

Dungeons & Dragons

Character Record

player

dungeon master

character name

alignment

class(es)

level(s)

full hit points

age

gender

height

weight

race

languages

Armor Class

Hit Points

character sketch / symbol

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

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

find / rem. open locks

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: