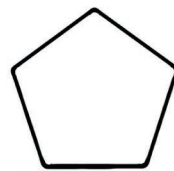
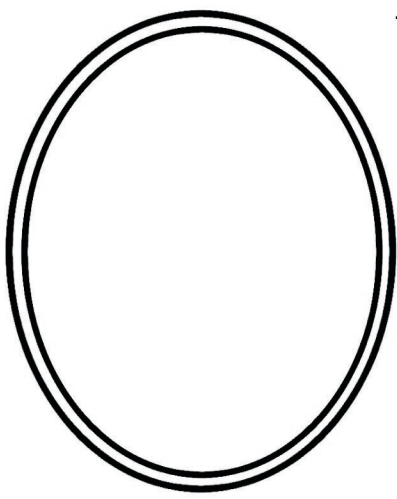


DUNGEONS & DRAGONS

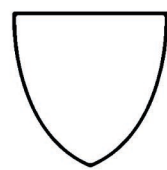
CHARACTER RECORD SHEET

CHARACTER NAME CLASS

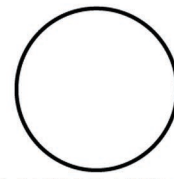
RACE ALIGNMENT LEVEL



HIT POINTS



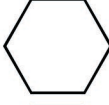

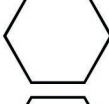
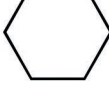


ARMOR CLASS



SAVING THROW

ABILITIES

-  STRENGTH _____
BONUS
-  INTELLIGENCE _____
BONUS
-  WISDOM _____
BONUS
-  DEXTERITY _____
BONUS
-  CONSTITUTION _____
BONUS
-  CHARISMA _____
BONUS

+/- AGAINST

+/- AGAINST

OTHER ABILITIES: _____

CLASS ABILITIES AND SPELLS:

TARGET ARMOR CLASS:

9	8	7	6	5	4	3	2	1	0

ROLL
d20 TO HIT

WEAPONS AND EQUIPMENT

MAGIC ITEMS

NOTES

EXPERIENCE

TREASURE

NEXT LEVEL GOAL: