DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ 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 _____ NONLETHAL DAMAGE _____ **SPEED** _____

AC ARMOR CLASS — TOTAL ☐ = 10+ ☐ ARMOR BONUS + ☐ SHIELD BONUS + ☐ DEX MODIFIER + ☐ SIZE MODIFIER + ☐ NATURAL ARMOR + ☐ DEFLECTION MODIFIER + ☐ MISC MODIFIER

DAMAGE REDUCTION ☐

TOUCH ARMOR CLASS ☐   **FLAT-FOOTED** ARMOR CLASS ☐

INITIATIVE MODIFIER — TOTAL ☐ = ☐ DEX MODIFIER + ☐ MISC MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	☐	=	☐	+	☐	+	☐	+	☐	+	☐
REFLEX (DEXTERITY)	☐	=	☐	+	☐	+	☐	+	☐	+	☐
WILL (WISDOM)	☐	=	☐	+	☐	+	☐	+	☐	+	☐

CONDITIONAL MODIFIERS

BASE ATTACK BONUS ☐   **SPELL RESISTANCE** ☐

GRAPPLE MODIFIER — TOTAL ☐ = ☐ BASE ATTACK BONUS + ☐ STRENGTH MODIFIER + ☐ SIZE MODIFIER + ☐ MISC MODIFIER

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ___ / ___

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ■	INT		=		+		+	
☐	Balance ■	DEX*		=		+		+	
☐	Bluff ■	CHA		=		+		+	
☐	Climb ■	STR*		=		+		+	
☐	Concentration ■	CON		=		+		+	
☐	Craft ■ (_____)	INT		=		+		+	
☐	Craft ■ (_____)	INT		=		+		+	
☐	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*		=		+		+	
☐	Intimidate ■	CHA		=		+		+	
☐	Jump ■	STR*		=		+		+	
☐	Knowledge (_____)	INT		=		+		+	
☐	Knowledge (_____)	INT		=		+		+	
☐	Knowledge (_____)	INT		=		+		+	
☐	Knowledge (_____)	INT		=		+		+	
☐	Knowledge (_____)	INT		=		+		+	
☐	Listen ■	WIS		=		+		+	
☐	Move Silently ■	DEX*		=		+		+	
☐	Open Lock	DEX		=		+		+	
☐	Perform (_____)	CHA		=		+		+	
☐	Perform (_____)	CHA		=		+		+	
☐	Perform (_____)	CHA		=		+		+	
☐	Profession (_____)	WIS		=		+		+	
☐	Profession (_____)	WIS		=		+		+	
☐	Ride ■	DEX		=		+		+	
☐	Search ■	INT		=		+		+	
☐	Sense Motive ■	WIS		=		+		+	
☐	Sleight of Hand	DEX*		=		+		+	
☐	Spellcraft	INT		=		+		+	
☐	Spot ■	WIS		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☐	Tumble	DEX*		=		+		+	
☐	Use Magic Device	CHA		=		+		+	
☐	Use Rope ■	DEX		=		+		+	
☐	_____	___		=		+		+	
☐	_____	___		=		+		+	
☐	_____	___		=		+		+	

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM

	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

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

MONEY

CP —

SP —

GP —

PP —

FEATS
PG.

SPECIAL ABILITIES
PG.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE
DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

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