

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	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR strength										
DEX dexterity										
CON constitution										
INT intelligence										
WIS wisdom										
CHA charisma										

HP	hit points	AC	armor class	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
				10 +										

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER

BASE ATTACK	bonus

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)							
REFLEX (dexterity)							
WILL (wisdom)							

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

RANGED	attack bonus	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY 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			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
☐ 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 ■ ()					
☐ Pick Pocket	cha				
☐ 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				
☐ _____					

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[illegible]

cp —	
sp —	
gp —	
pp —	

[illegible]

0:	
1st:	
2nd:	
3rd:	
4th:	
5th:	
6th:	
7th:	
8th:	
9th:	

DC MOD

		
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
		
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 ~ MAX LOAD	PUSH OR DRAG 5 ~ MAX LOAD

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = __ skill points

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

number of spells known

0 _____ 1st _____ 2nd _____
3rd _____ 4th _____ 5th _____
6th _____ 7th _____ 8th _____
9th _____