

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name _____ Dungeon Master _____

Character's Name _____

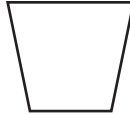
Alignment _____ Class _____ Level _____



Armor Class



Hit Dice



Hit Points



Character Sketch or Symbol

ABILITIES:

STRENGTH

INTELLIGENCE

WISDOM

DEXTERITY

CONSTITUTION

CHARISMA

ADJUSTMENTS

_____ to melee hit, melee damage, open doors rolls

_____ (see intelligence adjustments in *Rules and Adventures* for number of languages)

_____ on magic-based saving throws

_____ to missile fire hit rolls, modifies AC

_____ to hit die rolls for hit points

_____ to reaction rolls

SAVING THROWS

POISON or DEATH RAY

MAGIC WAND

TURN TO STONE or PARALYSIS

DRAGON BREATH

SPELLS or MAGIC STAFF

LANGUAGES: _____

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

CHARACTER HIT ROLL TABLE

	9	8	7	6	5	4	3	2	1	0	-1	-2
HIT ROLL NEEDED												

HIT ROLL ADJUSTMENTS

Melee Missile

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EQUIPMENT CARRIED

MAGICAL ITEMS	NORMAL ITEMS	MONEY and TREASURE
		PP: _____ GP: _____ EP: _____ SP: _____ CP: _____ TOTAL VALUE _____
OTHER NOTES including places explored, people & monsters met		EXPERIENCE
		Prime Requisite Score <input type="text"/> Bonus / Penalty <input type="text"/> Needed for next level: _____