features

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Inventory - Sheet 1

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

CHARACTER NAME

1 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

2 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

3 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

4 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

5 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

6 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

7 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

8 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

9 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

10 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

11 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

12 Item: _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

Inventory - Sheet 2

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

CHARACTER NAME

13 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

19 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

14 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

20 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

15 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

21 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

16 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

22 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

17 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

23 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

18 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

24 **Item:** _____
Quantity _____ GP **Value** of one _____ **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

Inventory - Sheet 3

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

25 Item: _____
Quantity _____   GP **Value** of one _____   **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

28 Item: _____
Quantity _____   GP **Value** of one _____   **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

26 Item: _____
Quantity _____   GP **Value** of one _____   **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

29 Item: _____
Quantity _____   GP **Value** of one _____   **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

27 Item: _____
Quantity _____   GP **Value** of one _____   **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

30 Item: _____
Quantity _____   GP **Value** of one _____   **Weight** in lbs. _____
◯ **Equipped or Worn?** ◯ **Carried?** ◇ **Magic Item?** ◯ **Attuned** to it?

Notes: