

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

Player's Name _____

Dungeon Master _____

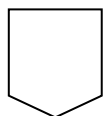
Character's Name _____

Alignment _____

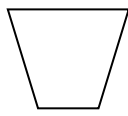
Race _____

Class _____

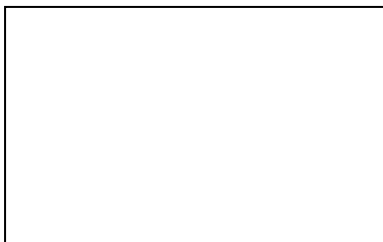
Level _____



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

Open Locks _____
Find/Remove Traps _____
Pick Pockets _____
Move Silently _____
Climb Sheer Surfaces _____
Hide in Shadows _____
Hear Noise _____

CLERIC TURNING

Skeletons _____
Zombies _____
Ghouls _____
Wights _____
Wraiths _____
Mummies _____
Spectres _____

SPELLS

1 2 3 4 5 6 7

OTHER ABILITIES:

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

BASE
COMBAT
MATRICES

Armor Class:

Attack Roll

Defense Roll

Hit Dice:

9	8	7	6	5	4	3	2	1	0
0	1	2	3	4	5	6	7	8	9

WEAPONS AND ARMOR

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

Weapon	Slots	Initiative	Attacks	To-Hit	Damage	AC	Range

Notes:

MONEY and TREASURE

Platinum Pieces (pp): _____
Gold Pieces (gp): _____
Electrum Pieces (ep): _____
Silver Pieces (sp): _____
Copper Pieces (cp): _____

EXPERIENCE

Needed for next level: _____
XP Bonus: _____