

# DUNGEONS & DRAGONS® Character Record Sheet

Player's Name \_\_\_\_\_

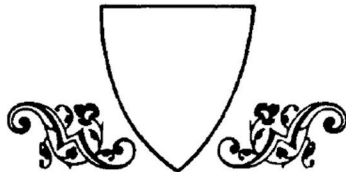
Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

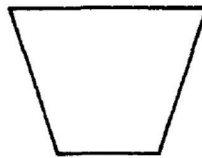
Alignment \_\_\_\_\_

Class \_\_\_\_\_

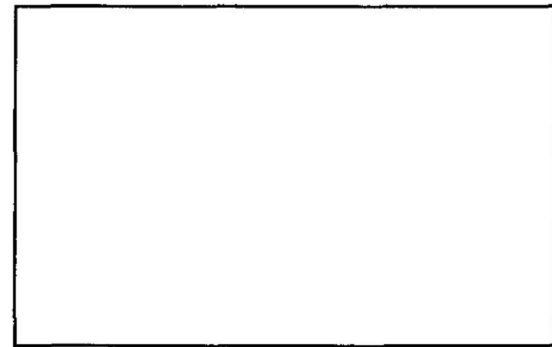
Level \_\_\_\_\_



Armor  
Class



Hit  
Points



Character Sketch or Symbol

## ABILITIES:

## SAVING THROWS:


STRENGTH

\_\_\_\_\_ adjustment

INTELLIGENCE

\_\_\_\_\_ adjustment

WISDOM

\_\_\_\_\_ adjustment

DEXTERITY

\_\_\_\_\_ adjustment

CONSTITUTION

\_\_\_\_\_ adjustment

CHARISMA

\_\_\_\_\_ adjustment


POISON or  
DEATH RAY

MAGIC WAND

TURN TO STONE or  
PARALYSIS

DRAGON BREATH

SPELLS or  
MAGIC STAFF

LANGUAGES: \_\_\_\_\_

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED										

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