

CHARACTER NAME _____ PLAYER _____
CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

VERSION 5.5.3

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH					HP HIT POINTS			
DEX DEXTERITY					AC ARMOR CLASS			
CON CONSTITUTION					TOTAL = 10 +	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	SIZE MODIFIER	NATURAL ARMOR
WIS WISDOM					INITIATIVE MODIFIER		DEFLECTION MODIFIER	MISC MODIFIER
CHA CHARISMA					TOTAL =	DEX MODIFIER		

20 ft (Dwarf)

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 BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	APPRAISE ■	INT			
<input type="checkbox"/>	BALANCE ■	DEX*			
<input type="checkbox"/>	BLUFF ■	CHA			
<input type="checkbox"/>	CLIMB ■	STR*			
<input type="checkbox"/>	CONCENTRATION ■	CON			
<input type="checkbox"/>	CRAFT ■ ()	INT			
<input type="checkbox"/>	CRAFT ■ ()	INT			
<input type="checkbox"/>	CRAFT ■ ()	INT			
<input type="checkbox"/>	DECIPHER SCRIPT	INT			
<input type="checkbox"/>	DIPLOMACY ■	CHA			
<input type="checkbox"/>	DISABLE DEVICE	INT			
<input type="checkbox"/>	DISGUISE ■	CHA			
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*			
<input type="checkbox"/>	FORGERY ■	INT			
<input type="checkbox"/>	GATHER INFORMATION ■	CHA			
<input type="checkbox"/>	HANDLE ANIMAL	CHA			
<input type="checkbox"/>	HEAL ■	WIS			
<input type="checkbox"/>	HIDE ■	DEX*			
<input type="checkbox"/>	INTIMIDATE ■	CHA			
<input type="checkbox"/>	JUMP ■	STR*			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	LISTEN ■	WIS			
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			
<input type="checkbox"/>	OPEN LOCK	DEX			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PROFESSION ()	WIS			
<input type="checkbox"/>	PROFESSION ()	WIS			
<input type="checkbox"/>	RIDE ■	DEX			
<input type="checkbox"/>	SEARCH ■	INT			
<input type="checkbox"/>	SENSE MOTIVE ■	WIS			
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*			
<input type="checkbox"/>	SPELLCRAFT	INT			
<input type="checkbox"/>	SPOT ■	WIS			
<input type="checkbox"/>	SURVIVAL ■	WIS			
<input type="checkbox"/>	SWIM ■	STR*			
<input type="checkbox"/>	TUMBLE	DEX*			
<input type="checkbox"/>	USE MAGIC DEVICE	CHA			
<input type="checkbox"/>	USE ROPE ■	DEX			
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

■ 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.)

--

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	P.C.	WT.	ITEM	P.C.	WT.
			TOTAL WEIGHT CARRIED		

Initial
language

MONEY	
CP —	
SP —	
GP —	
PP —	

FEATS

PG.

SPECIAL ABILITIES

[illegible][illegible]

SPELLS	
DOMAINS/SPECIALTY SCHOOL:	
0:	
1ST:	
2ND:	
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

SPELL SAVE ☐

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

11

81H

11

11

MAGIC ITEM RECORD SHEET

MAGIC ITEM	REFERENCE

FACE

Goggles, lenses, masks, spectacles, third eyes.

MAGIC ITEM	REFERENCE

THROAT

Amulets, badges, brooches, collars, medals, medallions, necklaces, pendants, periapts, scarabs, scarfs, torcs.

MAGIC ITEM	REFERENCE

Body

Armor, robes.

MAGIC ITEM	REFERENCE
Large shield + 1	

HANDS

Gauntlets, gloves.

MAGIC ITEM	REFERENCE

WAIST

Belts, girdles, sashes.

MAGIC ITEM	REFERENCE

FEET

Boots, sandals, shoes, slippers.

MAGIC ITEM	REFERENCE

HEAD

Circlets, crowns, hats, headbands,
helmets, phylacteries.

MAGIC ITEM	REFERENCE

SHOULDERS

Capes, cloaks, mantles, shawls.

MAGIC ITEM	REFERENCE
Breast plate +1	

Torso

Shirts, tunics,
vests, vestments.

MAGIC ITEM	REFERENCE

ARMS

Armbands, bracelets, bracers.

MAGIC ITEM	REFERENCE

MAGIC ITEM	REFERENCE

RINGS



WEAPONS, SHIELDS, AND OTHER ITEMS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.