Character Name _____ Player _____

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEETS

Class _____ Race _____ | Alignment _____ Level _____ Deity _____

Size _____ Age _____ Gender _____ Height _____ | Weight _____ Eyes _____ Hair _____ Skin _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | **SPEED**

AC armor class — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER

MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE

INITIATIVE modifier — TOTAL = DEX MODIFIER + MISC MODIFIER

BASE ATTACK bonus

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	=	+	+	+		
REFLEX (dexterity)	=	+	+	+		
WILL (wisdom)	=	+	+	+		

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus	=	+	+	+	
RANGED attack bonus	=	+	+	+	
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE | WEIGHT | TYPE | SIZE	SPECIAL PROPERTIES		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE | WEIGHT | TYPE | SIZE	SPECIAL PROPERTIES		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE | WEIGHT | TYPE | SIZE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT	SPECIAL PROPERTIES		

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

AMMUNITION

_____ ⬚⬚⬚⬚⬚ ⬚⬚⬚⬚⬚ _____ ⬚⬚⬚⬚⬚ ⬚⬚⬚⬚⬚

SKILLS

CROSS-CLASS | MAX RANKS _____ / _____

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ Alchemy	int	= + +
☐ Animal empathy	cha	= + +
☐ Appraise ■	int	= + +
☐ Balance ■	dex*	= + +
☐ Bluff ■	cha	= + +
☐ Climb ■	str*	= + +
☐ Concentration ■	con	= + +
☐ Craft ■ (_____)	int	= + +
☐ Decipher Script	int	= + +
☐ Diplomacy ■	cha	= + +
☐ Disable Device	int	= + +
☐ Disguise ■	cha	= + +
☐ Escape Artist ■	dex*	= + +
☐ Forgery ■	int	= + +
☐ Gather Information ■	cha	= + +
☐ Handle Animal	cha	= + +
☐ Heal ■	wis	= + +
☐ Hide ■	dex*	= + +
☐ Innuendo	wis	= + +
☐ Intimidate ■	cha	= + +
☐ Intuit Direction	wis	= + +
☐ Jump ■	str*	= + +
☐ Knowledge (arcana)	int	= + +
☐ Knowledge (architecture & engineering)	int	= + +
☐ Knowledge (geography)	int	= + +
☐ Knowledge (history)	int	= + +
☐ Knowledge (local)	int	= + +
☐ Knowledge (nature)	int	= + +
☐ Knowledge (nobility & royalty)	int	= + +
☐ Knowledge (the planes)	int	= + +
☐ Knowledge (religion)	int	= + +
☐ Listen ■	wis	= + +
☐ Move Silently ■	dex*	= + +
☐ Open Lock	dex	= + +
☐ Perform ■ (_____) (_____) (_____)	cha	= + +
☐ Pick Pocket	dex*	= + +
☐ Profession (_____)	wis	= + +
☐ Read lips	int	= + +
☐ Ride ■ (_____)	dex	= + +
☐ Scry ■	int	= + +
☐ Search ■	int	= + +
☐ Sense Motive ■	wis	= + +
☐ Spellcraft	int	= + +
☐ Spot ■	wis	= + +
☐ Swim ■	str**	= + +
☐ Tumble	dex*	= + +
☐ Use Magic Device	cha	= + +
☐ Use Rope ■	dex	= + +
☐ Wilderness Lore ■	wis	= + +

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ⊠ are cross-class skills. *armor check penalty, if any, applies.
** –1 per 5 lb. of gear.

campaign

_____

experience points

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

MONEY

cp —

sp —

gp —

pp —

SPECIAL ABILITIES/FEATS

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LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
EQUALS MAX LOAD	2 – MAX LOAD	5 – MAX LOAD

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = __ skill points

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SPELLS

0: _____
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1st: _____
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2nd: _____
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3rd: _____
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4th: _____
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5th: _____
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6th: _____
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7th: _____
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8th: _____
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9th: _____

SPELL SAVE

DC MOD

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

number of spells known

0 _____ 1st _____ 2nd _____

3rd _____ 4th _____ 5th _____

6th _____ 7th _____ 8th _____

9th _____