

# Dungeons and Dragons Character Record Sheet

<b>charakter name</b>	<b>campaign / master</b>	<b>player name</b>
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<b>race</b>	<b>class(es)</b>				<b>level</b>	<b>alignment</b>		
<b>gender</b>	<b>age</b>	<b>size</b>	<b>height</b>	<b>weight</b>	<b>eyes</b>	<b>hair</b>	<b>skin</b>	<b>deity</b>

Abilities			Saving Throws							
Name	Score	Modifier	Name	Total	Base	Ability	Misc	Temp	conditional	
<b>STR</b>			<b>Fort</b>			CON				
<b>DEX</b>			<b>Ref</b>			DEX				
<b>CON</b>			<b>Will</b>			WIS				
<b>INT</b>			<b>Experience</b>							
<b>WIS</b>			Total			Next Level				Max Skill Ranks <input style="width: 20px; height: 20px;" type="text"/>
<b>CHA</b>										

Combat Related								
<b>HP</b>		<b>Wounds</b>		<b>Total Check Penalty*</b>	<b>Total Spell failure</b>			
<b>Name</b>	<b>Total</b>	<b>Base</b>	<b>Armor</b>	<b>Shield</b>	<b>Ability</b>			<b>Size</b>
<b>Init</b>					DEX			
<b>AC</b>						<b>AC Flat-Footed</b>	<b>AC vs. Touch Attacks</b>	
<b>Name</b>	<b>Total</b>	<b>Base Attack</b>	<b>Ability</b>	<b>Size</b>	<b>Misc</b>	<b>Temp</b>		
<b>Melee</b>			STR				<b>Dam. Reduc.</b>	<b>Spell Resistance</b>
<b>Ranged</b>			Dex					

Weapons								
Name	Attack Bonus (Focus AB+1)		Damage (Spez. D+2)		Critical	Range	Type	Size
<b>special</b>			<b>magical</b>					
<b>special</b>			<b>magical</b>					
<b>special</b>			<b>magical</b>					
<b>special</b>			<b>magical</b>					

Armor					
Name	Bonus	Max Dex Bonus	Check Penalty	Spell failure	Speed
<b>special</b>		<b>magical</b>			
<b>special</b>		<b>magical</b>			
<b>special</b>		<b>magical</b>			

Movement		Carrying								
Load	Speed	Light	Medium	Heavy	Max Dex	Check Penalty	Run	Head	Ground	Push
							X			

Ammunition			
Name	quantity	Name	quantity
	<input type="text"/>		<input type="text"/>

Skills					
Skill Name	Cross Class	Total	Ability	Ranks	Misc
Alchemy	■	0	INT		
Animal Empathy	■	0	CHA		
Appraise		0	INT		
Balance	◇	0	DEX		
Bluff		0	CHA		
Climb	◇	0	STR		
Concentration		0	CON		
Craft (_____)		0	INT		
Craft (_____)		0	INT		
Decipher Script	■	0	INT		
Diplomacy		0	CHA		
Disable Device	■	0	INT		
Disguise		0	CHA		
Escape Artist	◇	0	DEX		
Forgery		0	INT		
Gather Information		0	CHA		
Handle Animal	■	0	CHA		
Heal		0	WIS		
Hide	◇	0	DEX		
Innuendo	■	0	WIS		
Intimidate		0	CHA		
Intuit Direction	■	0	WIS		
Jump	◇	0	STR		
Knowledge (_____)	■	0	INT		
Knowledge (_____)	■	0	INT		
Knowledge (_____)	■	0	INT		
Knowledge (_____)	■	0	INT		
Listen		0	WIS		
Move Silently	◇	0	DEX		
Open Lock	■	0	DEX		
Perform (_____)		0	CHA		
Pick Pocket	■◇	0	DEX		
Profession (_____)	■	0	WIS		
Profession (_____)	■	0	WIS		
Read Lips	■	0	INT		
Ride		0	DEX		
Scry		0	INT		
Search		0	INT		
Sense Motive		0	WIS		
Speak Language	■	0	-		
Spellcraft	■	0	INT		
Spot		0	WIS		
Swim		0	STR		
Tumble	■◇	0	DEX		
Use Magic Device	■	0	CHA		
Use Rope		0	DEX		
Wilderness Lore		0	WIS		
_____		0			
_____		0			
_____		0			
_____		0			

■ Skill can used trained only ◇ Check penalty applies

