DUNGEONS & DRAGONS character sheet

NAME	CLASS/SUB-CLASS	LEVEL	HIT DICE	ALIGNMENT

ABILITIES

ABILITIES	Score	Bonuses Etc.				Prime Requisite Bonuses
Strength		Hit Prob.	Damage	Encumb. Bonus	Open Doors	
Intelligence		% Know Spell	Min. No. Spells	Max No. Spells		
Wisdom						
Constitution		Hit Die Bonus	Prob. of Res. Sur.	Prob. of Spell Sur.		
Dexterity						
Charisma		Max No. Hirelings		Loyalty Base		

ENCUMBRANCE

Max Allowed

COMBAT

Armour Class	
Type of Die	

Hits:

Hit Location:

MAGIC

Spells	Magic Objects
	Knowledge

EQUIPMENT

Total Cost	
Total Encumbrance	

	At Start of Adv.	Accumulated during Adventure
GOLD PIECES		
EXPERIENCE		

HIRELINGS

Special Abilities, Notes etc.

DUNGEONS & DRAGONS
character sheet

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ABILITIES

ABILITIES	Score	Bonuses Etc.				Prime Requisite Bonuses
		Hit Prob.	Damage	Encumb. Bonus	Open Doors	
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		% Know Spell	Min. No. Spells		Max No. Spells	
Intelligence						
Wisdom						
		Hit Die Bonus	Prob. of Res. Sur.		Prob. of Spell Sur.	
Constitution						
Dexterity						
		Max No. Hirelings		Loyalty Base		
Charisma						

ENCUMBRANCE

Max Allowed

COMBAT

Armour Class	
Type of Die	

Hits:

Hit Location:

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Spells	Magic Objects
	Knowledge

EQUIPMENT

Total Cost	
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HIRELINGS

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DUNGEONS & DRAGONS™ CHARACTER SHEET

NAME

SEX/RACE

CLASS

LEVEL

HITS

A.C.

LANGUAGES SPOKEN

WEAPON PROFICIENCY

STRENGTH

Hit Prob.

Damage Adj.

Wt. Allowance.

Open Doors

Bend Bars

INTELLIGENCE

Know Spell

Min. Spells/Lev.

Max. Spells/Lev.

WISDOM

Spell Bonus

Spell Failure

Magic Att. Adj.

CONSTITUTION

Hit Point Adj.

Res. Surv.

Sys. Shock Surv.

Magic Att. Adj.

DEXTERITY

React./Att. Adj.

Defense Adj.

CHARISMA

React. Adj.

Max. Henchmen

Loyalty Base

THIEVING ABILITIES

Pick Pockets

Open Locks

Find/Remove Traps	Move Silently	Hide in Shadows
Hear Noise	Climb Walls	Read Languages

ATTS./MELEE

WT. CARRIED

SPELL BOOK

MAGIC ITEMS

EXPERIENCE
Exp. Bonus

GOLD
Initial

EQUIPMENT	WT.	LOCATED	COST

MISC.	WT.

NOTES

ALIGNMENT

LG	NG	CG
LN	N	CN
LE	NE	CE

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