Character Record Sheet

Character's Name: _____
Player's Name: _____
Dungeon Master: _____

Class: _____
Alignment: _____
Level: _____

Abilities | **Adjustments**

Str	____	Attack, Damage, Open Doors
Int	____	Language(s)
Wis	____	Saving Throws vs. Spells
Dex	____	Missile Attack Rolls, ____ AC
Con	____	Hit Points/Level
Cha	____	Reactions

Experience

Prime Requisite: _____

XP Adjustment: _____

XP Total:

Saving Throws

- Death Ray or Poison
- Magic Wands
- Paralysis or Turn to Stone
- Dragon Breath
- Rod, Staff, or Spell

Combat Notes

Armor Class: Hit Points: Damage: _____

Movement Rate

Normal _____
Encounter _____
Running _____
Other _____

Attack Rolls AC:	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5
Attack Roll Needed:	____	____	____	____	____	____	____	____	____	☐	____	____	____	____	____
										THAC0					

Equipment Carried:

Special Skills and Powers:

Treasure

Carried:		At Home:		Elsewhere:	
pp:	____	pp:	____	pp:	____
gp:	____	gp:	____	gp:	____
ep:	____	ep:	____	ep:	____
sp:	____	sp:	____	sp:	____
cp:	____	cp:	____	cp:	____
gems:	____	gems:	____	gems:	____
	____		____		____
	____		____		____

Other Character Notes

Full Name: _____

Additional Names and Titles: _____

Race: _____ Age: _____
Height: _____ Hair: _____
Weight: _____ Eyes: _____

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