

Dungeons & Dragons



Character Record Sheet

Character Name _____

Player Name _____

Class _____ Level _____

Alignment _____ Title _____

Abilities

Adj.

Saving Throws

Hit Points

| | | | | | | |
|------------|----------------------|-------|----------------------------------|----------------------|----------------------------|--|
| STR | <input type="text"/> | _____ | Melee attacks/damage, Open Doors | <input type="text"/> | Death Ray or Poison | <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto;"></div> Armor Class |
| INT | <input type="text"/> | _____ | Languages, Bonus Skills | <input type="text"/> | Magic Wands | |
| WIS | <input type="text"/> | _____ | Saving throw vs. Spells | <input type="text"/> | Paralysis or Turn to Stone | |
| DEX | <input type="text"/> | _____ | Missile attacks, Armor Class | <input type="text"/> | Dragon Breath | |
| CON | <input type="text"/> | _____ | Hit Points/level | <input type="text"/> | Rod, Staff, or Spell | |
| CHA | <input type="text"/> | _____ | Reactions and Retainers | <input type="text"/> | Languages known _____ | |

| | | | | | | | | | | | | | | | | |
|-------------|-------|---|---|---|---|---|---|---|---|---|-------|-------|----|----|----|--|
| Target's AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | |
| To Hit Roll | _____ | | | | | | | | | | THAC0 | _____ | | | | |

Weapon Mastery

| Weapon | Level | Attack Bonus | P Damage | S Damage | Range | Defense |
|-------------------------|---------|---|----------|----------|-------|---------|
| | | P <input type="text"/> S <input type="text"/> | | | | |
| P= <input type="text"/> | Special | | | | | |
| Weapon | Level | Attack Bonus | P Damage | S Damage | Range | Defense |
| | | P <input type="text"/> S <input type="text"/> | | | | |
| P= <input type="text"/> | Special | | | | | |
| Weapon | Level | Attack Bonus | P Damage | S Damage | Range | Defense |
| | | P <input type="text"/> S <input type="text"/> | | | | |
| P= <input type="text"/> | Special | | | | | |
| Weapon | Level | Attack Bonus | P Damage | S Damage | Range | Defense |
| | | P <input type="text"/> S <input type="text"/> | | | | |
| P= <input type="text"/> | Special | | | | | |

Special Abilities

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

General Skills

| Skill | Ability | Bonus |
|-------|---------|-------|
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |

Equipment

Encumbrance & Movement

| | | | |
|----------------------|----------------------|----------------------|----------------------|
| Armor: | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |
| <input type="text"/> | | | |

| | | |
|----------------------|--------------|-----------------|
| Armor load _____ | | |
| Equipment Load _____ | | |
| Total Load _____ | | |
| Enc. (cn) | Normal Speed | Encounter Speed |
| 0 - _____ | 120 | 40 |
| _____ | 90 | 30 |
| _____ | 60 | 20 |
| _____ | 30 | 10 |
| _____ | 15 | 5 |
| _____ | 0 | 0 |

Coinage

Treasure

| | |
|-------------------------|--|
| PP _____ | Treasure <div style="border: 1px solid black; width: 100px; height: 100px; margin: 0 auto;"></div> |
| GP _____ | |
| EP _____ | |
| SP _____ | |
| CP _____ | |
| Experience Points _____ | |
| Bonus/Penalty _____ | |
| To Next Level: _____ | |

Ammunition

| | | | | | | | | | | | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Thief Abilities

| | |
|-----------------|--|
| Open Locks | |
| Find Traps | |
| Remove Traps | |
| Climb Walls | |
| Move Silently | |
| Hide in Shadows | |
| Pick Pockets | |
| Hear Noise | |

Cleric Turning

| | |
|----------|--|
| Skeleton | |
| Zombie | |
| Ghoul | |
| Wight | |
| Wraith | |
| Mummy | |
| Spectre | |
| Vampire | |

Character Portrait

Spellcasting

Spells 1 2 3 4 5 6 7 8 9

| | | Spells | | | | | | | | |
|---|-----|--------|---|---|---|---|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 2 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 3 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 4 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 5 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 6 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 7 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 8 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |
| 9 | Mem | | | | | | | | | |
| | | | | | | | | | | |
| | Mem | | | | | | | | | |

Allies

Enemies

Magic Items

Organizations

Places

Holdings

Description

Age _____
 Sex _____
 Eyes _____
 Hair _____
 Ht. _____ Wt. _____