### Dungeons & Dragons Character Record Sheet

#### Player's Name

#### Character's Name

**Alignment**

#### Class

##### Armor Class

##### Hit Points

##### ABILITIES:

- **Strength**: [ ]
- **Intelligence**: [ ]
- **Wisdom**: [ ]
- **Dexterity**: [ ]
- **Constitution**: [ ]
- **Charisma**: [ ]

**Adjustment**

**SAVING THROWS:**

- Poison or Death Ray
- Magic Wand
- Turn to Stone or Paralysis
- Dragon Breath
- Spells or Magic Staff

##### LANGUAGES:

- [ ]

##### SPECIAL SKILLS:

Spells, Thief's abilities, Cleric's turning, etc.

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### Equipment Carried

#### Magic Items

#### Normal Items

#### Other Notes

Including places explored, people & monsters met

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### Money and Treasure

<table>
<thead>
<tr>
<th>GEMS:</th>
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<tbody>
<tr>
<td></td>
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<table>
<thead>
<tr>
<th>EXPERIENCE</th>
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<tbody>
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<td>PP:</td>
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<tr>
<td>GP:</td>
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<tr>
<td>EP:</td>
</tr>
<tr>
<td>SP:</td>
</tr>
<tr>
<td>CP:</td>
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### Target AC

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<th>7</th>
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<th>3</th>
<th>2</th>
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<tbody>
<tr>
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<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
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