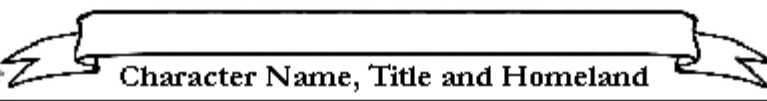


# DUNGEONS & DRAGONS



Character Name, Title and Homeland

Class \_\_\_\_\_ Level \_\_\_\_\_ Prime Requisite \_\_\_\_\_ XP \_\_\_\_\_ Next Level \_\_\_\_\_ Bonus \_\_\_\_\_  
 Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_ Hair Color \_\_\_\_\_ Eye Color \_\_\_\_\_

**Score | Ability | Mod | Modifies**

- STR  Melee Atk, Melee/Hurled Dam, Open Doors (5 or 6 on 1d6)  
Save vs. Paralysis/Petrify
- INT  Languages, Skills, Save vs. Mind Atk
- WIS  Save vs. Spells
- DEX  Hurled/Missile Atk, AC, Initiative (1d6)  
Save vs. Wands/Breath Weapons
- CON  HP, Save vs. Poison
- CHA  Reaction

**Character Sketch or Symbol**



**Armor Class**

**Hit Points**

**THACO**



Melee



Ranged

**Death Ray/Poison**

**Wand**

**Paralysis/Petrify**

**Breath**

**Rod/Staff/Spell**



Base | Mod

Total

Base | Mod

Total

Base | Mod

Total

Base | Mod

Total

Base | Mod

Total

**Weapon Name | Mastery Level | THACO | Damage | Range (S/M/L) | Special Notes**

_____	_____	_____	_____	____/____/____	_____
_____	_____	_____	_____	____/____/____	_____
_____	_____	_____	_____	____/____/____	_____
_____	_____	_____	_____	____/____/____	_____

Enc. \_\_\_\_\_ lbs | Road/Trail | Clear/Grass | Mud/Snow/Hill | Ice/Swamp

Normal Sp. | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

Encounter Sp. | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

Running Sp. | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

**Exploration**

Secret Doors: \_\_\_\_\_ on 1d6

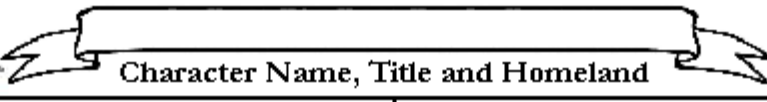
Hear Noises: \_\_\_\_\_ on 1d6

Open Doors: 5 or 6 on 1d6





# DUNGEONS & DRAGONS



Character Name, Title and Homeland

Lvl.   Spell Name   Spell Description	Lvl.   Spell Name   Spell Description
1st- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	6th- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
2nd- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	7th- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
3rd- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	8th- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
4th- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	9th- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
5th- _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	<p style="text-align: center;"><b>Spells per Day</b></p> <p>1st- ____ 4th- ____ 7th- ____</p> <p>2nd- ____ 5th- ____ 8th- ____</p> <p>3rd- ____ 6th- ____ 9th- ____</p>
<p style="text-align: center;"><b>Magic-User and Elf Spells</b></p>	



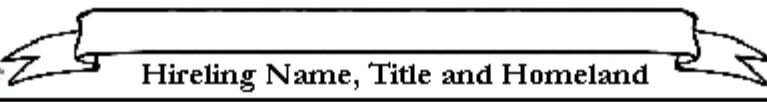
Character Name, Title and Homeland



Thief, Mystic, and Fighter Abilities, and Racial Characteristics

<p><b>Ability Name   Chance of Success   Mystic Ability</b></p> <p>Open Locks _____</p> <p>Find Traps _____</p> <p>Remove Traps _____</p> <p>Climb Walls _____</p> <p>Move Silently _____</p> <p>Hide In Shadows _____</p> <p>Pick Pockets _____</p> <p>Hear Noise _____</p> <p>Read Languages _____</p> <p>Other Thief Abilities          Backstab (+4 attack, double damage)          Read Magic-User Scroll (10% backfire)</p>	<p><b>Fighter Abilities</b></p> <p>Smash: 9th level. Drop to last in initiative order, -5 to attack roll to add Strength score to damage.          Parry: 9th level. Make no attacks, all incoming attacks take a -4 penalty.          Vows of Chivalry: 9th level. Detect Evil: as Cleric spell. Clerical Spells: as Cleric of 1/3 Fighter level.          Turn Undead: as Cleric of 1/3 Fighter level.          Additional Attacks: 12th, 24th, and 36th level.          Make an extra attack on any monster the Fighter is able to hit on a 2+ Attack Roll.</p>
<p><b>Other Mystic Abilities</b></p> <p>Unarmed Attack As _____</p> <p>AC   Move'   #Atk   Damage          _____ _____ _____ _____</p> <p>Awareness (only surprised on 1 on 1d6)          Heal Self (1 HP per level)          Speak with Animals (or Giant Animals)          Resistance (1/2 damage from Breath Weapons and Spells, 1/4 on Successful Saving Throw)          Speak with Anyone          Mind Block (ESP, hold, slow, charm, quest, geas)          Blankout (disappear 1 rd/level)          Gentle Touch (charm, cureall, death, quest or paralysis)</p>	<p><b>Dwarf Abilities</b></p> <p>Heatvision. Stonelore: 1-2 on 1d6 detects stonework traps, stone secret doors, new construction, and slopes.          Multiple Attacks: 12th, 20th, and 36th. As Fighter.          Smash/Parry: 12th level. As Fighter.          Spell Resistance: 16th. Take 1/2 (1/4 on successful saving throw) damage from all spells and spell-like abilities.</p> <p><b>Elf Abilities</b></p> <p>Heatvision. Elf Sight: 1-2 on 1d6 detects secret doors. Ghoul Immunity: immune to paralysis caused by undead.          Multiple Attacks: 11th, 18th. As Fighter.          Smash/Parry: 11th. As Fighter.          Breath Evasion: 14th. Take 1/2 (or 1/4 on successful save) damage from breath weapons.</p> <p><b>Halfling Abilities</b></p> <p>Small: -2 AC vs. larger than human creatures.          Nimble: +1 ranged attacks and initiative.          Unobtrusive: 90% hide outdoors, 33% indoors.          Spell Resistance: 9th. As Dwarf.          Multiple Attacks/Smash/Parry: As Dwarf.          Breath Evasion: 15th. Take 1/2 (or 1/4 on successful save) damage from breath weapons.</p>

# DUNGEONS & DRAGONS



Hireling Name, Title and Homeland

Class \_\_\_\_\_ Level \_\_\_\_\_ Prime Requisite \_\_\_\_\_ XP \_\_\_\_\_ Next Level \_\_\_\_\_ Rate \_\_\_\_\_

**Score | Ability | Mod | Modifies**

- STR  Melee Atk, Melee/Hurled Dam, Open Doors (5 or 6 on 1d6)  
Save vs. Paralysis/Petrify
- INT  Languages, Skills, Save vs. Mind Atk
- WIS  Save vs. Spells
- DEX  Hurled/Missile Atk, AC, Initiative (1d6)  
Save vs. Wands/Breath Weapons
- CON  HP, Save vs. Poison
- CHA  Reaction

**Equipment**

Item Name | Weight (lbs)


**Armor Class**

**Hit Points**

**THACO**



Melee



Ranged

**Death Ray/Poison**

**Wand**

**Paralysis/Petrify**

**Breath**

**Rod/Staff/Spell**

Base | Mod

Total

Base | Mod

Total

Base | Mod

Total

Base | Mod

Total

Base | Mod

Total

**Weapon Name | Mastery Level | THACO | Damage | Range (S/M/L) | Special Notes**

_____	_____	_____	_____	____/____/____	_____
_____	_____	_____	_____	____/____/____	_____

Enc. \_\_\_\_\_ lbs | Road/Trail | Clear/Grass | Mud/Snow/Hill | Ice/Swamp

Normal Sp. | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

Encounter Sp. | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

Running Sp. | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_ | \_\_\_\_\_

**Exploration**

Secret Doors: \_\_\_\_\_ on 1d6

Hear Noises: \_\_\_\_\_ on 1d6

Open Doors: 5 or 6 on 1d6

**Spells, Special Abilities, or Notes**