

character name _____ adventure _____

race _____ class(es) _____ level(s) _____ 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
STR strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

XP experience points	<input type="text"/>	<input type="text"/>
Spell Resistance	<input type="text"/>	Damage Reduction <input type="text"/>

Carrying Capacity		
Light Load	Medium Load	Heavy Load
<input type="text"/>	<input type="text"/>	<input type="text"/>
Lift Over Head <input type="text"/>	Lift Off Ground <input type="text"/>	Push or Drag <input type="text"/>
<small>Equals Max Load 2x Max Load 5x Max Load</small>		

Initiative modifier	TOTAL <input type="text"/>	=	DEX <input type="text"/>	+	Misc Modifier <input type="text"/>
Speed	<input type="text"/>	AC armor class	<input type="text"/>		
Base attack bonuses	<input type="text"/>				

HP hit points	TOTAL <input type="text"/>	CON <input type="text"/>	Hit Die Types <input type="text"/>
Wounds / Current HPs	<input type="text"/>	Subdual Damage	<input type="text"/>

Encumbrance						Total Weight	Load	Max Dex Bonus	Check Penalty*	Speed	Run
Gear Worn						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gear Worn + Gear Packed						<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
clothes, armor, weapons, jewelry, etc.											
move-equivalent action to discard pack											

Saves	TOTAL	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier	Conditional Modifiers
Fortitude	<input type="text"/>	=	<input type="text"/>	+ CON <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Reflex	<input type="text"/>	=	<input type="text"/>	+ DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Will	<input type="text"/>	=	<input type="text"/>	+ WIS <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Feats / Special Abilities

AC armor class	TOTAL <input type="text"/>	=	10	+	Armor Bonus <input type="text"/>	+	Shield Bonus <input type="text"/>	+	DEX <input type="text"/>	+	Size Modifier <input type="text"/>	+	Natural Armor <input type="text"/>	+	Misc Modifier <input type="text"/>
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Armor/Protective Item	Armor Bonus	Max Dex Bonus	Check Penalty*	Spell Failure	Weight	Type	Speed
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>						
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>						

Attack Bonuses	TOTAL	Base Attack Bonuses	Ability Modifier	Size Modifier	Misc Modifier	Temporary Modifier
Melee	<input type="text"/>	=	<input type="text"/>	+ STR <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Ranged	<input type="text"/>	=	<input type="text"/>	+ DEX <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Weapon	Total Attack Bonuses	Damage	Critical	Range	Weight	Type	Size
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>						
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>						
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>						
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>						

Ammunition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Spells			
Chance of Arcane Spell Failure:	<input type="text"/>		
Spell Save DC Modifier:	<input type="text"/>		
Spells Per Day	Bonus Spells	Spell Save DC	
0 <input type="text"/>	0 <input type="text"/>	<input type="text"/>	
1st <input type="text"/>	<input type="text"/>	<input type="text"/>	
2nd <input type="text"/>	<input type="text"/>	<input type="text"/>	
3rd <input type="text"/>	<input type="text"/>	<input type="text"/>	
4th <input type="text"/>	<input type="text"/>	<input type="text"/>	
5th <input type="text"/>	<input type="text"/>	<input type="text"/>	
6th <input type="text"/>	<input type="text"/>	<input type="text"/>	
7th <input type="text"/>	<input type="text"/>	<input type="text"/>	
8th <input type="text"/>	<input type="text"/>	<input type="text"/>	
9th <input type="text"/>	<input type="text"/>	<input type="text"/>	

Spell Casting Notes

Class	Skills	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"/>	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:	=	int	+	+
<input type="checkbox"/>	Knowledge:	=	int	+	+
<input type="checkbox"/>	Listen	=	wis	+	+
<input type="checkbox"/>	Move Silently*	=	dex	+	+
<input type="checkbox"/>	Open Lock	=	dex	+	+
<input type="checkbox"/>	Perform:	=	cha	+	+
<input type="checkbox"/>	Perform:	=	cha	+	+
<input type="checkbox"/>	Pick Pocket*	=	dex	+	+
<input type="checkbox"/>	Profession:	=	wis	+	+
<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"/>		=	+	+	+

Max Skill Ranks	Class	Cross-Class	Skill Points per Level	Class Bonus	Int Modifier	Misc Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+ INT <input type="text"/>

Italicized skills cannot be used with zero (0) ranks
* Armor/Encumbrance Check Penalty applies ** -1 per 5 lbs of gear

