character name | player

class | race | alignment | level | deity

size | age | gender | height | weight | eyes | hair | skin

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength		-5		
DEX dexterity		-5		
CON constitution		-5		
INT intelligence		-5		
WIS wisdom		-5		
CHA charisma		-5		

HP hit points — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE

AC armor class: 5 (TOTAL) = 10 + 0 (ARMOR BONUS) + 0 (SHIELD BONUS) + -5 (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (MISC MODIFIER)

INITIATIVE modifier: -5 (TOTAL) = -5 (DEX MODIFIER) + (MISC MODIFIER)

BASE ATTACK bonus

DAMAGE REDUCTION | HIT DIE TYPE | SPEED: 30ft

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

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (constitution)	-5 =		+ -5 +			
REFLEX (dexterity)	-5 =		+ -5 +			
WILL (wisdom)	-5 =		+ -5 +			

conditional modifiers: vs Enchantment +2

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus	-5 =	0 +	-5 +	0 +		
RANGED attack bonus	-5 =	0 +	-5 +	0 +		
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	

SKILLS

MAX RANKS /

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Alchemy	int	-5	= -5 +		+
☐	Animal empathy	cha	-5	= -5 +		+
☐	Appraise ■	int	-5	= -5 +		+
☐	Balance ■	dex*	-5	= -5 +		+
☐	Bluff ■	cha	-5	= -5 +		+
☐	Climb ■	str*	-5	= -5 +		+
☐	Concentration ■	con	-5	= -5 +		+
☐	Craft ■ (_____)	int	-5	= -5 +		+
☐	Decipher Script	int	-5	= -5 +		+
☐	Diplomacy ■	cha	-5	= -5 +		+
☐	Disable Device	int	-5	= -5 +		+
☐	Disguise ■	cha	-5	= -5 +		+
☐	Escape Artist ■	dex*	-5	= -5 +		+
☐	Forgery ■	int	-5	= -5 +		+
☐	Gather Information ■	cha	-5	= -5 +		+
☐	Handle Animal	cha	-5	= -5 +		+
☐	Heal ■	wis	-5	= -5 +		+
☐	Hide ■	dex*	-5	= -5 +		+
☐	Innuendo	wis	-5	= -5 +		+
☐	Intimidate ■	cha	-5	= -5 +		+
☐	Intuit Direction	wis	-5	= -5 +		+
☐	Jump ■	str*	-5	= -5 +		+
☐	Knowledge (arcana)	int	-5	= -5 +		+
☐	Knowledge (architecture & engineering)	int	-5	= -5 +		+
☐	Knowledge (geography)	int	-5	= -5 +		+
☐	Knowledge (history)	int	-5	= -5 +		+
☐	Knowledge (local)	int	-5	= -5 +		+
☐	Knowledge (nature)	int	-5	= -5 +		+
☐	Knowledge (nobility & royalty)	int	-5	= -5 +		+
☐	Knowledge (the planes)	int	-5	= -5 +		+
☐	Knowledge (religion)	int	-5	= -5 +		+
☐	Listen ■	wis	-5	= -5 +		+
☐	Move Silently ■	dex*	-5	= -5 +		+
☐	Open Lock	dex	-5	= -5 +		+
☐	Perform ■ (_____) (_____) (_____)	cha	-5	= -5 +		+
☐	Pick Pocket	dex*	-5	= -5 +		+
☐	Profession (_____)	wis	-5	= -5 +		+
☐	Read lips	int	-5	= -5 +		+
☐	Ride ■ (_____)	dex	-5	= -5 +		+
☐	Scry ■	int	-5	= -5 +		+
☐	Search ■	int	-5	= -5 +		+
☐	Sense Motive ■	wis	-5	= -5 +		+
☐	Spellcraft	int	-5	= -5 +		+
☐	Spot ■	wis	-5	= -5 +		+
☐	Swim ■	str**	0	= +		+
☐	Tumble	dex*	-5	= -5 +		+
☐	Use Magic Device	cha	-5	= -5 +		+
☐	Use Rope ■	dex	-5	= -5 +		+
☐	Wilderness Lore ■	wis	-5	= -5 +		+
☐	_____	____	0	= +		+

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.*

Total Rank = 0

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

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campaign

experience points

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

MONEY

cp —

sp —

gp —

pp —

SPECIAL ABILITIES/FEATS

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

LANGUAGES

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

SPELLS

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

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 ________

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