DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

		EQUIPMENT CARRIED
Player's Name	Dungeon Master	MAGIC ITEMS NORMAL ITEMS
	3% ST	
		OTHER NOTES including places explored, people & monsters met
Character's Name Alignment		
\$		
Class Level		OTHER NOTES including places explored, people & monsters met
#G \ / /	25 %	
Armor Hit Class Points	Character Sketch or Symbol	
Armor Hit		
Class Points		
(C)	SAVING THROWS:	
ABILITIES:		
ABILITIES:  STRENGTH		OTHER NOTES including places explored, people & monsters met
STRENGTH	POISON or DEATH RAY	OTHER NOTES including places explored, people & monsters met
	DEATHRAI	27 (8)
intelligence		
adjustment	MAGIC WAND	
WISDOM	TURN TO STONE or	
	PARALYSIS	
adjustment  DEXTERITY  adjustment		
	DRAGON BREATH	
CHARISMA		
adjustment	SPELLS or	
CHARISMA	MAGIC STAFF	
adjustment		DX XX
SPECIAL ABILITIES		MONEY and TREASURE EXPERIENCE
<b>M</b>		
SPECIAL SKILLS: Spells, Thief's abilities,	Cleric's turning, etc.	MONEY and TREASURE EXPERIENCE
NS .		
AC: 9 8 7	6 5 4 3 3 1	
	6 5 4 3 2 1	O Nonded for next levels
"TO HIT" ROLL  NEEDED		Needed for next level: