

character name _____ player _____
class _____ race _____ alignment _____ level _____ deity _____
size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	WOUNDS	VITALITY	CURRENT WOUNDS	CURRENT VITALITY	DAMAGE REDUCTION	VITALITY DIE TYPE	SPEED
STR strength					HP hit points						
DEX dexterity					AC armor class		= 10 +				
CON constitution					INITIATIVE modifier		=				
INT intelligence					BASE ATTACK bonus						
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)							

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus						
RANGED attack bonus						

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

AMMUNITION	

CROSS-CLASS	SKILLS					MAX RANKS
	SKILL NAME	KEY ABILITY	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"/>	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 (arcana)	int				
<input type="checkbox"/>	Knowledge (architecture & engineering)	int				
<input type="checkbox"/>	Knowledge (geography)	int				
<input type="checkbox"/>	Knowledge (history)	int				
<input type="checkbox"/>	Knowledge (local)	int				
<input type="checkbox"/>	Knowledge (nature)	int				
<input type="checkbox"/>	Knowledge (nobility & royalty)	int				
<input type="checkbox"/>	Knowledge (the planes)	int				
<input type="checkbox"/>	Knowledge (religion)	int				
<input type="checkbox"/>	Listen ■	wis				
<input type="checkbox"/>	Move Silently ■	dex*				
<input type="checkbox"/>	Open Lock	dex				
<input type="checkbox"/>	Perform ■ ()					
<input type="checkbox"/>	Pick Pocket	cha				
<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"/>						

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[illegible]

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT	

GEMS AND JEWELRY	
cp —	
sp —	
gp —	
pp —	
	TOTAL WEIGHT <input type="text"/>

- Alertness
- Ambidexterity
- Armor Proficiency (Light)
 - Armor Proficiency (Medium)
 - Armor Proficiency (Heavy)
- Blind-Fight
- Combat Casting
- Combat Reflexes
- Dodge
 - Mobility
 - Spring Attack
- Endurance
- Exotic Weapon Proficiency*

- Expertise
 - Improved Disarm
 - Improved Trip
 - Whirlwind Attack
- Great Fortitude
- Improved Critical*

- Improved Initiative
- Improved Unarmed Strike
 - Deflect Arrows
 - Stunning Fist
- Iron Will
- Leadership
- Lightning Reflexes
- Martial Weapon Proficiency*

- Mounted Combat
 - Mounted Archery
 - Trample
 - Ride-By Attack
 - Spirited Charge
- Point Blank Shot
 - Far Shot
 - Precise Shot
 - Rapid Shot
 - Shot on the Run
- Power Attack
 - Cleave
 - Great Cleave
 - Improved Bull Rush
 - Sunder
- Quick Draw
- Run
- Shield Proficiency
- Simple Weapon Proficiency*

LIGHT LOAD MEDIUM LOAD HEAVY LOAD

PUSH OR
DRAG
5 - MAX LOAD

NOTES

**** Can gain this feat multiple times. Effects stack.**

- ## Item Creation Feats

- Brew Potion
- Craft Magic Arms and Armor
- Craft Rod
- Craft Staff
- Craft Wand
- Craft Wondrous Item
- Forge Ring
- Scribe Scroll

- Empower Spell
- Enlarge Spell
- Extend Spell
- Heighten Spell
- Maximize Spell
- Quicken Spell
- Silent Spell
- Still Spell

- Extra Turning**
- Spell Mastery*
- Weapon Specialization*

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = __ skill points
