DUNGEONS & DRAGONS
CHARACTER RECORD SHEET

CHARACTER NAME: Doarn Caardagh
PLAYER NAME: Joel

CLASS AND LEVEL: Fighter 1
RACE: Dwarf
ALIGNMENT: LN
DEITY: Moradin?

SIZE: M
AGE: 53
GENDER: M
HEIGHT: 4'4"
WEIGHT: 135
EYES: Blue
HAIR: Red
SKIN:

ABILITY	SCORE	MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR (STRENGTH)	16	+3		
DEX (DEXTERITY)	13	+1		
CON (CONSTITUTION)	15	+2		
INT (INTELLIGENCE)	13	+1		
WIS (WISDOM)	7	-2		
CHA (CHARISMA)	6	-2		

HP HIT POINTS TOTAL: 15
WOUNDS / CURRENT HP:
NONLETHAL DAMAGE:
SPEED: 20'

AC ARMOR CLASS TOTAL: 15 = 10 + 4 (ARMOR BONUS) + _ (SHEILD BONUS) + 1 (DEX MODIFIER) + _ (SIZE MODIFIER) + _ (NATURAL ARMOR) + _ (DEFLECTION MODIFIER) + _ (MISC MODIFIER)
DAMAGE REDUCTION:

TOUCH ARMOR CLASS: 11
FLAT-FOOTED ARMOR CLASS: 14

INITIATIVE MODIFIER TOTAL: +1 = +1 (DEX MODIFIER) + _ (MISC MODIFIER)

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
FORTITUDE (STRENGTH)	+4	=	2	+	2	+		+		+	
REFLEX (DEXTERITY)	+1	=	0	+	1	+		+		+	
WILL (WISDOM)	-2	=	0	+	-2	+		+		+	

CONDITIONAL MODIFIERS: +2 vs poison +2 vs spells pg. 15

BASE ATTACK BONUS: +1
SPELL RESISTANCE:

GRAPPLE MODIFIER TOTAL: +4 = +1 (BASE ATTACK BONUS) + +3 (STRENGTH MODIFIER) + _ (SIZE MODIFIER) + _ (MISC MODIFIER)

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
great hammer	+4	1d10	x2

RANGE	TYPE	NOTES
	B	same as greatclub

AMMUNITION: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

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ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 4 / 2

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Appraise ▪	INT		=		+		+	
☐	Balance ▪	DEX*		=		+		+	
☐	Bluff ▪	CHA		=		+		+	
☒	Climb ▪	STR*	+5	=	3	+	2	+	
☐	Concentration ▪	CON		=		+		+	
☒	Craft (Weaponsmith)	INT	+5	=	1	+	4	+	
☐	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	+2	=	-2	+	4	+	
☒	Jump ▪	STR*	+5	=	3	+	2	+	
☐	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		=		+		+	
☐	_____			=		+		+	
☐	_____			=		+		+	
☐	_____			=		+		+	

▪ Skill can be used untrained
* Armor check penalty, if any, applies

Cannonstar
CAMPAIGN

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EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	AC BONUS	MAX DEX
Scale Mail	Medium	+4	+3

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-4	25%	20	30	

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

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Backpack		2			
Waterskin		4			
Trail Rations x1		1			
Bedroll		5			
Sack		.5			
Flint & Steel					
Mug		1			
Pipe & Tobacco					
			TOTAL WEIGHT CARRIED	51.5	

76	153	230	230	460	1150
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2× MAX LOAD	PUSH OR DRAG 5× MAX LOAD

MONEY

CP — 98
SP —
GP — 46
PP —

FEATS

	PG.
Endurance	93
Toughness	101

SPECIAL ABILITIES

	PG.
Darkvision	14
Stonecunning	15
Stability	15
+1atk vs orcs/gobs	15
+4 dodge vs giants	15
+2 appraise stone/metal	15
+2 craft stone/metal	15

LANGUAGES

Initial languages: Common + racial language + one per point of Int bonus

Common

Dwarven

+2 more

SPELLS

DOMAIN / SPECIALTY SCHOOL:

0th:
1st:
2nd:
3rd:
4th:
5th:
6th:
7th:
8th:
9th:

SPELL SAVE
DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0th		0
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		