

character name _____ player _____

class and level _____ race _____ alignment _____ deity _____

size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

DUNGEONS & DRAGONS
CAMPAIGNS
Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength						HP hit points			
DEX dexterity						AC armor class	TOTAL = 10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	DAMAGE REDUCTION	
CON constitution						TOUCH armor class	FLAT-FOOTED armor class		
INT intelligence						INITIATIVE modifier	TOTAL = <input type="text"/> + <input type="text"/>		
WIS wisdom									
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	<input type="text"/>	SPELL RESISTANCE	<input type="text"/>
GRAPPLE modifier	<input type="text"/>	TOTAL = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	
		BASE ATTACK BONUS	STRENGTH MODIFIER
		SIZE MODIFIER	MISC. MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐







CLASS SKILL	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)	/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		
<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"/>	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"/>	Intimidate	cha					
<input type="checkbox"/>	Jump	str*					
<input type="checkbox"/>	Knowledge (arcana)	int					
<input type="checkbox"/>	Knowledge (religion)	int					
<input type="checkbox"/>	Knowledge ()	int					
<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"/>	Perform ()	cha					
<input type="checkbox"/>	Profession ()	wis					
<input type="checkbox"/>	Profession ()	wis					
<input type="checkbox"/>	Ride	dex					
<input type="checkbox"/>	Search	int					
<input type="checkbox"/>	Sense Motive	wis					
<input type="checkbox"/>	Sleight of Hand	dex*					
<input type="checkbox"/>	Spellcraft	int					
<input type="checkbox"/>	Spot	wis					
<input type="checkbox"/>	Survival	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"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							

■ 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.)

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GEAR

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

cp —
sp —
gp —
pp —

PG.

[illegible]

Initial languages = Common + racial
languages + one per point of Int bonus

DOMAINS/SPECIALTY SCHOOL:

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

ARCANE SPELL FAILURE

DC MOD %

conditional modifiers

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