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# Dungeons & Dragons®

Official Game  
Accessory

## CHARACTER RECORD SHEETS



TSR™  
TSR, Inc.



# DUNGEONS & DRAGONS® Character Record Sheet

Steve Winter

Player's Name

Bruce Heard

Dungeon Master

Theodore Baldric

Character's Name

Lawful

Alignment

Halfling

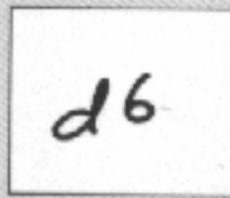
Class

2

Level



Armor Class



Hit Die



Hit Points



Character Sketch or Symbol

ABILITIES:

ADJUSTMENTS:

SAVING THROWS:

12
8
11
14
13
10

STRENGTH

\_\_\_\_\_

to melee hit, melee damage, open doors rolls

INTELLIGENCE

-1

(see Intelligence adjustments in rulebook for number of languages)

WISDOM

\_\_\_\_\_

on magic-based saving throws

DEXTERITY

+1

to missile fire hit rolls, modifies AC

CONSTITUTION

+1

to hit die rolls for hit points

CHARISMA

\_\_\_\_\_

to reaction rolls, also determines retainer morale

8
9
10
13
12

POISON or DEATH RAY

MAGIC WAND

TURN TO STONE or PARALYSIS

DRAGON BREATH

SPELLS or MAGIC STAFF

LANGUAGES: Common (read + write simple words), Lawful

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.

- 2 AC bonus when attacked by larger-than-man-size creatures
- +1 bonus to hit with missile weapons
- Hide in shadows

HIT ROLL TABLE

HIT ROLL ADJUSTMENTS  
Melee Missile

TARGET AC:	9	8	7	6	5	4	3	2	1	0		
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19	∅	+2







# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:  
GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

### MAGICAL ITEMS

Dagger which can  
tell direction

Cloak which withstands  
all cold

### NORMAL ITEMS

shortsword (1d6)  
shortbow (50/100/150, 1d6)  
leather armor + shield  
16 arrows  
Backpack  
Lantern + oil  
8 spikes + hammer  
Tinder Box  
Rations, 1 week

### OTHER NOTES including places explored, people & monsters met

has explored 1st level, east wing of 2d level of  
catacombs beneath Ragnar Keep.

Worked as scout for Lord Lionheart's expedition  
into the Barrens.

### MONEY and TREASURE

PP:  
GP: 24  
EP:  
SP: 112  
CP:

GEMS:  
500 GP ruby

TOTAL VALUE: 535.2 gold

### EXPERIENCE

2,412

Prime Requisite Score

12/14

Bonus/Penalty

+5%

Needed for next level:

4,000



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## CHARACTER RECORD SHEETS

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