

## Character Record Sheet

Character's Name:

Class:

Player's Name: \_\_\_\_\_

Alignment:

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**Dungeon Master:**

[Level]:

Abilities	Adjustments	Experience	XP Total:
Str	Attack, Damage, Open Doors	Prime	
Int	Language(s)	Requisite:	_____
Wis	Saving Throws vs. Spells		
Dex	Missile Attack Rolls, _____ AC	XP	
Con	Hit Points/Level	Adjustment:	_____
Cha	Reactions		

Saving Throws	Combat Notes	Movement Rate
<input type="checkbox"/> Death Ray or Poison <input type="checkbox"/> Magic Wands <input type="checkbox"/> Paralysis or Turn to Stone <input type="checkbox"/> Dragon Breath <input type="checkbox"/> Rod, Staff, or Spell	Armor Class: <input type="text"/>  Hit Points: <input type="text"/> Damage: <input type="text"/>	Normal <input type="text"/> Encounter <input type="text"/> Running <input type="text"/> Other <input type="text"/>

AC:	9	8	7	6	5	4	3	2	1	0	<input type="text"/>	-1	-2	-3	-4	-5	melee adj: _____
Attack Roll Needed:	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	THAC0	_____	_____	_____	_____	_____	missile adj: _____ other: _____

Treasure	Carried:	At Home:	Elsewhere:
pp:	pp:	pp:	pp:
sp:	sp:	sp:	sp:
ep:	ep:	ep:	ep:
sp:	sp:	sp:	sp:
cp:	cp:	cp:	cp:
gems:	gems:	gems:	gems:

<b>Other Character Notes</b>	
Full Name:	_____
Additional Names and Titles: _____	
_____	
_____	
Race:	Age:
Height:	Hair:
Weight:	Eyes:

Weapon:	Level of Mastery:
THAC0: _____	Damage: _____
Special:	Defense: _____
Range:	
Weapon:	Level of Mastery:
THAC0: _____	Damage: _____
Special:	Defense: _____
Range:	

Weapon:	Level of Mastery:	
THAC0:	Damage:	Defense:
Special:	Range:	
Weapon:	Level of Mastery:	
THAC0:	Damage:	Defense:
Special:	Range:	

Other Notes: \_\_\_\_\_

1

Magic Item: \_\_\_\_\_  
Effect(s): \_\_\_\_\_  
Damage(s): \_\_\_\_\_

Magic Item: \_\_\_\_\_  
Effect(s): \_\_\_\_\_  
Damage(s): \_\_\_\_\_

Wrestle Rating: \_\_\_\_\_  
Damage: \_\_\_\_\_  
Pinned WR: \_\_\_\_\_