CHARACTER NAME | PLAYER

CLASS AND LEVEL | RACE | ALIGNMENT | DEITY

DUNGEONS & DRAGONS

ABILITY NAME	TOTAL SCORE	TOTAL MODIFIER	BASE SCORE		
STR STRENGTH					
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

	TOTAL	= 10 +	ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFLECTION MODIFIER	+ MISC MODIFIER				
AC ARMOR CLASS		= 10 +											
TOUCH ARMOR CLASS		= 10 +					+						
FLAT-FOOTED ARMOR CLASS		= 10 +			+								

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

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+	+	+	+	+
☐	Appraise ■	INT		=	+	+	+	+	+	+
☐	Balance ■	DEX*		=	+	+	+	+	+	+
☐	Bluff ■	CHA		=	+	+	+	+	+	+
☐	Climb ■	STR*		=	+	+	+	+	+	+
☐	Concentration ■	CON		=	+	+	+	+	+	+
☐	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*		=	+	+	+	+	+	+
☐	Intimidate ■	CHA		=	+	+	+	+	+	+
☐	Jump ■	STR*		=	+	+	+	+	+	+
☐	Listen ■	WIS		=	+	+	+	+	+	+
☐	Move Silently ■	DEX*		=	+	+	+	+	+	+
☐	Open Lock	DEX		=	+	+	+	+	+	+
☐	Ride ■	DEX		=	+	+	+	+	+	+
☐	Search ■	INT		=	+	+	+	+	+	+
☐	Sense Motive ■	WIS		=	+	+	+	+	+	+
☐	Sleight of Hand	DEX*		=	+	+	+	+	+	+
☐	Spellcraft	INT		=	+	+	+	+	+	+
☐	Spot ■	WIS		=	+	+	+	+	+	+
☐	Survival ■	WIS		=	+	+	+	+	+	+
☐	Swim ■	STR*		=	+	+	+	+	+	+
☐	Tumble	DEX*		=	+	+	+	+	+	+
☐	Use Magic Device	CHA		=	+	+	+	+	+	+
☐	Use Rope ■	DEX		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+
☐	_____	____		=	+	+	+	+	+	+

■ Skill can be used untrained. * Armor check penalty, if any, applies. (Double penalty for Swim.)

FEATS & SPECIAL ABILITIES

INITIATIVE MODIFIER — TOTAL = DEX + MISC

BASE ATTACK BONUS

GRAPPLE — TOTAL = STR + BAB + SIZE + MISC

HP HIT POINTS — WOUNDS / CURRENT HP

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE					

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE					

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE					

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

ITEMS WORN

HEAD

EYES

AMULET

VEST

ARMOR/ROBE

BELT

CLOAK

BRACERS

GLOVES

BOOTS

RING

RING

NOTES

OTHER POSSESSIONS

ITEM	WT.	ITEM	WT.

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

MONEY

CP —

SP —

GP —

PP —

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

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

LANGUAGES

Initial languages= Common + racial languages + one per point of Int bonus