

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

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

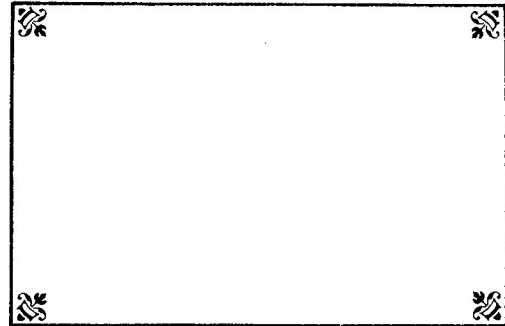
\_\_\_\_\_  
**Dungeon Master**

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

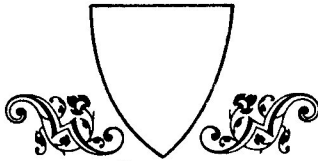
\_\_\_\_\_  
**Alignment**

\_\_\_\_\_  
**Class**

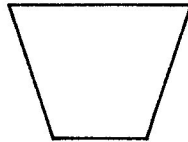
\_\_\_\_\_  
**Level**



**Character Sketch or Symbol**



**Armor  
Class**



**Hit  
Points**

**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**

**SPECIAL ABILITIES** \_\_\_\_\_

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

**"TO HIT" ROLL  
NEEDED**

**AC: 9    8    7    6    5    4    3    2    1    0**

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**EQUIPMENT CARRIED**

**MAGIC ITEMS**

**NORMAL ITEMS**

**OTHER NOTES** including places explored, people & monsters met

**MONEY and TREASURE**

**EXPERIENCE**

**Needed for next level:** \_\_\_\_\_