DUNGEONS & DRAGONS

PLAYER NAME

CAMPAIGN

CHARACTER NAME

XP

SYMBOL

CLASS

LEVEL

ALIGNMENT _____ PATRON DEITY _____

RACE _____ SKIN _____ PLACE OF ORIGIN _____

HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ AGE _____ SEX _____

ABILITIES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

	TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER
FORT		=					
REF		=					
WILL		=					

CONDITIONAL MODIIFIERS

MOVEMENT

LOAD	CURRENT			MAXIMUM
		SPEED		

	MAX LOAD	MAX DEX	CHK PENLTY	SPEED
LIGHT		-	-	
MED		+3	-3	
HEAVY		+1	-6	

LIFT OVER HEAD 1x MAX LOAD   LIFT OFF GROUND 2x MAX LOAD   PUSH OR DRAG 5x MAX LOAD

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

TURN OR REBUKE UNDEAD

CHECK MODIFIER	DAMAGE MODIFIER	TEMP MODIFIER	TIMES PER DAY	TIMES REMAINING

MODIFIERS

GRAPPLE	XP PENALTY	TOTAL CHK PENLTY	SPELL RESISTANCE	SPELL PENETRATION	ARCANE SPELL FAILURE

COMBAT

HP	TOTAL	NONLETHAL DAMAGE	DAMAGE REDUCTION

WOUNDS / CURRENT HP

ADDITIONAL COMBAT MODIFIERS

	TOTAL		BASE ATTACK	ABILITY MODIFIER	SIZE	MISC	TEMP MODIFIER
MELEE		=					
RANGED		=					

HP GAINED PER LEVEL

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

	TOTAL		DEX MODIFIER	MISC MODIFIER	TEMP INITIATIVE
INITIATIVE		=			

	TOTAL		
AC		=10	

BASE ATTACK

BONUS

	ARMOUR	SHIELD	DEX MODIFIER	SIZE	NATURAL ARMOUR	MISC MODIFIER	TEMP AC	FLAT FOOTED	TOUCH ATTACK

ARMOUR & SHIELD

	ARMOUR BONUS	TYPE	SPEED	ARMOUR CHK PEN	MAX DEX	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEMS

	MAGIC BONUS	WEIGHT

WEAPONS CARRIED

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	WEIGHT	SPECIAL PROPERTIES

SKILLS

Skills marked ♦ can be used untrained.   ☒ Are class skills
* Armour check penalty applies (double penalty for swim)

MAX RANKS CLASS ___   MAX RANKS CROSS-CLASS ___

SKILL NAME		SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ APPRAISE	♦ INT	=	+	+	
☐ BALANCE	♦ DEX*	=	+	+	
☐ BLUFF	♦ CHA	=	+	+	
☐ CLIMB	♦ STR*	=	+	+	
☐ CONCENTRATION	♦ CON	=	+	+	
☐ CRAFT	♦ INT	=	+	+	
☐ ___	♦ INT	=	+	+	
☐ ___	♦ INT	=	+	+	
☐ DECIPHER SCRIPT	INT	=	+	+	
☐ DIPLOMACY	♦ CHA	=	+	+	
☐ DISABLE DEVICE	INT	=	+	+	
☐ DISGUISE	♦ CHA	=	+	+	
☐ ESCAPE ARTIST	♦ DEX*	=	+	+	
☐ FORGERY	♦ INT	=	+	+	
☐ GATHER INFO.	♦ CHA	=	+	+	
☐ HANDLE ANIMAL	CHA	=	+	+	
☐ HEAL	♦ WIS	=	+	+	

SKILL NAME		SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ HIDE	♦ DEX*	=	+	+	
☐ INTIMIDATE	♦ CHA	=	+	+	
☐ JUMP	♦ STR*	=	+	+	
☐ KNOWLEDGE (ARCANA)	INT	=	+	+	
☐ KNOWLEDGE (RELIGION)	INT	=	+	+	
☐ ___	INT	=	+	+	
☐ ___	INT	=	+	+	
☐ ___	INT	=	+	+	
☐ LISTEN	♦ WIS	=	+	+	
☐ MOVE SILENTLY	♦ DEX*	=	+	+	
☐ OPEN LOCK	DEX	=	+	+	
☐ PERFORM	♦ CHA	=	+	+	
☐ ___	♦ CHA	=	+	+	
☐ PROFESSION	WIS	=	+	+	
☐ ___	WIS	=	+	+	
☐ RIDE	♦ DEX	=	+	+	

SKILL NAME		SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ SEARCH	♦ INT	=	+	+	
☐ SENSE MOTIVE	♦ WIS	=	+	+	
☐ SLIEGHT OF HAND	DEX*	=	+	+	
☐ SPELLCRAFT	INT	=	+	+	
☐ SPOT	♦ WIS	=	+	+	
☐ SURVIVAL	♦ WIS	=	+	+	
☐ SWIM	♦ STR*	=	+	+	
☐ TUMBLE	DEX*	=	+	+	
☐ USE MAGIC DEVICE	CHA	=	+	+	
☐ USE ROPE	♦ DEX	=	+	+	
☐ ___		=	+	+	
☐ ___		=	+	+	
☐ ___		=	+	+	
☐ ___		=	+	+	
☐ ___		=	+	+	

DUNGEONS & DRAGONS

INVENTORY

ITEMS CARRIED	WT	LOCATION

ITEMS CARRIED	WT	LOCATION

TREASURE CARRIED

PP	
GP	
SP	
CP	

GEMS & JEWELS

TOTAL WEIGHT	

SPECIAL QUALITIES

RACIAL & SPECIAL ABILITIES	FEATS	LANGUAGES

ANIMAL COMPANION/FAMILIAR

NAME _____ RACE _____ CLASS _____

ALIGNMENT _____ SIZE _____ SEX _____ AGE _____ LEVEL _____ XP _____

	ABILITY SCORE	MODIFIER
STR		
DEX		
CON		
INT		
WIS		
CHA		

SAVING THROW	TOTAL	BASE
FORT		
REF		
WILL		

ATTACK BONUS	TOTAL	BASE
MELEE		
RANGED		

HP — TOTAL / CURRENT HP / DAMAGE REDUCTION

AC — TOTAL / DEX MODIFIER / SIZE / NATURAL ARMOUR / MISC MODIFIER

INITIATIVE — TOTAL / DEX / MISC

SPEED — MAXIMUM

DESCRIPTION

FEATS	SPECIAL

MODIFIERS	WEAPONS	DAMAGE

NOTES

STORED INVENTORY

ITEMS

TREASURE

PP	
GP	
SP	
CP	

GEMS & JEWELS