CHARACTER NAME

Bard

PLAYER

LEVEL | RACE | 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				

	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS				

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

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☒	Appraise ■	INT		=	+	+
☒	Balance ■	DEX*		=	+	+
☒	Bluff ■	CHA		=	+	+
☒	Climb ■	STR*		=	+	+
☒	Concentration ■	CON		=	+	+
☒	Craft ■ (☐ _____)	INT		=	+	+
☒	Craft ■ (☐ _____)	INT		=	+	+
☒	Craft ■ (☐ _____)	INT		=	+	+
☒	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*		=	+	+
☒	Knowledge (☐ _____)	INT		=	+	+
☒	Knowledge (☐ _____)	INT		=	+	+
☒	Knowledge (☐ _____)	INT		=	+	+
☒	Knowledge (☐ _____)	INT		=	+	+
☒	Knowledge (☐ _____)	INT		=	+	+
☒	Listen ■	WIS		=	+	+
☒	Move Silently ■	DEX*		=	+	+
☐	Open Lock	DEX		=	+	+
☒	Perform (☐ _____)	CHA		=	+	+
☒	Perform (☐ _____)	CHA		=	+	+
☒	Perform (☐ _____)	CHA		=	+	+
☒	Profession (☐ _____)	WIS		=	+	+
☒	Profession (☐ _____)	WIS		=	+	+
☐	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		=	+	+
☐	_____	____		=	+	+
☐	_____	____		=	+	+
☐	_____	____		=	+	+

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHEILD/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

OTHER POSESSIONS

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

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

MONEY

CP —

SP —

GP —

PP —

CLASS FEATURES

BARDIC MUSIC TIMES/DAY ☐ USED ☐ BARDIC KNOWLEDGE CHECK *1d20 + bard level + Int modifier* ☐

FEATS

PG.

SPECIAL ABILITIES

PG.

LANGUAGES

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

SPELLS

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

SPELL SAVE

☐ DC MOD

ARCANE SPELL FAILURE

☐ %

CONDITIONAL MODIFIERS

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

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