

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
<b>STR</b> strength										
<b>DEX</b> dexterity										
<b>CON</b> constitution										
<b>INT</b> intelligence										
<b>WIS</b> wisdom										
<b>CHA</b> charisma										

**HP** hit points  $\square = 10 + \square + \square + \square + \square + \square + \square$

**AC** armor class  $\square = 10 + \square + \square + \square + \square + \square + \square$

**INITIATIVE** modifier  $\square = \square + \square$

**BASE ATTACK** bonus  $\square$

**SKILLS** MAX RANKS  $\square / \square$

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Alchemy	int				
<input type="checkbox"/> Animal empathy	cha				
<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"/> 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"/> Innuendo	wis				
<input type="checkbox"/> Intimidate ■	cha				
<input type="checkbox"/> Intuit Direction	wis				
<input type="checkbox"/> Jump ■	str*				
<input type="checkbox"/> Knowledge (arcana)	int				
<input type="checkbox"/> Knowledge (architecture & engineering)	int				
<input type="checkbox"/> Knowledge (geography)	int				
<input type="checkbox"/> Knowledge (history)	int				
<input type="checkbox"/> Knowledge (local)	int				
<input type="checkbox"/> Knowledge (nature)	int				
<input type="checkbox"/> Knowledge (nobility & royalty)	int				
<input type="checkbox"/> Knowledge (the planes)	int				
<input type="checkbox"/> Knowledge (religion)	int				
<input type="checkbox"/> Listen ■	wis				
<input type="checkbox"/> Move Silently ■	dex*				
<input type="checkbox"/> Open Lock	dex				
<input type="checkbox"/> Perform ■ ( )					
<input type="checkbox"/> Pick Pocket	cha				
<input type="checkbox"/> Profession ( )	wis				
<input type="checkbox"/> Read Lips	int				
<input type="checkbox"/> Ride ■ ( )	dex				
<input type="checkbox"/> Scry ■	int				
<input type="checkbox"/> Search ■	int				
<input type="checkbox"/> Sense Motive ■	wis				
<input type="checkbox"/> Spellcraft	int				
<input type="checkbox"/> Spot ■	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"/> Wilderness Lore ■	wis				
<input type="checkbox"/>					

**SAVING THROWS**

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	$\square = \square + \square + \square + \square + \square$						
<b>REFLEX</b> (dexterity)	$\square = \square + \square + \square + \square + \square$						
<b>WILL</b> (wisdom)	$\square = \square + \square + \square + \square + \square$						

**MELEE** attack bonus  $\square = \square + \square + \square + \square + \square$

**RANGED** attack bonus  $\square = \square + \square + \square + \square + \square$

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

$\square\square\square\square$	$\square\square\square\square$	$\square\square\square\square$	$\square\square\square\square$
$\square\square\square\square$	$\square\square\square\square$	$\square\square\square\square$	$\square\square\square\square$
$\square\square\square\square$	$\square\square\square\square$	$\square\square\square\square$	$\square\square\square\square$

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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		

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