character name _____ player _____

Barbarian
class _____ race _____ alignment _____ deity _____

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEETS

level ____ size ____ age ____ gender ____ height ____ weight ____ eyes ____ hair ____

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 d12 — SPEED ____

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

MISS CHANCE ____ ARMOR CHECK PENALTY ____ SPELL RESISTANCE ____

INITIATIVE modifier — ____ = ____ DEX MODIFIER + ____ MISC MODIFIER — TOTAL

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		=		+		+		+		+	

(RANGED row lower labels: 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	____	=	____	+	____	+	____
☒ Appraise r	int	____	=	____	+	____	+	____
☒ Balance r	dex*	____	=	____	+	____	+	____
☒ Bluff r	cha	____	=	____	+	____	+	____
☐ Climb r	str*	____	=	____	+	____	+	____
☒ Concentration r	con	____	=	____	+	____	+	____
☐ Craft r (_____)	int	____	=	____	+	____	+	____
☒ Diplomacy r	cha	____	=	____	+	____	+	____
☒ Disable Device	int	____	=	____	+	____	+	____
☒ Disguise r	cha	____	=	____	+	____	+	____
☒ Escape Artist r	dex*	____	=	____	+	____	+	____
☒ Forgery r	int	____	=	____	+	____	+	____
☒ Gather Information r	cha	____	=	____	+	____	+	____
☐ Handle Animal	cha	____	=	____	+	____	+	____
☒ Heal r	wis	____	=	____	+	____	+	____
☒ Hide r	dex*	____	=	____	+	____	+	____
☒ Innuendo	wis	____	=	____	+	____	+	____
☐ Intimidate r	cha	____	=	____	+	____	+	____
☐ Intuit Direction	wis	____	=	____	+	____	+	____
☐ Jump r	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 r	wis	____	=	____	+	____	+	____
☒ Move Silently r	dex*	____	=	____	+	____	+	____
☒ Open Lock	dex	____	=	____	+	____	+	____
☒ Perform r (_____) (_____) (_____)	cha	____	=	____	+	____	+	____
☒ Pick Pocket	dex*	____	=	____	+	____	+	____
☒ Profession(_____)	wis	____	=	____	+	____	+	____
☐ Ride r (_____)	dex	____	=	____	+	____	+	____
☐ Scry r [can't buy ranks]	int	____	=	____	+	0	+	____
☒ Search r	int	____	=	____	+	____	+	____
☒ Sense Motive r	wis	____	=	____	+	____	+	____
☒ Spellcraft	int	____	=	____	+	____	+	____
☒ Spot r	wis	____	=	____	+	____	+	____
☐ Swim r	str**	____	=	____	+	____	+	____
☒ Tumble	dex*	____	=	____	+	____	+	____
☒ Use Rope r	dex	____	=	____	+	____	+	____
☐ Wilderness Lore r	wis	____	=	____	+	____	+	____
☐ _____	____	____	=	____	+	____	+	____
☐ _____	____	____	=	____	+	____	+	____
☐ _____	____	____	=	____	+	____	+	____
☐ _____	____	____	=	____	+	____	+	____

*Skills marked with r 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.