

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

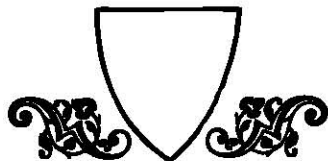
Dungeon Master

Character's Name

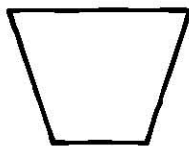
Alignment

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.

	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

