## **Character Record Sheet**

Player's Name:	::			Alignment:				
Abilities  Str Int Wis Dex Con Cha	Languag Saving T	Throws vs. Spells  Attack Rolls, AC  ts/Level	Experience Prime Requisite:  XP Adjustment:	XP Total:				
Magic V Paralysi Dragon	Ray or Poison Wands is or Turn to Stone a Breath eaff, or Spell	Combat Notes Armor Class: H	it Points: Damage:	Movement Rate  Normal  Encounter  Running  Other				
Attack Rolls Attack Roll I	AC: 9 8 Needed:	7 6 5	4 3 2 1 0 	AC0				
Equipment Carrie	ed:		Special Skills and Powers:					
Treasure Carried:     pp:     gp:     ep:     sp:     cp:     gems:	At Home:  - pp:  - gp:  - ep:  - sp:  - cp:  - gems:	Elsewhere:  pp: gp: ep: sp: cp: gems:	Other Character Notes  Full Name:  Additional Names and Titles  Race:  Height:  Weight:					

## Spell Book Sheet

Character:			Player:		
Name of Spell	Spells of Level: Description in Brief	Source of Spell	Name of Spell	Spells of Level: Description in Brief	Source of Spell

## **Adventure Record Sheet**

Real Date:  Campaign Date:							cipal Goal: ngeon'Master:				
Character Roster Name		Class		Level			AC	hp	Magic + Du	ırations	
						— <b>'</b>	(				
				<u> </u>							
					-						
Monsters Encountered Name	NA	AC	hp	THAC0	#AT	Dmg		Save	MV	ML	XPV
											· · · · · · · · · · · · · · · · · · ·
Treasures Found		*									
								_			
Events of the Adventu	re										