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				

	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE
HP hit points			

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

INITIATIVE modifier ____ = ____ (DEX MODIFIER) + ____ (MISC MODIFIER)
TOTAL

BASE ATTACK bonus ____

DAMAGE REDUCTION	HIT DIE TYPE	SPEED

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

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

SKILLS					MAX RANKS /
CROSS-CLASS / SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	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 ■ (_____) (_____) (_____)	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.*

©2001 Wizards of the Coast, Inc. Made in the U.S.A. Permission granted to photocopy for personal use only.

campaign

experience points

GEAR

ITEM	WT.	ITEM	WT.