

Dungeons & Dragons

Character Record

player

dungeon master

armor class

hit points

character name

alignment

class(es)

level(s)

full hit points

age

gender

height

weight

race

languages

STR
Strength

INT
Intelligence

WIS
Wisdom

DEX
Dexterity

CON
Constitution

CHA
Charisma

hit prob.

dam. adj.

bend bars lift gates

wgt. allow.

open doors

max. lang.

know spell

min. spells

max. spells

mag. attack adjustment

spell bonus

spell failure

react / missile adjustment

defense adj.

hit point adjustment

system shock

resurrect survival

max. hench.

loyalty base

reaction adjustment

SAVING THROWS

Paralyzation, Poison, Death Magic

Petrification, Polymorph

Rod, Staff, Wand

Breath Weapon

Spell

BONUS

p79 DMG

character sketch / symbol

WEAPONS		p37, 38 PHB		damage		speed /		AC adjustment										range		
name	weight	S / M	L	fire	rate	2	3	4	5	6	7	8	9	10	S	M (-2)	L (-5)			

“TO HIT” ROLLS

-10

-9

-8

-7

-6

-5

-4

-3

-2

-1

0

0

1

2

3

4

5

6

7

8

9

10

SPELLS PER DAY

Cleric: p20; Druid: p21; Ranger: p25
Magic-User: p26; Illusionist: p26

Base

Bonus

Overall

1

2

3

4

5

6

7

8

9

THIEF SKILLS

p12, 28 PHB

pick pockets

open locks

find / rem. traps

move silently

hide in shadows

hear noise

climb walls

read languages

Base

Racial

Dex Adj.

Overall

ATTACKS PER ROUND

p25 PHB

EXPERIENCE POINTS

Next Level: