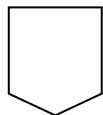


DUNGEONS & DRAGONS CHARACTER RECORD SHEET

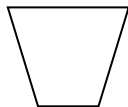
Player's Name _____ Dungeon Master _____

Character's Name _____ Alignment _____

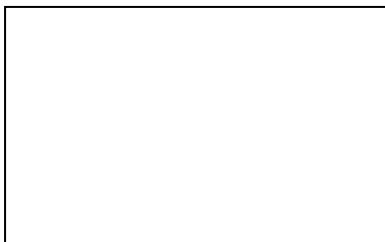
Race _____ Class _____ Level _____



Armor Class



Hit Points



Character Sketch or Symbol

ABILITIES:

	STRENGTH	_____	adjustment
	INTELLIGENCE	_____	adjustment
	WISDOM	_____	adjustment
	DEXTERITY	_____	adjustment
	CONSTITUTION	_____	adjustment
	CHARISMA	_____	adjustment

SAVING THROWS:

	DEATH RAY or POISON	_____
	MAGIC WANDS	_____
	PARALYSIS or TURN TO STONE	_____
	DRAGON BREATH	_____
	RODS, STAVES, OR SPELLS	_____

RACIAL ABILITIES: _____

LANGUAGES KNOWN: _____

THIEF ABILITIES		CLERIC TURNING	SPELLS							
Open Locks	_____	Skeletons	_____	/	/	/	/	/	/	/
Find/Remove Traps	_____	Zombies	_____	1	2	3	4	5	6	7
Pick Pockets	_____	Ghouls	_____							
Move Silently	_____	Wights	_____							
Climb Sheer Surfaces	_____	Wraiths	_____							
Hide in Shadows	_____	Mummies	_____							
Hear Noise	_____	Spectres	_____							

OTHER ABILITIES: _____

EQUIPMENT CARRIED

MAGIC ITEMS	NORMAL ITEMS

	Armor Class: 9 8 7 6 5 4 3 2 1 0																				
"TO HIT" ROLL NEEDED	Melee																				
	Ranged																				
	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																				

WEAPONS AND ARMOR

ARMOR: _____ Base AC: _____
 SHIELD: _____ Shield Bonus: _____

Weapon	Slots	Initiative	Attacks	To-Hit	Damage	AC	Range

Notes: _____

MONEY and TREASURE **EXPERIENCE**

Platinum Pieces (pp): _____ Gold Pieces (gp): _____ Electrum Pieces (ep): _____ Silver Pieces (sp): _____ Copper Pieces (cp): _____	Needed for next level: _____ XP Bonus: _____
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