

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				7 / 3.5	MISC. MODIFIER

<input checked="" type="checkbox"/> Appraise ¹	INT	+2	=	2	+		+
<input type="checkbox"/> Balance ¹	DEX*	+8	=	3	+	5	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	+1	=	1	+		+
<input type="checkbox"/> Climb ¹	STR*	+3	=	3	+	2	+ -2
<input type="checkbox"/> Concentration ¹	CON	+8	=	1	+	7	+
<input type="checkbox"/> Craft skills... ¹	INT	+2	=	2	+		+
<input type="checkbox"/> Diplomacy ¹	CHA	+6	=	1	+	5	+
<input checked="" type="checkbox"/> Disguise ¹	CHA	+1	=	1	+		+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+1	=	3	+		+ -2
<input checked="" type="checkbox"/> Forgery ¹	INT	+2	=	2	+		+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+3	=	1	+		+ 2
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	=	-1	+		+
<input type="checkbox"/> Hide ¹	DEX*	+1	=	3	+		+ -2
<input type="checkbox"/> Intimidate ¹	CHA	+6	=	1	+	5	+
<input type="checkbox"/> Jump ¹	STR*	+10	=	3	+	7	+
<input type="checkbox"/> Knowledge (history)	INT	+3	=	2	+	1	+
<input type="checkbox"/> Knowledge (local)	INT	+7	=	2	+	5	+
<input checked="" type="checkbox"/> Listen ¹	WIS	-1	=	-1	+		+
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+1	=	3	+		+ -2
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+1	=	1	+		+
<input checked="" type="checkbox"/> Ride ¹	DEX	+3	=	3	+		+
<input checked="" type="checkbox"/> Search ¹	INT	+2	=	2	+		+
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	-1	=	-1	+		+
<input checked="" type="checkbox"/> Spot ¹	WIS	-1	=	-1	+		+
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	=	-1	+		+
<input type="checkbox"/> Swim ¹	STR**	+4	=	3	+	5	+ -4
<input type="checkbox"/> Tumble	DEX*	+10	=	3	+	7	+
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+3	=	3	+		+

[illegible]

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.