CHARACTER NAME | PLAYER

Companion Creature

CLASS | RACE | ALIGNMENT | DEITY

TOTAL

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

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEETS

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 | DAMAGE REDUCTION | HIT DIE TYPE | **SPEED**

AC ARMOR CLASS = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER

TOTAL

MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE

INITIATIVE MODIFIER = TOTAL | DEX MODIFIER + MISC MODIFIER

BASE ATTACK BONUS

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

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

RANGED: TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

SKILLS

MAX RANKS /

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER =	ABILITY MODIFIER +	RANKS +	MISC MODIFIER
☐	Balance ■	DEX*				
☐	Climb ■	STR*				
☐	Escape Artist ■	DEX*				
☐	Gather Information ■	CHA				
☐	Hide ■	DEX*				
☐	Intuit Direction	WIS				
☐	Jump ■	STR*				
☐	Listen ■	WIS				
☐	Move Silently ■	DEX*				
☐	Search ■	INT				
☐	Sense Motive ■	WIS				
☐	Spot ■	WIS				
☐	Swim ■	STR**				
☐	Wilderness Lore ■	WIS				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
*Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.*
*** –1 per 5 lb. of gear.*

CAMPAIGN

EXPERIENCE POINTS

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

GEAR

ITEM	WT.
TOTAL WEIGHT CARRIED	

SPECIAL ABILITIES/FEATS

LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD

LIFT OVER HEAD (EQUALS MAX LOAD) | LIFT OFF GROUND (2 × MAX LOAD) | PUSH OR DRAG (5 × MAX LOAD)

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