CHARACTER NAME

PLAYER

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

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 BONUS	DAMAGE	CRITICAL

RANGE	TYPE	S P D	KD	NOTES

AMMUNITION ___ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	S P D	KD	NOTES

AMMUNITION ___ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	S P D	KD	NOTES

AMMUNITION ___ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	S P D	KD	NOTES

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ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	S P D	KD	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.
_____
_____
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SPECIAL ABILITIES

PG.
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LANGUAGES

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

_____
_____
_____
_____
_____

SPELLS

DOMAINS/SPECIALTY SCHOOL:
_____

0: _____
_____
_____
_____

1ST: _____
_____
_____
_____

2ND: _____
_____
_____

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

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		