CHARACTER NAME

Paladin

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				

HP HIT POINTS — TOTAL

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

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 BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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

SKILLS (CLASS/CROSS-CLASS) MAX RANKS /

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 (Nobility)	INT		=		+		+	
☒	Knowledge (Religion)	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.)*

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 —

FEATS & SPECIAL ABILITIES

PG.

_____
_____
_____
_____
_____
_____
_____
_____
_____

SPELLS

1ST: _____
_____
_____
_____
_____

2ND: _____
_____
_____
_____
_____

3RD: _____
_____
_____
_____
_____

4TH: _____
_____
_____
_____
_____

CLASS FEATURES

DETECT EVIL (AT WILL): 60-foot-radius; area of a quarter circle emanating from you to extreme of range; requires concentration.

LAY ON HANDS
POINTS/DAY = LEVEL x CHA BONUS   USED

DIVINE HEALTH: *Immune to disease*

SMITE EVIL
+CHA Bonus to Hit

TIMES/DAY
1 + 1/5 LEVELS   USED

EXTRA DAMAGE
+1/LEVEL

TURN/REBUKE ATTEMPTS

TIMES/DAY
3+ CHA MOD. +4/EXTRA TURNING   USED

TURNING CHECK MODIFIER
CHA MODIFIER

CLERIC LEVEL FOR TURNING
PALADIN LEVEL -3

TURNING CHECK	MOST POWERFUL UNDEAD AFFECTED (MAX HD)
UP TO 0	CLERIC'S LEVEL -4
1-3	CLERIC'S LEVEL -3
4-6	CLERIC'S LEVEL -2
7-9	CLERIC'S LEVEL -1
10-12	CLERIC'S LEVEL
13-15	CLERIC'S LEVEL +1
16-18	CLERIC'S LEVEL +2
19-21	CLERIC'S LEVEL +3
22+	CLERIC'S LEVEL +4

NUMBER OF HD TURNED =
2d6
+
CLERIC LEVEL
+
CHA MODIFIER

If cleric level is double the HD of the undead or more, the undead are destroyed rather than turned.

SPELL SAVE

DC MOD

CONDITIONAL MODIFIERS

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

Your caster level is one-half your paladin class level

LANGUAGES

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

_____
_____
_____
_____
_____