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
FORTITUDE (constitution)		=		+		+		+		+	
REFLEX (dexterity)		=		+		+		+		+	
WILL (wisdom)		=		+		+		+		+	

conditional modifiers ____

	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

MAX RANKS ____ / ____

CROSS-CLASS	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: _____
_____

8th: _____

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_____