Dungeons Diegons Character Record Sheet														
Character's Name						Dungeon					1 Master			
Player's Name						Alignment								
Class Level														
ARMOUR Class Hit Dice						Hit Points Chara					acter Sketch or Symbol			
ABILITIES:					ADJUS	ADJUSTMENTS: S					SAVING THROWS:			
	Str	RENGth	1			to mêlée hit, mêlée damage, open doors rolls					Poison or Death Ray			
	Intelligence					languages					Magic Wand			
	Wisdoм					on magic-based saving throws					Turn to Stone or Paralysis			
	Dexterity to missile fire hit rolls, modifies AC Dragon Breat													
	Co	Nstitu	tion		_ to hi	t die ro	IIs for	hit poir	Nts				ŕ	
	Charisma to reaction rolls, also Magic Staff betermines retainer morale							FF						
LANGUAGES: MOVEMENT RATES SPECIAL ABILITIES: Spells, Thief's abilities, Cleric's turning, etc. Normal Encounter Running Swimming														
HIT ROLL TABLE (including adjustments)														
AC	9	8	7	HIT RC	DLL TA	BLE (in	cludino 3	; adjust 2	MENTS)	o	-1	-2	-3	
Mêlée														
Missile														

MONEY and TREASURE Platinum pieces Golò pieces Gp Electrum pieces Gp Silver pieces Sp Copper pieces Sp Coppe	EQUIPMENT	CAR	RIED	MAGIC ITEMS				
MONEY and TREASURE Platinum pieces Gold pieces Electrum pieces Fp Silver pieces Fp Copper pieces								
Platinum pieces pp Golò pieces Gp Electrum pieces ep Silver pieces sp Copper pieces	OTHER NOTES including places explored, people & monsters met, etc.							
Platinum pieces pp Golò pieces Gp Electrum pieces ep Silver pieces sp Copper pieces								
Platinum pieces pp Golò pieces Gp Electrum pieces ep Silver pieces sp Copper pieces								
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Platinum pieces pp Golò pieces Gp Electrum pieces ep Silver pieces sp Copper pieces								
Gold pieces Gp Electrum pieces Ep Silver pieces Sp Copper pieces	MONEY	and 7	CREASURE	EXPERIENCE				
Electrum pieces Ep Silver pieces Sp Copper pieces	Platinum pieces	рр	Gems					
Electrum pieces Ep Silver pieces Sp Copper pieces	Gold pieces	gр						
Silver pieces sp Copper pieces	Electrum pieces							
Copper pieces	Silven pieces							
cn i	Copper pieces							
Cotal Value Cotal Value	Total Value							
Gp Gp Gp I pp = 5 Gp,	I nn – F cn			Needed con Next level.				