

Dungeons and Dragons Character Record Sheet 3.5

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| | | | | | | | | | | | | | | | | | |
|----------------|--|----------------------|--|------------------|--|--------|--|----------------|--|-----------|--|-------|--|------|--|---------------|--|
| Character Name | | | | Campaign/ Master | | | | Player Name | | | | | | | | | |
| Race | | Class(es) & Level(s) | | | | | | Hit Dice / ECL | | Alignment | | Deity | | | | | |
| Gender | | Age | | Size | | Height | | Weight | | Eyes | | Hair | | Skin | | Build / Looks | |

| Abilities | | | | Saving Throws | | | | Conditions | | | | | |
|-----------|------|----------------------|--|---------------|-------|----------------------------------|------------------|------------|------------------|--|--|--|--|
| Ability | Mod. | Score = Temp. + Base | | Name | Total | = Base + Ability + Misc. + Temp. | | | | | | | |
| STR | | | | Fort | | | con | | | | | | |
| DEX | | | | Ref | | | dex | | | | | | |
| CON | | | | Will | | | wis | | | | | | |
| INT | | | | Name | | Total | Dice | | Spell Resistance | | | | |
| WIS | | | | HP | | | d | + | | | | | |
| CHA | | | | Name | | Total = Dex + Misc. | Damage Reduction | | | | | | |
| | | | | Init | | | | | | | | | |

| Defense | | | | | | | | | | Conditions | | | |
|---|--|----|--|------|-----|------|--|--|--|------------|--|--|--|
| Total = Base + Armor + Shield + Dex + Size + Misc. + Nat. + Deflect | | | | | | | | | | | | | |
| AC | | 10 | | P123 | | P134 | | | | | | | |
| AC Flat Foot | | 10 | | | | | | | | | | | |
| AC Touch Attack | | 10 | | | | | | | | | | | |
| Offense | | | | | | | | | | Conditions | | | |
| Total = Base Attack + Ability + Size + Misc. + Temp. | | | | | | | | | | | | | |
| Melee | | | | | str | P134 | | | | | | | |
| Ranged | | | | | dex | | | | | | | | |
| Grapple | | | | | str | P158 | | | | | | | |

| Weapons | | | | | | | |
|---------|--------------|--------|----------|-------|------|------|-------|
| Name | Attack Bonus | Damage | Critical | Range | Type | Size | |
| Info. | | | | | | | Magic |
| | | | | | | | |
| Info. | | | | | | | Magic |
| | | | | | | | |
| Info. | | | | | | | Magic |
| | | | | | | | |
| Info. | | | | | | | Magic |

| Armor | | | | | | |
|-------|-------------|---------------|-------|---------------|---------------|-------|
| Name | Armor Bonus | Max Dex Bonus | Speed | Check Penalty | Spell Failure | |
| | | | | | | |
| Info. | | | | | | Magic |
| | | | | | | |
| Info. | | | | | | Magic |

| Movement | | | | | | | | | | | |
|----------|---------|---------------|-----------|----------------|-----------------|----------------|-------------------|------------|-------------|------------|--------------|
| Speed | Max Dex | Check Penalty | Max Run X | Lift Over Head | Lift Off Ground | Push On Ground | Load Size Carried | Light Size | Medium Size | Heavy Size | Total Weight |
| | | | | | | | | | | | |

| Skills | Max Skill Ranks | / | Trained | Cross Class | Total Skill Check | Ability Modifier | Ranks | Misc. | T.C.P. |
|-------------------------------|-----------------|---|---------|-------------|-------------------|------------------|-------|-------|--------|
| Spot | | | | | | wis | | | |
| Listen | | | | | | wis | | | |
| Search | | | | | | int | | | |
| Hide | | | | | | dex | | | |
| Move Silently | | | | | | dex | | | |
| Tumble | | | T | | | dex | | | |
| Balance | | | | | | dex | | | |
| Jump | | | | | | str | | | |
| Climb | | | | | | str | | | |
| Swim <small>s2 T.C.P.</small> | | | | | | str | | | |
| Ride | | | | | | dex | | | |
| Bluff | | | | | | cha | | | |
| Sense Motive | | | | | | wis | | | |
| Diplomacy | | | | | | cha | | | |
| Gather Info | | | | | | cha | | | |
| Intimidate | | | | | | cha | | | |
| Sleight of Hand | | | T | | | dex | | | |
| Escape Artist | | | | | | dex | | | |
| Use Rope | | | | | | dex | | | |
| Open Locks | | | T | | | dex | | | |
| Disable Device | | | T | | | int | | | |
| Disguise | | | | | | cha | | | |
| Forgery | | | | | | int | | | |
| Concentration | | | | | | con | | | |
| Autohypnosis | | | T | | | wis | | | |
| Spellcraft | | | T | | | int | | | |
| Psicraft | | | T | | | int | | | |
| Decipher Script | | | T | | | int | | | |
| Use Mag Device | | | T | | | cha | | | |
| Use Psi Device | | | T | | | cha | | | |
| Appraise | | | | | | int | | | |
| Handle Animals | | | T | | | cha | | | |
| Heal | | | | | | wis | | | |
| Survival | | | | | | wis | | | |
| Craft () | | | | | | int | | | |
| Speak Lang () | | | T | | | int | | | |
| Knowledge () | | | T | | | int | | | |
| Perform () | | | | | | cha | | | |
| Profession () | | | T | | | wis | | | |

Gear Equipped

Weight

Experience Points

Next Level

Head

Eyes

Neck

Back

Body

Arms

Ring

Right

Hand

Belt

Hip

Hip

Hip

Feet

Ring

Left

Hand

Gear Storage

Items

Items

Money

1000cp=100sp=10gp=1pp
50 coins = 1 pound

Gems / Valuables

CP

SP

GP

PP

Total Weight Carried

Feats

Magic

Total Arcane
Spell Failure

%

Spell Save
DC Mod

Total PP = Bonus PP + Power Points

Spells
Known

Spell
Save DC

Level

Spells
Per Day

Bonus
Spells

0

0

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

Special Abilities

Specialization / Domain / Discipline School

Prohibited Schools

Familiar / Companion / Psycrystal
Mount / Henchmen / Pet Info

Languages