Player's Name					Dungeon Master						
Level Armor H		nent	_		Charact	er Sket	ch or Sy	ymbol			
Class Po	Points  SAVING THROWS:										
STRENGTH adju	POISON or DEATH RAY										
INTELLIGENCE adju	adjustment MAGIC WAND										
WISDOM adju	stme	nt				JRN TO	O STO	NE or			
DEXTERITY adju	stme	nt									
CONSTITUTION adju	stme	nt			DI	RAGO	N BREA	ATH			
CHARISMA adju	adjustment SPELLS or MAGIC STAFF										
NGUAGES: ECIAL SKILLS: Spells, Thief's abil	lities,	Cleric'	s turnii	ıg, etc.							
<b>A</b> 7	,			<u></u>							
TARGET AC:	9	8	7	6	5	4	3	2	1	0	
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19	

EOUIPMENT CARRIED							
EQUIPMENT CARRIED  MAGIC ITEMS	NORMAL ITEMS						
OTHER NOTES including places explored, people & monsters met							
MONEY and TREASURE	EXPERIENCE						
PP: GEMS: GP: EP: SP: CP:	BONUS/PENALTY:						
TOTAL VALUE:	Needed for next level:						