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 [ ] = [ ] DEX MODIFIER + [ ] MISC MODIFIER — TOTAL

### 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 [ ] = [ ] BASE ATTACK BONUS + [ ] STRENGTH MODIFIER + [ ] SIZE MODIFIER + [ ] MISC MODIFIER — TOTAL

| **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 _____ ▢▢▢▢ ▢▢▢▢ ▢▢▢▢ ▢▢▢▢ ▢▢▢▢ ▢▢▢▢

### 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. |
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| | | | | | |
| | | | 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 —

_____
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## SPECIAL ABILITIES
PG.

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## LANGUAGES

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

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## SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: _____
_____
_____
_____

1ST: _____
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2ND: _____
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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 | | |