PET NAME | OWNER

CLASS AND LEVEL | ANIMAL | ALIGNMENT | DEITY

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

DUNGEONS & DRAGONS®
CHARACTER RECORD SHEET

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 | NONLETHAL DAMAGE | **SPEED**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER | DAMAGE REDUCTION

TOUCH ARMOR CLASS | **FLAT-FOOTED** ARMOR CLASS

INITIATIVE MODIFIER — TOTAL = DEX MODIFIER + MISC MODIFIER

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

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER — TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Balance ■	DEX*		=		+		+	
☐	Climb ■	STR*		=		+		+	
☐	Escape Artist ■	DEX*		=		+		+	
☐	Hide ■	DEX*		=		+		+	
☐	Intimidate ■	CHA		=		+		+	
☐	Jump ■	STR*		=		+		+	
☐	Listen ■	WIS		=		+		+	
☐	Move Silently ■	DEX*		=		+		+	
☐	Spot ■	WIS*		=		+		+	
☐	Survival ■	WIS		=		+		+	
☐	Swim ■	STR*		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	**TYPE**	**NOTES**	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	**TYPE**	**NOTES**	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	**TYPE**	**NOTES**	

SPECIAL ATTACK	ATTACK BONUS	DAMAGE
RANGE	**NOTES**	

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	**SPEED**	**WEIGHT**	**SPECIAL PROPERTIES**

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

FEATS

	PG.

SPECIAL ABILITIES

	PG.

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

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

©2003 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.
Edit & Post from d20knights.com