DUNGEONS & DRAGONS
CHARACTER RECORD SHEETS

CHARACTER NAME ______ PLAYER ______

CLASS ______ RACE ______ ALIGNMENT ______ DEITY ______

LEVEL ______ SIZE ______ AGE ______ GENDER ______ HEIGHT ______ WEIGHT ______ EYES ______ HAIR ______

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 ______

SPEED ______

AC ARMOR CLASS — TOTAL ______ = 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD + SIZE MOD + MISC MOD — ARCANE SPELL FAILURE ______ ARMOR CHECK PENALTY ______

ARMOR TYPE ______

INITIATIVE MODIFIER — TOTAL ______ = DEX MOD + MISC MOD

BASE ATTACK BONUS ______

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

	TOTAL	BASE ATTACK BONUS	STR MOD / DEX MOD	SIZE MOD	MISC MOD	TEMP MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

CONDITIONAL MODIFIERS

SKILLS						MAX RANKS /
CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	CHECK PENALTY

MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	SPELL FAILURE	CHECK PENALTY

SPECIAL PROPERTIES

AMMUNITION

CHARACTER ILLUSTRATION

LIFT OVER HEAD
EQUALS MAX LOAD

LIFT OFF GROUND
2 × MAX LOAD

PUSH OR DRAG
5 × MAX LOAD

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	ITEM

MONEY

SPELLS

SPELL SAVE

DC MOD

NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)

0_____ 1st_____ 2nd_____ 3rd_____ 4th_____

5th_____ 6th_____ 7th_____ 8th_____ 9th_____

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

SPELLS

LANGUAGES

SPECIAL ABILITIES/FEATS

NOTES

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