DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Player's N	lame			Dunge	on Master	
					%	×
Character	's Name		Alignment	THAC0		
Class		 Level	Armor	Hit	OME.	*6
STR	ENGTH	adjustment	Class SAVING THR	Points		etch or Symbol
INTI	ELLIGENCE	adjustment	DEATH RAPOISON	AY or		
wis	DOM	adjustment	WANDS, I or PARAL	POLYMORPH YZATION		
DEX	TERITY	adjustment	TURN TO	STONE		
con	NSTITUTION	adjustment	DRAGON	BREATH		
CHA	ARISMA	adjustment	STAVES 8	SPELLS		

DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Player	r's Name			Dunge	eon Master
 Chara	ncter's Name		Alignment	THAC0	OM.
Class	ı	 Level	Armor	Hit	35
	STRENGTH	adjustment	Class SAVING THR	Points OWS:	Character Sketch or Symbos SPECIAL SKILLS
	INTELLIGENCE	adjustment	DEATH R. POISON		
	WISDOM	adjustment	WANDS, or PARAL	POLYMORPH YZATION	
	DEXTERITY	adjustment	TURN TO		
7	CONSTITUTION	adjustment	DRAGON		
	CHARISMA	adjustment	STAVES &	SPELLS	

DUNGEOUS & DRAGONS CHARACTER RECORD SHEET

Player's Name			ne Dungeon Master			
					%	***
Cha	aracter's Name		Alignment	THAC0		
 Clas	SS	 Level				
	STRENGTH	adjustment	Armor Class SAVING THE	Hit Points ROWS:	Character Sketch	-
-	INTELLIGENCE	adjustment	DEATH R POISON	AY or		
	WISDOM	adjustment	WANDS, or PARAI	POLYMORPH YZATION		
	DEXTERITY	adjustment	TURN TO	STONE		
77	CONSTITUTION	adjustment	DRAGON	BREATH		
	CHARISMA	adjustment	STAVES	& SPELLS		

DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Playe	er's Name			Dunge	on Master	
					3%	×
Char	acter's Name		Alignment	THAC0		
Class	<u> </u>	 Level	Armor	Hit	246	*6
	STRENGTH	adjustment	Class SAVING THR	Points	Character Ske	tch or Symbo
	INTELLIGENCE	adjustment	DEATH RAPOISON	AY or		
	WISDOM	adjustment	WANDS, or PARAL	POLYMORPH YZATION		
	DEXTERITY	adjustment	TURN TO	STONE		
	CONSTITUTION	adjustment	DRAGON	BREATH		
	CHARISMA	adjustment	STAVES &	SPELLS		

MAGIC ITEMS	NORMAL I	TEMS		
OTHER NOTES in	cluding places o	explored, people & mons	ters met	
MONEY and TREASURE		FXP	ERIENCE	
PIONEL AIM INERSORE		Needed for ne		

EQUIP	MENT CARRIED			
	MAGIC ITEMS	NORMAL IT	EMS	
			plored, people & monsters met	
	MONEY and TREASUR	KE.	EXPERIENCE Needed for next level:	

.....

EQUIPMENT CARRIED			30
MAGIC ITEMS	NORMAL I	TEMS	
OTHER NOTES inclu	uding places e	xplored, people & monsters met EXPERIENCE	
		Needed for next level:	

				$\overline{}$			
E	EQUIPMENT CARRIED						
	MAGIC ITEMS	NORMAL I	TEMS				
<u> </u>							
		ing places e	xplored, people & monsters met				
	MONEY and TREASURE		EXPERIENCE Needed for next level:				