

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

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

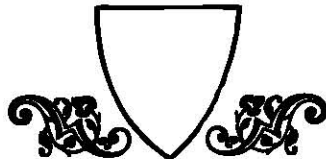
\_\_\_\_\_  
**Dungeon Master**

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

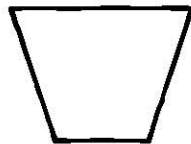
\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**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

