## DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Armor Class  Hit Points  Character Sketch or Symbol  ABILITIES:  SAVING THROWS:  STRENGTH  adjustment  INTELLIGENCE  adjustment  DEATH RAY or POISON  MAGIC WANDS  PARALYSIS or TURN TO STONE  DEATH RAY or POISON  MAGIC WANDS  PARALYSIS or TURN TO STONE  DRAGON BREATH  CONSTITUTION  adjustment  CHARISMA  THIEF ABILITIES:  LANGUAGES KNOWN:  THIEF ABILITIES  CLERIC TURNING  SPELLS  Open Locks  Skeletons  Zombies  1 2 3 4 5 6 7  POISON  SPELLS  Open Locks  Skeletons  John John John John John John John John	Player's Name		Dungeon Master
Armor Class Hit Points Character Sketch or Symbol  ABILITIES: SAVING THROWS:  STRENGTH adjustment  INTELLIGENCE adjustment  WISDOM adjustment  DEXTERITY adjustment  CONSTITUTION adjustment  CHARISMA adjustment  CLERIC TURNING SPELLS  Skeletons Jene Adjustment  THIEF ABILITIES  CLERIC TURNING SPELLS  Open Locks Skeletons Jene Adjustment  THIEF ABILITIES CLERIC TURNING SPELLS  Open Locks Skeletons Jene Adjustment  Thief ABILITIES Cleric Turning Special Skeletons Jene Adjustment  Thief ABILITIES Cleric Turning Skeletons Jene Adjustment  Wights Wights Wights Wights Sciently Wraiths	Character's Name	Alignment	
ABILITIES:  SAVING THROWS:  DEATH RAY or POISON  INTELLIGENCE adjustment  WISDOM adjustment  DEXTERITY adjustment  CONSTITUTION adjustment  CHARISMA adjustment  CHARISMA adjustment  CHARISMA adjustment  CLERIC TURNING  SPELLS  Open Locks Skeletons  Find/Remove Traps Zombies 1 2 3 4 5 6 7 1 2 3 4	Race Class	Level	
ABILITIES:  STRENGTH  adjustment  INTELLIGENCE  adjustment  WISDOM  DEXTERITY  adjustment  CONSTITUTION  CONSTITUTION  Adjustment  CHARISMA  Adjustment  CHARISMA  Adjustment  CLERIC TURNING  Spells  Skeletons  THIEF ABILITIES  Cleric Turning  Spells  Skeletons  THIEF ABILITIES  Cleric Turning  Spells  Skeletons  Thief Abilities  Combies  Tomore Traps  Combies  Thief Pockets  Ghouls  Move Silently  Wights  Wraiths			
STRENGTH  adjustment  INTELLIGENCE  adjustment  WISDOM  adjustment  DEXTERITY  adjustment  CONSTITUTION  adjustment  CHARISMA  adjustment  CHARISMA  THIEF ABILITIES:  ANGUAGES KNOWN:  THIEF ABILITIES  Description of the properties of the properti	Armor Class	Hit Points	Character Sketch or Symbol
adjustment  INTELLIGENCE  adjustment  MAGIC WANDS  MAGIC WANDS  PARALYSIS or TURN TO STONE  DEXTERITY  adjustment  CONSTITUTION  adjustment  CHARISMA  adjustment  CHARISMA  Adjustment  CHARISMA  CLERIC TURNING  Spells  Skeletons  June 1 2 3 4 5 6 5 6 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6	ABILI	ΓΙΕS:	SAVING THROWS:
adjustment  WISDOM  adjustment  DEXTERITY  adjustment  CONSTITUTION  TORAGON BREATH  CONSTITUTION  adjustment  CHARISMA  adjustment  CHARISMA  THIEF ABILITIES:  LANGUAGES KNOWN:  THIEF ABILITIES  Open Locks  Skeletons  J. J	STRENGTH		DEATH RAY or POISON
DEXTERITY  adjustment  CONSTITUTION  CHARISMA  THIEF ABILITIES  Cleric Turning  Spells  Open Locks  Find/Remove Traps  Chockets  Move Silently  Wights  Climb Sheer Surfaces  Wraiths  PARALYSIS or TURN TO STONE  DRAGON BREATH  RODS, STAVES, OR SPE  SPELLS  SPELLS  1 2 3 4 5 6 7	INTELLIGE		MAGIC WANDS
DEXTERITY  adjustment  CONSTITUTION  adjustment  CHARISMA  Adjustment  CHARISMA  Adjustment  RODS, STAVES, OR SPE  RACIAL ABILITIES:  LANGUAGES KNOWN:  THIEF ABILITIES  Open Locks  Skeletons  J J J J J J J J SpellS  Open Locks  Skeletons  Tind/Remove Traps  Combies  Ghouls  Move Silently  Wights  Climb Sheer Surfaces  Wraiths	WISDOM	adjustment	PARAL VSIS or
CONSTITUTION  adjustment  CHARISMA  THIEF ABILITIES  CLERIC TURNING  Skeletons  Click Pockets  Move Silently  Wights  Wraiths  DRAGON BREATH  RODS, STAVES, OR SPE  RODS, STAVES	DEXTERITY		
adjustment  RACIAL ABILITIES:  ANGUAGES KNOWN:  THIEF ABILITIES  Open Locks  Skeletons  J J J J J Shelf Pockets  Ghouls  Move Silently  Wights  Climb Sheer Surfaces  Wraiths	CONSTITU	TION	DRAGON BREATH
ANGUAGES KNOWN:  THIEF ABILITIES  CLERIC TURNING  SPELLS  Open Locks  Skeletons  J J J J J SPELLS  Open Locks  Skeletons  1 2 3 4 5 6 7  Open Locks  Open Locks  Skeletons  Wights  Move Silently  Wights  Climb Sheer Surfaces  Wraiths	CHARISMA		RODS, STAVES, OR SPELLS
THIEF ABILITIES  CLERIC TURNING  SPELLS  Open Locks  Skeletons  J	RACIAL ABILITIES: LANGUAGES KNOWN:		
Pick Pockets Ghouls Move Silently Wights Sheer Surfaces Wraiths	THIEF ABILITIES  Open Locks	CLERIC TURNING Skeletons	//////
Move Silently Wights Wights Climb Sheer Surfaces Wraiths			1 2 3 4 5 6 7
Climb Sheer Surfaces Wraiths			
Hear Noise Spectres			
OTHER ABILITIES:			

EQU	JIPMENT CARR	IED												
MAGIC ITEMS						NORMAL ITEMS								
	BASE	Armor Class Attack Roll		8	7	6	5	4	3	2	1	0		
	COMBAT MATRICES	Defense Roll												
		Hit Dice	e: 0	1	2	3	4	5	6	7	8	9		
			WEA	APONS	S AND	ARMO	R							
	AI	RMOR:				Base AC:								
	SI	HIELD:				Shield Bonus:								
	Weapon Slots Initiative Attac					ks To-Hit Damage AC Range								
_														
N	otes:	<b>,</b>		L					1					
	MONEY	and TREASUR	RE			EXPERIENCE								
Þ	latinum Pieces (p	an).												
	iaunum rieces (po):													
E	lectrum Pieces (e													
	ilver Pieces (sp):							next le	vel: _					
C	Copper Pieces (sp):						XP Bonus:							