

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name _____

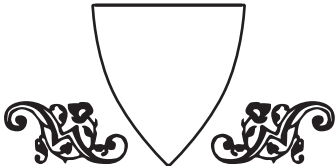
Dungeon Master _____

Character's Name _____

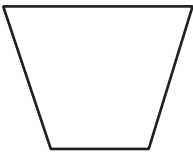
Alignment _____

Class _____

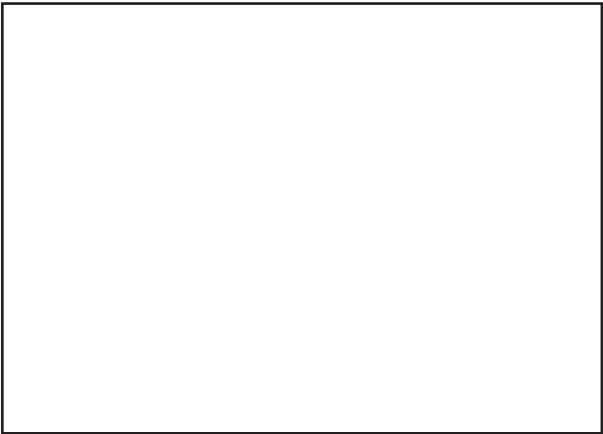
Level _____



Armor
Class



Hit
Points



Character Sketch or Symbol

ABILITIES:

STRENGTH

_____ adjustment

INTELLIGENCE

_____ adjustment

WISDOM

_____ adjustment

DEXTERITY

_____ adjustment

CONSTITUTION

_____ adjustment

CHARISMA

_____ adjustment

SAVING THROWS:

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	10	11	12	13	14	15	16	17	18	19

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