DUNGEONS & DRAGONS®
CHARACTER RECORD SHEETS

CHARACTER NAME _____ PLAYER _____

Rogue
CLASS

RACE _____ ALIGNMENT _____ DEITY _____

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

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 **d6** **SPEED** ____

AC ARMOR CLASS ____ = **10 +** ____ + ____ + ____ + ____ + ____ + ____ TOTAL
(ARMOR BONUS, SHIELD BONUS, DEX MODIFIER, SIZE MODIFIER, NATURAL ARMOR, MISC MODIFIER)

MISS CHANCE ____ 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		CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=		+		+		+		+			
REFLEX (DEXTERITY)		=		+		+		+		+			
WILL (WISDOM)		=		+		+		+		+			

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		SNEAK ATTACK EXTRA DAMAGE
MELEE ATTACK BONUS		=		+		+		+		+			
RANGED ATTACK BONUS		=		+		+		+		+			

TOTAL — BASE ATTACK BONUS, DEX MODIFIER, SIZE MODIFIER, MISC MODIFIER, SNEAK ATTACK EXTRA DAMAGE

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

_____ ⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜
_____ ⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜

_____ ⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜
_____ ⬜⬜⬜⬜⬜ ⬜⬜⬜⬜⬜

SKILLS   MAX RANKS ____ / ____

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS		MISC MODIFIER
☒	ALCHEMY	INT	____	=	____	+ ____	+	____
☐	APPRAISE ■	INT	____	=	____	+ ____	+	____
☐	BALANCE ■	DEX*	____	=	____	+ ____	+	____
☐	BLUFF ■	CHA	____	=	____	+ ____	+	____
☐	CLIMB ■	STR*	____	=	____	+ ____	+	____
☒	CONCENTRATION ■	CON	____	=	____	+ ____	+	____
☐	CRAFT ■ (_____)	INT	____	=	____	+ ____	+	____
☐	DECIPHER SCRIPT	INT	____	=	____	+ ____	+	____
☐	DIPLOMACY ■	CHA	____	=	____	+ ____	+	____
☐	DISABLE DEVICE	INT	____	=	____	+ ____	+	____
☐	DISGUISE ■	CHA	____	=	____	+ ____	+	____
☐	ESCAPE ARTIST ■	DEX*	____	=	____	+ ____	+	____
☐	FORGERY ■	INT	____	=	____	+ ____	+	____
☐	GATHER INFORMATION ■	CHA	____	=	____	+ ____	+	____
☒	HANDLE ANIMAL	CHA	____	=	____	+ ____	+	____
☒	HEAL ■	WIS	____	=	____	+ ____	+	____
☐	HIDE ■	DEX*	____	=	____	+ ____	+	____
☐	INNUENDO	WIS	____	=	____	+ ____	+	____
☐	INTIMIDATE ■	CHA	____	=	____	+ ____	+	____
☐	INTUIT DIRECTION	WIS	____	=	____	+ ____	+	____
☐	JUMP ■	STR*	____	=	____	+ ____	+	____
☒	KNOWLEDGE (ARCANA)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (GEOGRAPHY)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (HISTORY)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (LOCAL)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (NATURE)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (NOBILITY & ROYALTY)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (THE PLANES)	INT	____	=	____	+ ____	+	____
☒	KNOWLEDGE (RELIGION)	INT	____	=	____	+ ____	+	____
☐	LISTEN ■	WIS	____	=	____	+ ____	+	____
☐	MOVE SILENTLY ■	DEX*	____	=	____	+ ____	+	____
☐	OPEN LOCK	DEX	____	=	____	+ ____	+	____
☐	PERFORM ■ (_____) (_____) (_____)	CHA	____	=	____	+ ____	+	____
☐	PICK POCKET	DEX*	____	=	____	+ ____	+	____
☐	PROFESSION (_____)	WIS	____	=	____	+ ____	+	____
☐	READ LIPS	INT	____	=	____	+ ____	+	____
☒	RIDE ■ (_____)	DEX	____	=	____	+ ____	+	____
☐	SCRY ■ [can't buy ranks]	INT	____	=	____	+ 0	+	____
☐	SEARCH ■	INT	____	=	____	+ ____	+	____
☐	SENSE MOTIVE ■	WIS	____	=	____	+ ____	+	____
☒	SPELLCRAFT	INT	____	=	____	+ ____	+	____
☐	SPOT ■	WIS	____	=	____	+ ____	+	____
☐	SWIM ■	STR**	____	=	____	+ ____	+	____
☐	TUMBLE	DEX*	____	=	____	+ ____	+	____
☐	USE MAGIC DEVICE	CHA	____	=	____	+ ____	+	____
☐	USE ROPE ■	DEX	____	=	____	+ ____	+	____
☒	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

SNEAK ATTACK EXTRA DAMAGE [ ]

Initial languages =
Common + racial languages + Int bonus
Each additional language
(Speak Language) = 2 skill points

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

MONEY

CP —

SP —

GP —

PP —

NOTES

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