CHARACTER NAME

PLAYER

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

CLASS AND LEVEL   CAREER 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	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=		+		+		+		+		
REFLEX (DEXTERITY)		=		+		+		+		+		
WILL (WISDOM)		=		+		+		+		+		

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 —

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		