

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

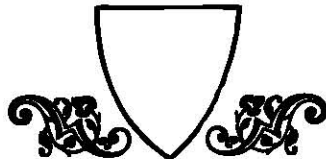
\_\_\_\_\_  
**Player's Name**

**Dungeon Master**

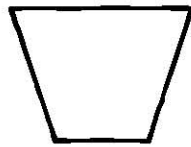
\_\_\_\_\_  
**Character's Name**                      **Alignment**

CLERIC

\_\_\_\_\_  
**Class**                      **Level**



**Armor  
Class**



**Hit D6  
Points**

<b>Armor</b>	:	
<b>Shield</b>	:	
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d

**Character Sketch or Symbol**

**Movement Base** : 120 feet

**Encumbrance** : \_\_\_\_\_

**Without packs** : \_\_\_\_\_

**ABILITIES:**

**SAVING THROWS:**

□	<b>STRENGTH</b>	_____
		<b>adjustment</b>
□	<b>INTELLIGENCE</b>	_____
		<b>adjustment</b>
□	<b>WISDOM</b>	_____
		<b>adjustment</b>
□	<b>DEXTERITY</b>	_____
		<b>adjustment</b>
□	<b>CONSTITUTION</b>	_____
		<b>adjustment</b>
□	<b>CHARISMA</b>	_____
		<b>adjustment</b>

11	<b>POISON or DEATH RAY</b>
12	<b>MAGIC WAND</b>
14	<b>TURN TO STONE or PARALYSIS</b>
16	<b>DRAGON BREATH</b>
15	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES**    Common, Alignment, Turn undead effects 2d6HD

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**  
 (on 2d6) Skeletons: \_\_\_\_\_ Zombies: \_\_\_\_\_ Ghouls: \_\_\_\_\_ Wights: \_\_\_\_\_ Wraiths: \_\_\_\_\_

	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>"TO HIT" ROLL NEEDED</b>	10	11	12	13	14	15	16	17	18	19

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

Prayerbook: \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_

**NORMAL ITEMS**

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Iron Rations <sup>(56)</sup> : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
\_\_\_\_\_ : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Water/\_\_\_\_\_ : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

+ \_\_\_\_\_% **EXPERIENCE**

**Needed for next level:** 1500 / 3000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

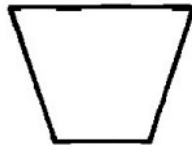
**Cleric**

\_\_\_\_\_  
**Class**

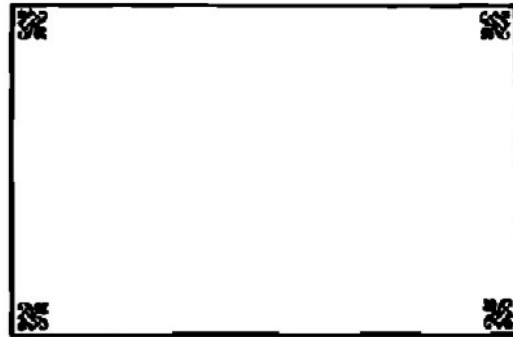
\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit d6  
Points**



**Character Sketch or Symbol**

**ABILITIES:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

**SAVING THROWS:**



**11**

**POISON or  
DEATH RAY**

**12**

**MAGIC WAND**

**14**

**TURN TO STONE or  
PARALYSIS**

**16**

**DRAGON BREATH**

**15**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Turn Undead 2d6; Level 1/2/3	Skeleton 7/T/T	Zombie 9/7/T	Ghouls 11/9/7	Wights -/11/9	Wraiths -/-/11
---------------------------------	-------------------	-----------------	------------------	------------------	-------------------

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

# Cleric

## EQUIPMENT CARRIED

### MAGIC ITEMS

### NORMAL ITEMS

Backpack	5gp/ 20cn
Bandages (10)	1gp/ 10cn
Bedroll <small>(attached to pack)</small>	1gp/ 50cn
Clothes, fine (priestly garments)	5gp/ 20cn
Garlic	5sp/ 1cn
Holy symbol	25gp/ 1cn
Holy water (1 pint)	25gp/ 1cn
Parchment (2 leaves)	2gp/ 10cn
Quill pen	1gp/ 5cn
Rations, standard (1 week)	5gp/200cn
Tinder box	3gp/ 5cn
Water/ wineskin	1gp/ 5cn
<b>Total</b>	<b>75.5gp/348cn</b>

### OTHER NOTES including places explored, people & monsters met

#### First Level Cleric Spells (B15-16)

- |                        |                          |                  |
|------------------------|--------------------------|------------------|
| 1. Cure Light Wounds * | 4. Light *               | 7. Remove Fear * |
| 2. Detect Evil         | 5. Protection from Evil  | 8. Resist Cold   |
| 3. Detect Magic        | 6. Purify Food and Water |                  |

### MONEY and TREASURE

### EXPERIENCE

**Needed for next level:** L2 = 1500  
L3 = 3000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

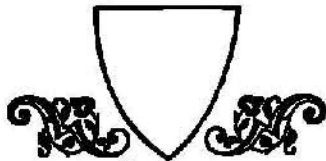
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

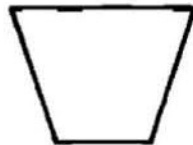
CLERIC

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit d6  
Points**

**ABILITIES:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

Armor	:	_____
Shield	:	_____
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d

**Character Sketch or Symbol**

**Movement Base** : 120 feet

**Encumbrance** : \_\_\_\_\_

**Without packs** : \_\_\_\_\_

**SAVING THROWS:**

11
12
14
16
15

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** Common, Alignment, Turn undead effects 2d6HD

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Turn Undead 2d6; Level 1/2/3	Skeleton 7/T/T	Zombie 9/7/T	Ghouls 11/9/7	Wights -/11/9	Wraiths -/11
---------------------------------	-------------------	-----------------	------------------	------------------	-----------------

	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

# EQUIPMENT CARRIED

## MAGIC ITEMS

Prayerbook: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## NORMAL ITEMS

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_  
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\_\_\_\_\_

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Iron Rations <sup>(56)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
\_\_\_\_\_  
\_\_\_\_\_ : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Water/ \_\_\_\_\_ : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

## OTHER NOTES including places explored, people & monsters met

### First Level Cleric Spells (B15-16)

- |                        |                          |                  |
|------------------------|--------------------------|------------------|
| 1. Cure Light Wounds * | 4. Light *               | 7. Remove Fear * |
| 2. Detect Evil         | 5. Protection from Evil  | 8. Resist Cold   |
| 3. Detect Magic        | 6. Purify Food and Water |                  |

## MONEY and TREASURE

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

## + \_\_\_\_\_% EXPERIENCE

Needed for next level: L2 = 1500  
L3 = 3000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

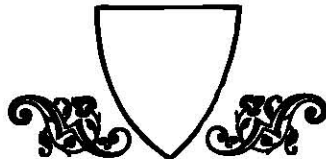
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

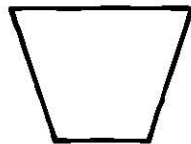
**DWARF**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit D8  
Points**

**ABILITIES:**

**SAVING THROWS:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

<b>10</b>
<b>11</b>
<b>12</b>
<b>13</b>
<b>14</b>

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** INFRAVISION 60', COMMON, DWARVEN, GNOME, KOBOLD, GOBLIN, ALIGNMENT

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

SLANTING PASSAGES, FIND STONE TRAPS, SHIFTING WALLS, AND NEW CONSTRUCTION: 1-2 ON 1D6  
 REQUIRE 2X FOOD BUT ½ WATER (4 GLASSES/DAY), -3 POINTS DAMAGE FROM FALLS & BLUDGEONING SOURCES  
 UNDERGROUND ENCOUNTERS ARE AT MAX DISTANCE & UNSURPRISED UNLESS ENCOUNTERED GROUP INCLUDES DWARVES  
 THEN ROLL SURPRISE AS NORMAL.

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

# EQUIPMENT CARRIED

## MAGIC ITEMS

## NORMAL ITEMS

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Iron Rations <sup>(56)</sup> : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Water/ \_\_\_\_\_ : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

## OTHER NOTES including places explored, people & monsters met

## MONEY and TREASURE

PP: \_\_\_\_\_

GP: \_\_\_\_\_

EP: \_\_\_\_\_

SP: \_\_\_\_\_

CP: \_\_\_\_\_

## + \_\_\_\_\_% EXPERIENCE

Needed for next level: 2200 / 4400



# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**Dwarf**

\_\_\_\_\_  
**Class**

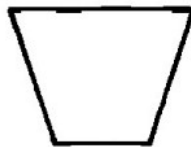
\_\_\_\_\_  
**Level**



Character Sketch or Symbol



**Armor  
Class**



**Hit d8  
Points**

**ABILITIES:**

**SAVING THROWS:**


**STRENGTH**

\_\_\_\_\_  
 adjustment

**INTELLIGENCE**

\_\_\_\_\_  
 adjustment

**WISDOM**

\_\_\_\_\_  
 adjustment

**DEXTERITY**

\_\_\_\_\_  
 adjustment

**CONSTITUTION**

\_\_\_\_\_  
 adjustment

**CHARISMA**

\_\_\_\_\_  
 adjustment

10
11
12
13
14

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** Infravision 60'; passages/traps/walls/construction 1-2/1d6,

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Melee

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Range

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	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	10	11	12	13	14	15	16	17	18	19

# Dwarf

## EQUIPMENT CARRIED

### MAGIC ITEMS

### NORMAL ITEMS

Back pack	5 gp/ 50cn
Bandages (5)	5 sp/ 5cn
Bedroll (attached to backpack)	1 gp/ 50cn
Oil (1 pint)	2 gp/ 10cn
Mess kit	1 gp/ 50cn
Rations, Iron (2 weeks)	30 gp/ 140cn
Rope, 50'	1 gp/ 50cn
Sack, large (3) (600cn each)	6 gp/ 15cn
Tinder box	3 gp/ 5cn
Torches (5) (4hrs each 20'r)	1 gp/ 100cn
Water skin	1 gp/ 5cn
<b>Total =</b>	<b>51.5 gp/450 cn</b>

Armor \_\_\_\_\_

Weapon \_\_\_\_\_

### OTHER NOTES including places explored, people & monsters met

### MONEY and TREASURE

### EXPERIENCE

**Needed for next level:** L2 = 2200  
L3 = 4400

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

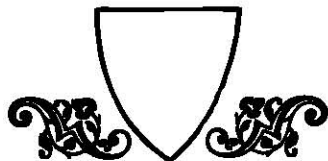
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

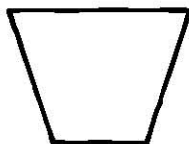
**ELF**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit D6  
Points**

**ABILITIES:**

**SAVING THROWS:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

<b>12</b>
<b>13</b>
<b>13</b>
<b>15</b>
<b>15</b>

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** INFRAVISION 60', COMMON, ELVEN, ORC, HOBGOBLIN, GNOLL, ALIGNMENT

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

SECRET OR HIDDEN DOORS ARE FOUND: 1-2 ON 1d6, ELVES ARE PLANTS AND REQUIRE SUNLIGHT EVER 1 + (CON MOD) DAYS OR FALL INTO SLEEP, ELVES NEED ½ RATIONS ON ANY DAY THEY GET SUNLIGHT, ELVES REQUIRE 2X WATER (16 GLASSES/DAY), WILDERNESS ENCOUNTERS ARE AT MAX DISTANCE & UNSURPRISED UNLESS ENCOUNTERED GROUP INCLUDES ELVES THEN ROLL SURPRISE AS NORMAL.

	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

# EQUIPMENT CARRIED

## MAGIC ITEMS

Spellbook: \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_

## NORMAL ITEMS

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Iron Rations <sup>(56)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Water/ \_\_\_\_\_: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

## OTHER NOTES including places explored, people & monsters met

## MONEY and TREASURE

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

## + \_\_\_\_\_% EXPERIENCE

Needed for next level: 4000 / 8000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

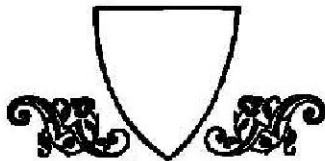
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

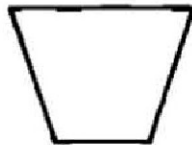
ELF

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit d6  
Points**

**ABILITIES:**

	<b>STRENGTH</b>	_____
		<b>adjustment</b>
	<b>INTELLIGENCE</b>	_____
		<b>adjustment</b>
	<b>WISDOM</b>	_____
		<b>adjustment</b>
	<b>DEXTERITY</b>	_____
		<b>adjustment</b>
	<b>CONSTITUTION</b>	_____
		<b>adjustment</b>
	<b>CHARISMA</b>	_____
		<b>adjustment</b>

<b>Armor</b>	:	_____
<b>Shield</b>	:	_____
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d

**Character Sketch or Symbol**

**Movement Base** : 120 feet

**Encumbrance** : \_\_\_\_\_

**Without packs** : \_\_\_\_\_

**SAVING THROWS:**

12	<b>POISON or DEATH RAY</b>
13	<b>MAGIC WAND</b>
13	<b>TURN TO STONE or PARALYSIS</b>
15	<b>DRAGON BREATH</b>
15	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES** INFRAVISION 60', COMMON, ELVEN, ORC, HOBGOBLIN, GNOLL, ALIGNMENT

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

SECRET OR HIDDEN DOORS ARE FOUND: 1-2 ON 1d6, ELVES ARE PLANTS AND REQUIRE SUNLIGHT EVERY 1 + (CON MOD) DAYS OR FALL INTO SLEEP, ELVES NEED 1/4 RATIONS ON ANY DAY THEY GET SUNLIGHT, ELVES REQUIRE 2X WATER (16 GLASSES/DAY), WILDERNESS ENCOUNTERS ARE AT MAX DISTANCE & UNSURPRISED UNLESS ENCOUNTERED GROUP INCLUDES ELVES THEN ROLL SURPRISE AS NORMAL.

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	10	11	12	13	14	15	16	17	18	19

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

Spellbook: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**NORMAL ITEMS**

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
 Iron Rations <sup>(55)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
 \_\_\_\_\_: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
 Water/: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

**OTHER NOTES including places explored, people & monsters met**

Level	Spell L1	Spell L2	L1
1	1	-	_____
2	2	-	L2 _____
3	2	1	_____

**MONEY and TREASURE**

PP: \_\_\_\_\_  
 GP: \_\_\_\_\_  
 EP: \_\_\_\_\_  
 SP: \_\_\_\_\_  
 CP: \_\_\_\_\_

+ \_\_\_\_\_% **EXPERIENCE**

Needed for next level: L2 = 4000  
 L3 = 8000

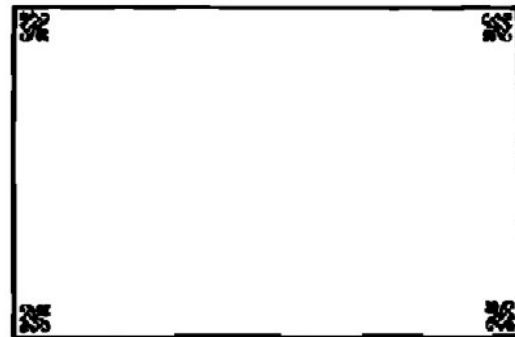
# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**



Character Sketch or Symbol

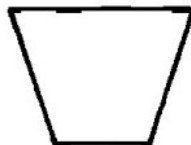
\_\_\_\_\_  
**Elf**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit d6  
Points**

**ABILITIES:**

**SAVING THROWS:**

□	<b>STRENGTH</b>	_____ adjustment
□	<b>INTELLIGENCE</b>	_____ adjustment
□	<b>WISDOM</b>	_____ adjustment
□	<b>DEXTERITY</b>	_____ adjustment
□	<b>CONSTITUTION</b>	_____ adjustment
□	<b>CHARISMA</b>	_____ adjustment

12	<b>POISON or DEATH RAY</b>
13	<b>MAGIC WAND</b>
13	<b>TURN TO STONE or PARALYSIS</b>
15	<b>DRAGON BREATH</b>
15	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

Melee \_\_\_\_\_

Range \_\_\_\_\_

Spell \_\_\_\_\_

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	10	11	12	13	14	15	16	17	18	19

**Elf**

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

Backpack	5gp/ 20cn
Bedroll (attached to pack)	1gp/ 50cn
Ink	1gp/ 20cn
Magnifying glass	3gp/ 5cn
Parchment (3 leaves)	3gp/ 15cn
Quill pen	5sp/ 1cn
Rations, iron (1 week)	15p/ 70cn
Scroll cases (2)	10gp/ 40cn
Tinder box	3gp/ 5cn
Torch	2sp/ 20cn
Vial, empty glass	1gp/ 10cn

**Total 147.7gp/462cn**

**OTHER NOTES including places explored, people & monsters met**

Level	Spell L1	Spell L2	L1
1	1	-	
2	2	-	<b>L2</b>
3	2	1	

**MONEY and TREASURE**

**EXPERIENCE**

L2 = 4000  
**Needed for next level:** L3 = 8000



# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

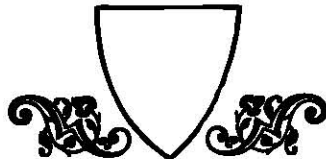
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

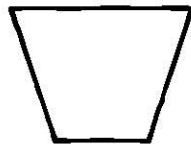
**FIGHTER**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit D8  
Points**

**ABILITIES:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

Armor	:	_____
Shield	:	_____
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d

**Character Sketch or Symbol**

Movement Base : 120 feet

Encumbrance : \_\_\_\_\_

Without packs : \_\_\_\_\_

**SAVING THROWS:**

12
13
14
15
16

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** Common, Alignment, \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□□□-□□□□□□□□-□□□□□□□□-□□□□□□□□  
 Iron Rations <sup>(56)</sup> : \_\_\_\_\_ □□□□□□□□-□□□□□□□□-□□□□□□□□-□□□□□□□□  
 \_\_\_\_\_ : \_\_\_\_\_ □□□□□□□□-□□□□□□□□-□□□□□□□□-□□□□□□□□  
 Water/ \_\_\_\_\_ : \_\_\_\_\_ □□□□□□□□-□□□□□□□□-□□□□□□□□-□□□□□□□□

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

+ \_\_\_\_\_ % **EXPERIENCE**

PP: \_\_\_\_\_

GP: \_\_\_\_\_

EP: \_\_\_\_\_

SP: \_\_\_\_\_

CP: \_\_\_\_\_

**Needed for next level:** 2000 / 4000  
 \_\_\_\_\_

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

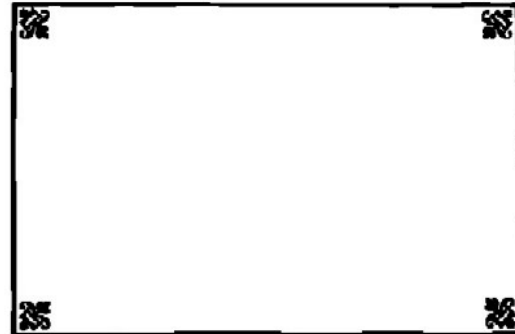
Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

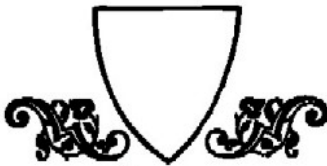
**Fighter**

Class \_\_\_\_\_

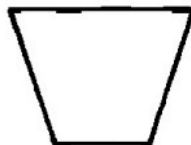
Level \_\_\_\_\_



Character Sketch or Symbol



Armor Class



Hit d8 Points

**ABILITIES:**



**STRENGTH**

\_\_\_\_\_ adjustment

**INTELLIGENCE**

\_\_\_\_\_ adjustment

**WISDOM**

\_\_\_\_\_ adjustment

**DEXTERITY**

\_\_\_\_\_ adjustment

**CONSTITUTION**

\_\_\_\_\_ adjustment

**CHARISMA**

\_\_\_\_\_ adjustment

**SAVING THROWS:**



**12** POISON or DEATH RAY

**13** MAGIC WAND

**14** TURN TO STONE or PARALYSIS

**15** DRAGON BREATH

**16** SPELLS or MAGIC STAFF

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

Range Weapon: \_\_\_\_\_

Melee Weapon: \_\_\_\_\_

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	10	11	12	13	14	15	16	17	18	19

# Fighter

## EQUIPMENT CARRIED

### MAGIC ITEMS

### NORMAL ITEMS

Back pack	5 gp/ 50cn
Bandages (5)	5 sp/ 5cn
Bedroll (attached to backpack)	1 gp/ 50cn
Oil (1 pint)	2 gp/ 10cn
Mess kit	1 gp/ 50cn
Rations, Iron (2 weeks)	30 gp/ 140cn
Rope, 50'	1 gp/ 50cn
Sack, large (3) (600cn each)	6 gp/ 15cn
Tinder box	3 gp/ 5cn
Torches (5) (4hrs each 20'r)	1 gp/ 100cn
Water skin	1 gp/ 5cn
<b>Total =</b>	<b>51.5 gp/450 cn</b>

Armor \_\_\_\_\_

Weapon \_\_\_\_\_

### OTHER NOTES including places explored, people & monsters met

### MONEY and TREASURE

### EXPERIENCE

**Needed for next level:** L2 = 2000  
L3 = 4000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

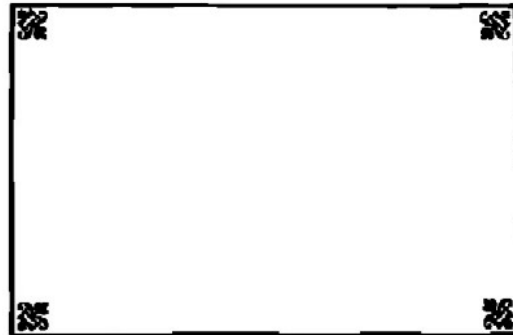
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**Halfling**

\_\_\_\_\_  
**Class**

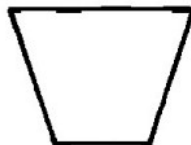
\_\_\_\_\_  
**Level**



Character Sketch or Symbol



**Armor  
Class**



**Hit d6  
Points**

**ABILITIES:**

**SAVING THROWS:**


**STRENGTH**

\_\_\_\_\_  
 adjustment

**INTELLIGENCE**

\_\_\_\_\_  
 adjustment

**WISDOM**

\_\_\_\_\_  
 adjustment

**DEXTERITY**

\_\_\_\_\_  
 adjustment

**CONSTITUTION**

\_\_\_\_\_  
 adjustment

**CHARISMA**

\_\_\_\_\_  
 adjustment

<b>10</b>
<b>11</b>
<b>12</b>
<b>13</b>
<b>14</b>

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

-2 AC vs large, +1 Init (alone), Hear 1-2/1d6, Hide/move in wilderness 10% (alone)

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Range +1 race \_\_\_\_\_

Melee \_\_\_\_\_

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

## Halfling

### EQUIPMENT CARRIED

#### MAGIC ITEMS

#### NORMAL ITEMS

Bedroll (attached to knapsack)	1gp/ 50cn
Candles (3)	3sp/ 3cn
Ink, vial of	1gp/ 20cn
Knapsack (250cn)	3gp/ 10cn
Magnifying glass	3gp/ 5cn
Mapping kit, simple	10gp/ 10cn
Mirror, hand	5gp/ 5cn
Oil (1 pint)	2gp/ 10cn
Parchment (2 leaves)	2gp/ 10cn
Quill pen	5sp/ 1cn
Rations, iron (1 week)	15gp/ 75cn
Sack, small (3) (200cn)	3gp/ 3cn
Tinder box	3gp/ 5cn
Torch	2sp/ 20cn
Wineskin	1gp/ 5cn

**Total 50gp/232cn**

**OTHER NOTES including places explored, people & monsters met**

#### MONEY and TREASURE

#### EXPERIENCE

**Needed for next level:** L2 = 2000  
L3 = 4000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name \_\_\_\_\_

**Dungeon Master**

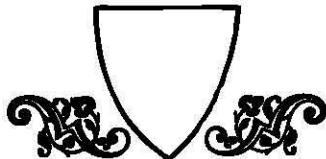
Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

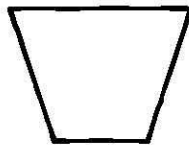
**HALFLING**

Class \_\_\_\_\_

Level \_\_\_\_\_



**Armor  
Class**



**Hit D6  
Points**

<b>Armor</b>	:	_____					
<b>Shield</b>	:	_____					
		: +	/	d			
		: +	/	d			
		: +	/	d			
		: +	/	d			

**Character Sketch or Symbol**

Movement Base : 60 feet

Encumbrance : \_\_\_\_\_

Without packs : \_\_\_\_\_

**ABILITIES:**

**SAVING THROWS:**

<b>STRENGTH</b>		_____			
		adjustment			
<b>INTELLIGENCE</b>		_____			
		adjustment			
<b>WISDOM</b>		_____			
		adjustment			
<b>DEXTERITY</b>		_____			
		adjustment			
<b>CONSTITUTION</b>		_____			
		adjustment			
<b>CHARISMA</b>		_____			
		adjustment			

<b>10</b>	<b>POISON or DEATH RAY</b>
<b>11</b>	<b>MAGIC WAND</b>
<b>12</b>	<b>TURN TO STONE or PARALYSIS</b>
<b>13</b>	<b>DRAGON BREATH</b>
<b>14</b>	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES** Halfling, Common, Alignment \_\_\_\_\_

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Open Locks: \_\_\_\_\_%      Find & Remove Traps: \_\_\_\_\_%      Pick Pockets: \_\_\_\_\_%      Move Silently: \_\_\_\_\_%  
 Climb Sheer Surfaces: \_\_\_\_\_%      Hide in Shadows: \_\_\_\_\_%      Hear Noises: 1-2 on 1d6

All random encounters only surprise party 1 in 6 at normal distances. Halflings eat and drink 150% of normal (4½ meals & 1 gallon/day), and take 1 point less damage from falls & bludgeoning, have a 2 point AC bonus vs. Large opponents, and when alone gain +1 Init & Hide/Move in wilderness +10%

	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

Halfling

**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

Outfit Worn: _____	Outfit Packed: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Fresh Rations <sup>(7)</sup> : _____	□□□□□□-□□□□□□-□□□□□□-□□□□□□
Iron Rations <sup>(56)</sup> : _____	□□□□□□-□□□□□□-□□□□□□-□□□□□□
: _____	□□□□□□-□□□□□□-□□□□□□-□□□□□□
Water/ : _____	□□□□□□-□□□□□□-□□□□□□-□□□□□□

**OTHER NOTES including places explored, people & monsters met**

**MONEY and TREASURE**

+ \_\_\_\_\_% **EXPERIENCE**

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

Needed for next level: L2 = 2000  
L3 = 4000



# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

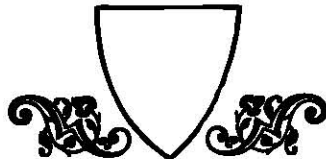
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

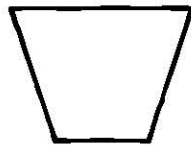
**MAGIC-USER**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit D4  
Points**

**ABILITIES:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

Armor	:	_____
Shield	:	_____
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d

**Character Sketch or Symbol**

Movement Base : 120 feet

Encumbrance : \_\_\_\_\_

Without packs : \_\_\_\_\_

**SAVING THROWS:**

<b>13</b>
<b>14</b>
<b>13</b>
<b>16</b>
<b>15</b>

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** COMMON, ALIGNMENT

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

AC: 9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

# EQUIPMENT CARRIED

## MAGIC ITEMS

Spellbook: \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_, \_\_\_\_\_

## NORMAL ITEMS

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Iron Rations <sup>(56)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Water/ \_\_\_\_\_: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

## OTHER NOTES including places explored, people & monsters met

## MONEY and TREASURE

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

## + \_\_\_\_\_% EXPERIENCE

Needed for next level: 2500 / 5000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

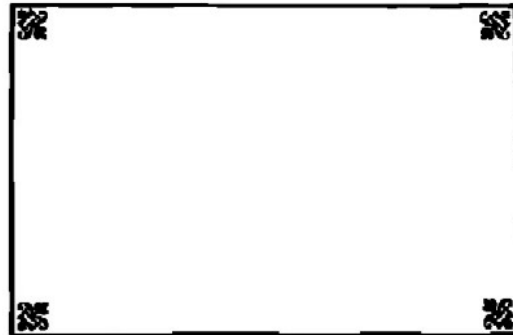
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**Magic-User**

\_\_\_\_\_  
**Class**

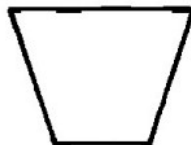
\_\_\_\_\_  
**Level**



Character Sketch or Symbol



**Armor  
Class**



**Hit d4  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
 adjustment

**INTELLIGENCE**

\_\_\_\_\_  
 adjustment

**WISDOM**

\_\_\_\_\_  
 adjustment

**DEXTERITY**

\_\_\_\_\_  
 adjustment

**CONSTITUTION**

\_\_\_\_\_  
 adjustment

**CHARISMA**

\_\_\_\_\_  
 adjustment



**13** POISON or  
DEATH RAY

**14** MAGIC WAND

**13** TURN TO STONE or  
PARALYSIS

**16** DRAGON BREATH

**15** SPELLS or  
MAGIC STAFF

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

Level	Spell L1	Spell L2	L1
1	1	-	_____
2	2	-	_____
3	2	1	_____

	AC: 9	8	7	6	5	4	3	2	1	0
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

# Magic-User

## EQUIPMENT CARRIED

### MAGIC ITEMS

### NORMAL ITEMS

Backpack	5gp/ 20cn
Bedroll (attached to pack)	1gp/ 50cn
Ink	1gp/ 20cn
Magnifying glass	3gp/ 5cn
Parchment (3 leaves)	3gp/ 15cn
Quill pen	5sp/ 1cn
Rations, iron (1 week)	15p/ 70cn
Scroll cases (2)	10gp/ 40cn
Tinder box	3gp/ 5cn
Torch	2sp/ 20cn
Vial, empty glass	1gp/ 10cn

**Total 147.7gp/462cn**

### OTHER NOTES including places explored, people & monsters met

Level	Spell L1	Spell L2	L1
1	1	-	
2	2	-	<b>L2</b>
3	2	1	

### MONEY and TREASURE

### EXPERIENCE

**Needed for next level:** L2 = 2500  
L3 = 5000

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

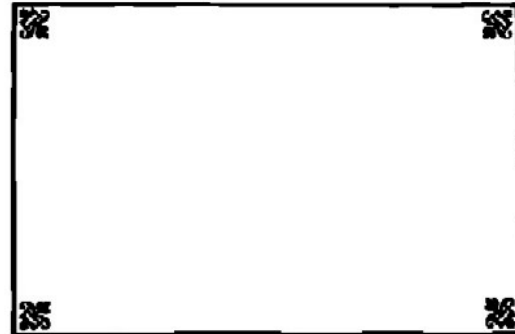
Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Thief

Class \_\_\_\_\_

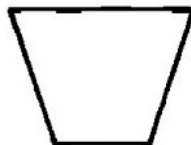
Level \_\_\_\_\_



Character Sketch or Symbol



Armor Class



Hit d4 Points

### ABILITIES:



**STRENGTH**

\_\_\_\_\_ adjustment

**INTELLIGENCE**

\_\_\_\_\_ adjustment

**WISDOM**

\_\_\_\_\_ adjustment

**DEXTERITY**

\_\_\_\_\_ adjustment

**CONSTITUTION**

\_\_\_\_\_ adjustment

**CHARISMA**

\_\_\_\_\_ adjustment

### SAVING THROWS:

13

**POISON or DEATH RAY**

14

**MAGIC WAND**

13

**TURN TO STONE or PARALYSIS**

16

**DRAGON BREATH**

15

**SPELLS or MAGIC STAFF**

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Level	Locks	Traps	Pockets	Move	Climb	Hide	Hear
1	15%	10%	20%	20%	87%	10%	1-2/1d6
2	20%	15%	25%	25%	88%	15%	1-2/1d6
3	25%	20%	30%	30%	89%	20%	1-3/1d6

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

**"TO HIT" ROLL  
NEEDED**

**10   11   12   13   14   15   16   17   18   19**

# Thief

## EQUIPMENT CARRIED

### MAGIC ITEMS

### NORMAL ITEMS

Backpack	5gp/ 20cn
Bedroll (attached to pack)	1gp/ 50cn
Candles (3)	3sp/ 3cn
Climbing hook	5gp/ 40cn
Gloves, soft	1gp/ 5cn
Hammer, utility	2gp/ 10cn
Iron spikes (10)	1gp/ 50cn
Magnifying glass	3gp/ 5cn
Rations, iron (1 week)	15gp/ 75cn
Rope, 50'	1gp/ 50cn
Sack, large (600cn)	2gp/ 5cn
Thieves' tools	25gp/ 10cn
Tinder box	3gp/ 5cn
<b>Total</b>	<b>64.3gp/328cn</b>

**OTHER NOTES including places explored, people & monsters met**

### MONEY and TREASURE

### EXPERIENCE

**Needed for next level:** L2 = 1200  
L3 = 2400

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

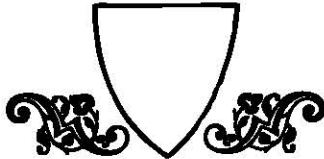
\_\_\_\_\_  
**Character's Name**

\_\_\_\_\_  
**Alignment**

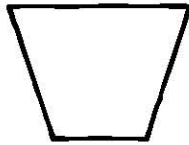
**THIEF**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit D4  
Points**

**ABILITIES:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

Armor	:	_____
Shield	:	_____
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d
	:	+ / d

**Character Sketch or Symbol**

**Movement Base** : 120 feet

**Encumbrance** : \_\_\_\_\_

**Without packs** : \_\_\_\_\_

**SAVING THROWS:**

13
14
13
16
15

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** Common, Thieves Cant, Alignment, Backstab +4/x2 damage,

**SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.**

Open Locks: \_\_\_\_\_%    Find & Remove Traps: \_\_\_\_\_%    Pick Pockets: \_\_\_\_\_%    Move Silently: \_\_\_\_\_%  
 Climb Sheer Surfaces: \_\_\_\_\_%    Hide in Shadows: \_\_\_\_\_%    Hear Noises: 1- on 1d6

	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>"TO HIT" ROLL NEEDED</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>

# EQUIPMENT CARRIED

## MAGIC ITEMS

## NORMAL ITEMS

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Fresh Rations <sup>(7)</sup>: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Iron Rations <sup>(56)</sup> : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
: \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□  
Water/ \_\_\_\_\_ : \_\_\_\_\_ □□□□□□-□□□□□□-□□□□□□-□□□□□□

## OTHER NOTES including places explored, people & monsters met

## MONEY and TREASURE

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

## + \_\_\_\_\_ % EXPERIENCE

Needed for next level: 1200 / 2400



# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

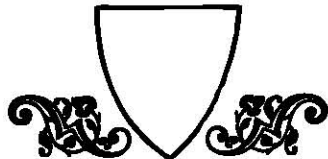
\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

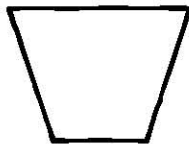
\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit  
Points**

Armor: _____
Shield: _____
_____ : d20+ ___ / ___ d
_____ : d20+ ___ / ___ d
_____ : d20+ ___ / ___ d
_____ : d20+ ___ / ___ d
_____ : d20+ ___ / ___ d

**Character Sketch or Symbol**

Movement base: \_\_\_\_\_ feet  
 Encumbrance: \_\_\_\_\_ pounds  
 Without packs: \_\_\_\_\_ pounds

**ABILITIES:**

**SAVING THROWS:**

□	<b>STRENGTH</b>	_____
		<b>adjustment</b>
□	<b>INTELLIGENCE</b>	_____
		<b>adjustment</b>
□	<b>WISDOM</b>	_____
		<b>adjustment</b>
□	<b>DEXTERITY</b>	_____
		<b>adjustment</b>
□	<b>CONSTITUTION</b>	_____
		<b>adjustment</b>
□	<b>CHARISMA</b>	_____
		<b>adjustment</b>

○	<b>POISON or DEATH RAY</b>
○	<b>MAGIC WAND</b>
○	<b>TURN TO STONE or PARALYSIS</b>
○	<b>DRAGON BREATH</b>
○	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES** Common, Alignment,

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>"TO HIT" ROLL NEEDED</b>	10	11	12	13	14	15	16	17	18	19



# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

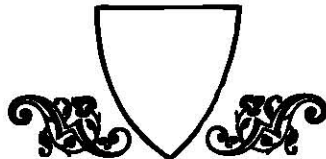
\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

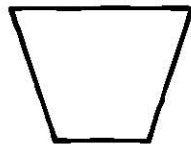
\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit  
Points**

Armor: _____
Shield: _____
_____ : + ___ / ___ d
_____ : + ___ / ___ d
_____ : + ___ / ___ d
_____ : + ___ / ___ d

**Character Sketch or Symbol**

Movement base: \_\_\_\_\_ feet

Encumbrance: \_\_\_\_\_ pounds

Without packs: \_\_\_\_\_ pounds

**ABILITIES:**

**SAVING THROWS:**


**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**

○
○
○
○
○
○

**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** Common, Alignment,

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
10	11	12	13	14	15	16	17	18	19

## EQUIPMENT CARRIED

### MAGIC ITEMS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### NORMAL ITEMS

Outfit Worn: \_\_\_\_\_ Outfit Packed: \_\_\_\_\_

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Fresh Rations: \_\_\_\_\_ [|||||] [|||||] [|||||] [|||||]

Iron Rations: \_\_\_\_\_ [|||||] [|||||] [|||||] [|||||]

\_\_\_\_\_ : \_\_\_\_\_ [|||||] [|||||] [|||||] [|||||]

Water/ \_\_\_\_\_ : \_\_\_\_\_ [|||||] [|||||] [|||||] [|||||]

## OTHER NOTES including places explored, people & monsters met

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## MONEY and TREASURE

Carried	Stashed	GEMS
PP	PP	_____
GP	GP	_____
		_____
SP	SP	JEWELRY
EP	EP	_____
CP	CP	_____
		_____

## Bonus + \_\_\_\_\_% EXPERIENCE

_____	_____
_____	_____
_____	_____
_____	_____

**Needed for next level:** \_\_\_\_\_

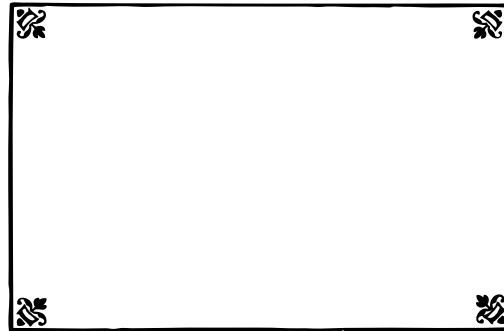
# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

\_\_\_\_\_  
**Player's Name**

\_\_\_\_\_  
**Dungeon Master**

\_\_\_\_\_  
**Character's Name**

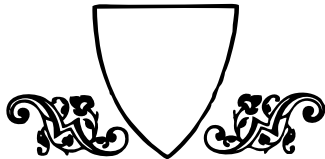
\_\_\_\_\_  
**Alignment**



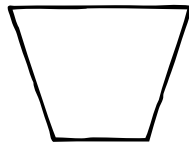
**Character Sketch or Symbol**

\_\_\_\_\_  
**Class**

\_\_\_\_\_  
**Level**



**Armor  
Class**



**Hit  
Points**

**ABILITIES:**

**SAVING THROWS:**



**STRENGTH**

\_\_\_\_\_  
**adjustment**

**INTELLIGENCE**

\_\_\_\_\_  
**adjustment**

**WISDOM**

\_\_\_\_\_  
**adjustment**

**DEXTERITY**

\_\_\_\_\_  
**adjustment**

**CONSTITUTION**

\_\_\_\_\_  
**adjustment**

**CHARISMA**

\_\_\_\_\_  
**adjustment**



**POISON or  
DEATH RAY**

**MAGIC WAND**

**TURN TO STONE or  
PARALYSIS**

**DRAGON BREATH**

**SPELLS or  
MAGIC STAFF**

**SPECIAL ABILITIES** \_\_\_\_\_

**SPECIAL SKILLS:** Spells, Thief's abilities, Cleric's turning, etc.

**"TO HIT" ROLL  
NEEDED**

	AC: 9	8	7	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**

**Needed for next level: \_\_\_\_\_**

# MAGIC USER AND ELF SPELL BOOK

Character: \_\_\_\_\_ Player: \_\_\_\_\_

## FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

## SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10' /lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

## THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

## FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

## FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

## SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

## SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

## EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

## NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

## FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

## SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10' /level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

## THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

## FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

## FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lvl)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

## SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

## SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

## EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

## NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANCE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 2-5r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

# CLERIC/DRUID SPELL LIST

Character: \_\_\_\_\_ Player: \_\_\_\_\_

## LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

## LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

## LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

## LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

## LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

## LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

## SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

## FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

## SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

## THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

## FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

## FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

## SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

## SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

### ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	