Character Name _____ Player _____

Class _____ Race _____ Alignment _____ Level _____ Deity _____

Size _____ Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____

Dungeons & Dragons®

CHARACTER RECORD SHEETS

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	SPEED

AC armor class ____ = 10 + ____ (ARMOR BONUS) + ____ (SHIELD BONUS) + ____ (DEX MODIFIER) + ____ (SIZE MODIFIER) + ____ (NATURAL ARMOR) + ____ (MISC MODIFIER)

TOTAL

MISS CHANCE	ARCANE SPELL FAILURE	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
FORTITUDE (constitution)						
REFLEX (dexterity)						
WILL (wisdom)						

conditional modifiers

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus						
RANGED attack bonus						
	TOTAL	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

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	SKILLS				MAX RANKS	/
☐	Alchemy	int	____	____	____	____
☐	Animal empathy	cha	____	____	____	____
☐	Appraise ■	int	____	____	____	____
☐	Balance ■	dex*	____	____	____	____
☐	Bluff ■	cha	____	____	____	____
☐	Climb ■	str*	____	____	____	____
☐	Concentration ■	con	____	____	____	____
☐	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*	____	____	____	____
☐	Innuendo	wis	____	____	____	____
☐	Intimidate ■	cha	____	____	____	____
☐	Intuit Direction	wis	____	____	____	____
☐	Jump ■	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 ■	wis	____	____	____	____
☐	Move Silently ■	dex*	____	____	____	____
☐	Open Lock	dex	____	____	____	____
☐	Perform ■ (_____) (_____) (_____)	cha	____	____	____	____
☐	Pick Pocket	dex*	____	____	____	____
☐	Profession (_____)	wis	____	____	____	____
☐	Read lips	int	____	____	____	____
☐	Ride ■ (_____)	dex	____	____	____	____
☐	Scry ■	int	____	____	____	____
☐	Search ■	int	____	____	____	____
☐	Sense Motive ■	wis	____	____	____	____
☐	Spellcraft	int	____	____	____	____
☐	Spot ■	wis	____	____	____	____
☐	Swim ■	str**	____	____	____	____
☐	Tumble	dex*	____	____	____	____
☐	Use Magic Device	cha	____	____	____	____
☐	Use Rope ■	dex	____	____	____	____
☐	Wilderness Lore ■	wis	____	____	____	____
☐	_____	____	____	____	____	____

Skills marked with ■ 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.*

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campaign

experience points

GEAR

ITEM	WT.	ITEM	WT.