

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

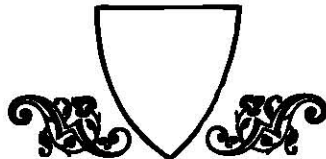
Dungeon Master

Character's Name

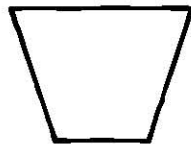
Alignment

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**

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

