

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH					HP HIT POINTS			
DEX DEXTERITY					AC ARMOR CLASS	TOTAL = 10 + + + + + + + +	DAMAGE REDUCTION	
CON CONSTITUTION						ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	SIZE MODIFIER	NATURAL ARMOR
WIS WISDOM					INITIATIVE MODIFIER	TOTAL = +	DEFLECTION MODIFIER	MISC MODIFIER
CHA CHARISMA								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS		SPELL RESISTANCE	
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GRAPPLE MODIFIER		TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER	
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
	☐ 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.)

