

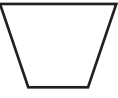














DUNGEONS & DRAGONS® Character Record Sheet

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| | | | |
|---|---|---|-------|
| Player's Name _____ | | Dungeon Master _____ | |
| Character's Name _____ | | Alignment _____ | |
| Class _____ | Level _____ |  Character Sketch or Symbol | |
|  Armor Class |  Hit Points | | |
| ABILITIES: | | | |
|  STRENGTH | _____ adjustment |  POISON or DEATH RAY | _____ |
|  INTELLIGENCE | _____ adjustment |  MAGIC WAND | _____ |
|  WISDOM | _____ adjustment |  TURN TO STONE or PARALYSIS | _____ |
|  DEXTERITY | _____ adjustment |  DRAGON BREATH | _____ |
|  CONSTITUTION | _____ adjustment |  SPELLS or MAGIC STAFF | _____ |
|  CHARISMA | _____ adjustment |  _____ | _____ |
| LANGUAGES: _____ | | | |
| SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | | | |
| TARGET AC: | 9 | 8 | 7 |
| HIT ROLL NEEDED | 6 | 5 | 4 |
| _____ | 3 | 2 | 1 |
| _____ | 0 | _____ | _____ |

| EQUIPMENT CARRIED | |
|---|---|
| MAGIC ITEMS | NORMAL ITEMS |
| | |
| OTHER NOTES including places explored, people & monsters met | |
| | |
| MONEY and TREASURE | EXPERIENCE |
| PP: _____ GP: _____ EP: _____ SP: _____ CP: _____ | GEMS: _____ BONUS/PENALTY: _____ Needed for next level: _____ |
| TOTAL VALUE: _____ | |