

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

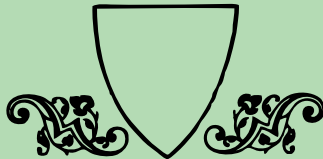
Alignment



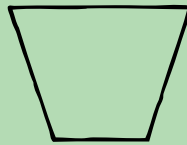
Character Sketch or Symbol

Class

Level



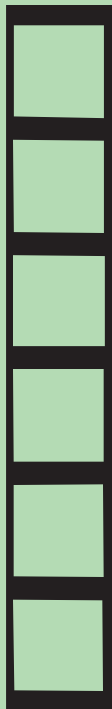
**Armor
Class**



**Hit
Points**

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 _____

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

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EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____