DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Player's Name	Dungeon Master
	3%
	Armor: Shield:
Character's Name Alignment	: + / d
	: + / d
Class Level	: +/d
	: +/d
	35 <u> </u>
	Character Sketch or Symbol
	Movement base: feet
Armor Hit	Encumbrance: pounds
Class Points	Without packs : pounds
ABILITIES:	SAVING THROWS:
	The same of the sa
STRENGTH	POISON or DEATH RAY
adjustment	DEATH MAI
INTELLIGENCE	MAGIC WAND
adjustment	
WISDOM	
adjustment	TURN TO STONE or
	PARALYSIS
DEXTERITY	
adjustment	DRAGON BREATH
	DRAGON BREATH
CONSTITUTION	
adjustment	SPELLS or
	MAGIC STAFF
CHARISMAadjustment	- Aldio o mili
aujustment	
SPECIAL ABILITIES Common, Alignment,	
SPECIAL SKILLS: Spells, Thief's abilities, (loric's turning otc
of Loine Smills. Spens, theis aunities,	zeries turmny, etc.
AC: 9 8 7	6 5 4 3 2 1
"TO HIT" ROLL 10 11 12	13 14 15 16 17 18
NEEDED	

MAGIC ITEMS	NORMAL ITEM	15
		Outfit Packed:
		
		
		
		
	_	
	Iron Rations:	
	uding places explored	
MONEY and TREA		% EXPERIENCE
Carried Stashed GEMS		% EXPERIENCE
		% EXPERIENCE
Carried Stashed GEMS		% EXPERIENCE
Carried Stashed GEMS		% EXPERIENCE