DDREF1 ACCESSORY

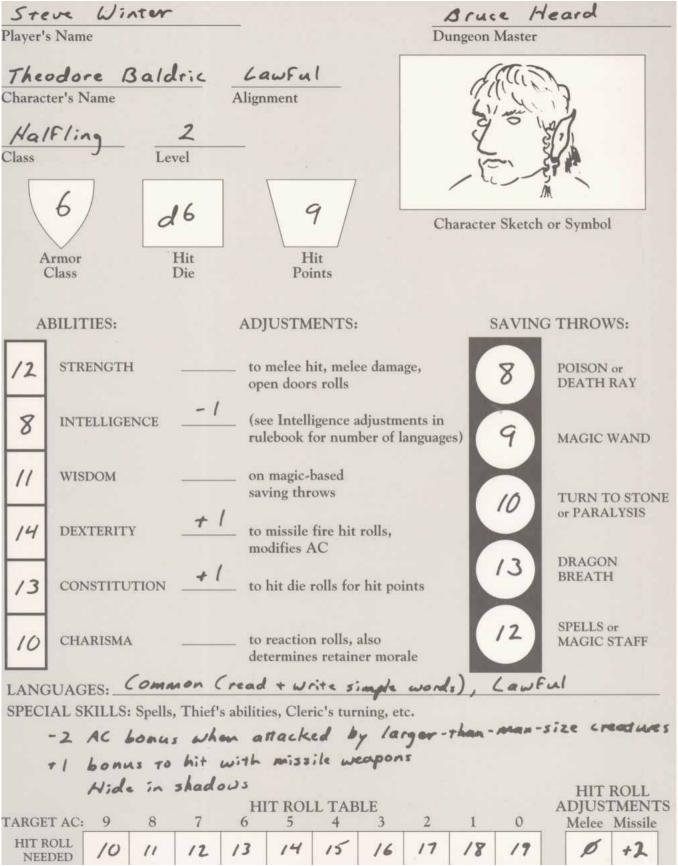
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CHARACTER RECORD SHEETS







			NO TO										
Player's Nam	ne	1			Dungeon Master								
Character's Name					Alignment								
Class		Le	vel	7 0									
	7		. 1				7				22 (14)		
						/		С	haracte	r Sketcl	n or Symbol		
Armor			Hit			lit							
Class			Die			ints					112.111		
ABILIT	TEC.			AD	II loves	(E) ITC							
ADILIT	IE5;			AD	JUSTN	IEN 15				SAVIN	G THROWS:		
STR	ENGTH		-		melee l		ee dama	age,			POISON or		
	open doors rolls DEATH RAY								DEATH RAY				
INT	ELLIGE	LIGENCE (see Intelligence adjustments in rulebook for number of languages) MAGIC WAND							MAGIC WAND				
WIE	WISDOM on magic-based												
Wisi	DOM				ving thr						TURN TO STONE		
DEX	TERITY			to	missile	fire hit	rolls.				or PARALYSIS		
				mo	odifies A	AC					DRAGON		
CON	STITUT	TION		to	hit die	rolls for	r hit po	ints			BREATH		
											CONT. C		
CHA	RISMA		-		reaction termine			,la			SPELLS or MAGIC STAFF		
LANOULAG	FC			ue	termine	s retain	er mor	are					
LANGUAG SPECIAL SI		Spells	Thief'	s abiliti	es, Cler	ic's tur	ning, et	c.					
				Į.n	T ROL	ITAR	I F				HIT ROLL ADJUSTMENTS		
TARGET AC:	9	8	7	6	5	4	3	2	1	0	Melee Missile		
HIT ROLL NEEDED													

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including plants of the state of	aces explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GP: EP: SP: CP: TOTAL VALUE:	Prime Requisite Score Bonus/Penalty Needed for next level:

			2								
Player's Nan	ne	80	P.L.v.	w 1				D	ungeon	Master	
Character's 1	Vame	4 74		Align	nment						
Class		Le	vel								
	7			7							
						/		C	haracte	r Sketcl	n or Symbol
Armor			Hit		T	lit					. or oymoor
Class			Die			ints					
ABILIT	TIES:			AD	JUSTM	ENTS				SAVIN	G THROWS:
STR	ENGT	н			melee l		ee dama	ige,			POISON or
				open doors rolls DEATH RAY						DEATH RAY	
INT	INTELLIGENCE (see Intelligence adjustments in rulebook for number of languages) MAGIC W										
				ru	lebook	for num	iber of I	anguage	es)		MAGIC WAND
WIS	DOM		-		magic- ving thr						
											TURN TO STONE or PARALYSIS
DEX	TERIT	Y	-		missile odifies		rolls,				
000	T. CAPPAN PROV.	TOTAL COLOR									DRAGON BREATH
CON	VS111C	JTION		to	hit die	rolls to	hit po	ints			
CHA	RISMA	4		to	reaction	n rolls.	also				SPELLS or MAGIC STAFF
					termine			ale			MAGIC STATE
LANGUAG								- 5			
SPECIAL SI	KILLS	: Spells	, Thief'	s abiliti	es, Cler	ric's tur	ning, et	c.			
											HIT ROLL
TARGET AC:	9	8	7	H1 6	T ROL	L TAE	LE ₃	2	4	0	ADJUSTMENTS
HIT ROLL		0		U	3	7	3	4	1		Melee Missile
NEEDED											

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including p	laces explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GP:	
EP: SP:	Prime Requisite Score Bonus/Penalty
CP: TOTAL VALUE:	Needed for next level:

			THE RESERVE OF THE PERSON NAMED IN		
Player's Name		Dungeon Master	N. S.		
Character's Name					
Class Level					
Armor Hit	Hit	Character Sketch	or Symbol		
Class Die	Points				
ABILITIES:	ADJUSTMENTS:	SAVINO	THROWS:		
STRENGTH	to melee hit, melee dama	age,	POISON or DEATH RAY		
INTELLIGENCE	(see Intelligence adjustments in rulebook for number of languages) MAGIC WA				
WISDOM	on magic-based saving throws		TURN TO STONE or PARALYSIS		
DEXTERITY	_ to missile fire hit rolls, modifies AC		OI PARALISIS		
CONSTITUTION	_ to hit die rolls for hit po	ints	DRAGON BREATH		
CHARISMA	_ to reaction rolls, also determines retainer more				
LANGUAGES:					
SPECIAL SKILLS: Spells, Thief's	abilities, Cleric's turning, et	c.	HIT ROLL		
TARGET AC: 9 8 7	HIT ROLL TABLE	2 1 0	ADJUSTMENTS Melee Missile		
HIT ROLL NEEDED			TAUGHT .		

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	ces explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP: EP:	EXPERIENCE
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's N	ame	- 0	1					Di	ingeon l	Master	
Character's Name Alignme							18.4				
							_ 12				
Class		Le	vel								
					1						
								01	Longon	OI 1	
	/			33.11				Cl	naracter	Sketch	or Symbol
Arm			Hit Die			lit ints					
ABI	LITIES:			AD.	JUSTM	ENTS:			S	AVIN	G THROWS:
S	TRENGT	H			melee l en door	nit, mele s rolls	ee dama	ige,			POISON or DEATH RAY
INTELLIGENCE (see Intelligence adjustments in rulebook for number of languages) MAGIC WANI						MAGIC WAND					
,	VISDOM			on	magic-	basad				_	
l ·	VISDOM		71.7		ving the						TURN TO STONE
Т	EXTERIT	v		to	missile	fire hit	rolls				or PARALYSIS
	DA I DICI I				odifies A		Tons,				DRAGON
C	ONSTITU	JTION		to	hit die	rolls for	r hit po	ints			BREATH
						ESTERN, EST				4	
C	HARISM	A		to	reactio	n rolls,	also				SPELLS or MAGIC STAFF
				de	termine	s retain	er mora	ale		-4	
LANGU				S II							
SPECIAI	SKILLS	: Spells	Thief'	s abiliti	es, Cle	ric's tur	ning, et	c.			
											THE POLY
				Н	T ROI	L TAE					HIT ROLL ADJUSTMENTS
TARGET A		8	7	6	5	4	3	2	1	0	Melee Missile
HIT ROL NEEDEL					y h						

	Little							40 10 10 10
Player's Name					Di	ingeon	Master	
Character's Name	Align	1 20						
Classia								
Class Level		<u> </u>	1 13					
				1	CI	naracter	Sketch	or Symbol
Armor Hit		Н	lit					
Class Die		Poi						
ABILITIES:	ADJ	USTM	ENTS:				SAVING	G THROWS:
OTDENOTH			te mult					
STRENGTH _		melee h en door:		e dama	ige,			POISON or DEATH RAY
INTELLIGENCE (see Intelligence adjustments in rulebook for number of languages)						MAGIC WAND		
The state of the s								
WISDOM _	WISDOM on magic-based saving throws							
	347							TURN TO STONE or PARALYSIS
DEXTERITY		missile difies A		rolls,			\preceq	
	mo	diffes P	ic.					DRAGON
CONSTITUTION _	to 1	hit die 1	rolls for	hit po	ints			BREATH
								OTHER Y C
CHARISMA		reaction						SPELLS or MAGIC STAFF
	det	ermine	s retain	er mora	ale			Con Line
LANGUAGES:							1 41.	
SPECIAL SKILLS: Spells, TI	hief's abilitie	es, Cler	ic's tur	ning, et	c.			
	LII	T ROL	ITAR	IF				HIT ROLL ADJUSTMENTS
TARGET AC: 9 8	7 6	5	4	3	2	1	0	Melee Missile
HIT ROLL NEEDED								

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	places explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GP: EP: SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's Nan	ie	l mail	H	File.				Dungeon Master				
Character's Name Alignment												
Class	_	Le	vel				149					
					1	7	a					
								Cl	awa aka w	. Cleatals	or Symbol	
					_			Ci	iaracter	Sketch	or Symbol	
Armor Class			Hit Die			lit ints						
ABILITIES: ADJUSTMENTS: SA'								SAVINO	G THROWS:			
STR	STRENGTH to melee hit, melee damage, POISON or								DOLEON			
511	LINGII			to melee hit, melee damage, open doors rolls POISON or DEATH RAY								
INTELLIGENCE (see Intelligence adjustments in												
								anguage	s)		MAGIC WAND	
wis	DOM			on	magic-	based						
					ving thr						TURN TO STONE	
DEX	TERIT	Y			missile		rolls,	or PARALYSIS				
				mo	odifies A	AC					DRAGON	
con	NSTITU	TION		to	hit die	rolls for	hit po	ints			BREATH	
											anni i a	
CHA	ARISMA	1			reaction						SPELLS or MAGIC STAFF	
				de	termine	s retain	er mora	ale		4		
LANGUAC		0 11	773. 1. 71	1.000	CI	5 f v	1/49					
SPECIAL S	KILLS	: opens	, I nier	s abiliti	es, Cler	ne's tur	ning, ei	C.				
											HIT ROLL	
TARGET AC:	9	8	7	H 6	IT ROI	L TAB	LE 3	2	1	0	ADJUSTMENTS Melee Missile	
HIT ROLL		0	-	0				20			William I was the	
NEEDED												

Player's Name								Dungeon Master				
Character's Name Alignment												
							1441					
Class		Le	vel									
					T							
								Cl		Cleatal	as Sumbat	
						/		CI	iaracter	Sketch	or Symbol	
Armor Class			Hit Die			lit ints						
ABILITI	ES:			AD.	JUSTM	ENTS:			S	SAVIN	G THROWS:	
STRE	NGTH			to	melee l	nit, mel	ee dama	ige.			POISON or	
	STRENGTH to melee hit, melee damage, OPENTH DEATH RAY											
INTELLIGENCE (see Intelligence adjustments in												
				ru	lebook i	for num	iber of l	anguage	es)		MAGIC WAND	
WISD	ОМ				magic-					\prec 1		
				sa	ving thr	ows					TURN TO STONE or PARALYSIS	
DEXT	ERITY					fire hit	rolls,	William				
				mo	odifies /	AC					DRAGON	
CONS	TITUT	TION		to	hit die	rolls for	r hit poi	ints			BREATH	
											SPELLS or	
CHAR	RISMA		-			n rolls,	also er mora	ale			MAGIC STAFF	
I ANIGUA OF	0			uc	cermine	S retain	ici mora	arc				
SPECIAL SKI		Spells	Thief'	s abiliti	es. Clei	ric's tur	ning, et	c.				
		A Connect										
				***		x	W. W.				HIT ROLL	
TARGET AC:	9	8	7	6 6	T ROI	L TAE	3	2	1	0	ADJUSTMENTS Melee Missile	
HIT ROLL NEEDED	1										H. A. C.	
					-							

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including pl	laces explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GEMS: EP: SP:	Prime Requisite Score Bonus/Penalty
CP: TOTAL VALUE:	Needed for next level:

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	es explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP: EP:	EXPERIENCE
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
	ces explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GEMS: EP:	
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	res explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP: EP: SP: CP: TOTAL VALUE:	Prime Requisite Score Bonus/Penalty Needed for next level:

Player's Name		Dungeon Master
Character's Name	Alignment	
Class Level		
		Character Sketch or Symbol
Armor Hit Class Die	Hit Points	
ABILITIES:	ADJUSTMENTS:	SAVING THROWS:
STRENGTH	to melee hit, melee damage open doors rolls	POISON or DEATH RAY
INTELLIGENCE	_ (see Intelligence adjustmer rulebook for number of lar	nts in mguages) MAGIC WAND
WISDOM	on magic-based saving throws	TURN TO STONE
DEXTERITY	to missile fire hit rolls, modifies AC	or PARALYSIS
CONSTITUTION	to hit die rolls for hit point	DRAGON BREATH
CHARISMA	to reaction rolls, also determines retainer morale	SPELLS or MAGIC STAFF
LANGUAGES:		
SPECIAL SKILLS: Spells, Thief's	abilities, Cleric's turning, etc.	
TARGET AC: 9 8 7	HIT ROLL TABLE 6 5 4 3	HIT ROLL ADJUSTMENTS 2 1 0 Melee Missile
HIT ROLL NEEDED		2 1 0 Melee Missile

Player's Name		Dungeon Master
		2 diagona transcer
Character's Name	Alignment	
Class Level		
		Character Sketch or Symbol
Armor Hit	Hit	
Class Die	Points	
ABILITIES:	ADJUSTMENTS:	SAVING THROWS:
STRENGTH	to melee hit, melee damage, open doors rolls	POISON or DEATH RAY
INTELLIGENCE	_ (see Intelligence adjustments rulebook for number of langu	in MAGIC WAND
WISDOM	on magic-based saving throws	TURN TO STONE or PARALYSIS
DEXTERITY	to missile fire hit rolls, modifies AC	W.T.Hita. 1919
CONSTITUTION	to hit die rolls for hit points	DRAGON BREATH
CHARISMA	to reaction rolls, also determines retainer morale	SPELLS or MAGIC STAFF
LANGUAGES:		
SPECIAL SKILLS: Spells, Thief's	abilities, Cleric's turning, etc.	
	HIT ROLL TABLE	HIT ROLL ADJUSTMENTS
TARGET AC: 9 8 7 HIT ROLL	6 5 4 3 2	1 0 Melee Missile
NEEDED		

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	places explored, people & monsters met
THE PERSON NAMED IN COLUMN TWO	
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GP:	
EP:	
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's Na	me							Ī)ungeo	n Maste	
Character's	Name	-		Alig	gnment						
Class	7	L	evel				7	C	haract	er Sketc	h or Symbol
Armo			Hit Die			Hit					
ABILI	TIES:			AD	JUSTN	MENTS:	:			SAVIN	G THROWS:
ST	RENGT	Н		to	melee pen doo	hit, melers rolls	ee dam	age,			POISON or DEATH RAY
IN	FELLIG	ENCE		(s	ee Intel ilebook	ligence a for num	adjustm iber of	nents in languag	es)		MAGIC WAND
WI	SDOM				n magic- ving the				7		TURN TO STONE
DE	XTERIT	Y	-		missile odifies	fire hit AC	rolls,			\prec	or PARALYSIS
со	NSTITU	JTION		to	hit die	rolls for	hit po	ints			DRAGON BREATH
СН	ARISM	A				n rolls, a		ale			SPELLS or MAGIC STAFF
LANGUAG		0 11	pene a los	7.44							
SPECIAL S	KILLS	: Spells	, 1 hief	s abilit	ies, Clei	ric's turi	ning, et	c.			HITPOH
TARGET AC	9	8	7	H	IT ROL	L TAB	LE 3	2	4	0	HIT ROLL ADJUSTMENTS
HIT ROLL NEEDED									1	0	Melee Missile

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including p	laces explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP:	EXPERIENCE
EP: SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's Name		Du	ingeon Master	
Character's Name Class Level	Alignment			
Class Level				
Armor Hit	Hit	Ch	aracter Sketch	n or Symbol
Class Die	Points			
ABILITIES:	ADJUSTMENTS:		SAVIN	G THROWS:
STRENGTH	to melee hit, melee dar open doors rolls	mage,		POISON or DEATH RAY
INTELLIGENCE	(see Intelligence adjust rulebook for number o	tments in f languages	(s)	MAGIC WAND
WISDOM	on magic-based saving throws			TURN TO STONE
DEXTERITY	to missile fire hit rolls, modifies AC		H	or PARALYSIS
CONSTITUTION	to hit die rolls for hit [ooints		DRAGON BREATH
CHARISMA	to reaction rolls, also determines retainer mo	orale		SPELLS or MAGIC STAFF
LANGUAGES:				
SPECIAL SKILLS: Spells, Thief's al	bilities, Cleric's turning,	etc.		
FARGET AC: 9 8 7	HIT ROLL TABLE 6 5 4 3	2	1 0	HIT ROLL ADJUSTMENTS
HIT ROLL NEEDED				Melee Missile

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including along	
OTTIER NOTES including place	es explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS:	LAI EIGENCE
GP: EP:	
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	places explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP: EP: SP: CP: TOTAL VALUE:	Prime Requisite Score Bonus/Penalty Needed for next level:

						2					
Player's Nan	ne							Di	ungeon	Master	
Character's	Name			Align	nment						
Class		Le	vel								
Armor			Hit			lit		Cl	naracter	Sketch	or Symbol
Class			Die			ints					
ABILI	ΓΙΕS:			AD.	JUSTM	ENTS:			S	SAVIN	G THROWS:
STE	ENGTH	I			melee l en door	nit, mele s rolls	ee dama	ige,			POISON or DEATH RAY
INT	ELLIGE	NCE			(see Intelligence adjustments rulebook for number of lang						
WIS	SDOM				on magic-based saving throws						TURN TO STONE or PARALYSIS
DEX	CTERIT	Y			_ to missile fire hit rolls, modifies AC					4	
con	NSTITU	TION	-	to	to hit die rolls for hit points DRAGON BREATH						
CH	ARISMA						SPELLS or MAGIC STAFF				
LANGUAGES: SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.											
					T ROL	L TAB					HIT ROLL ADJUSTMENTS
TARGET AC	9	8	7	6	5	4	3	2	1	0	Melee Missile
NEEDED											

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EQUIPMENT CARRIED	
	MODIFIE
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	s explored, people & monsters met
MONEY - LTDEACLIDE	EXPERIENCE
MONEY and TREASURE PP: GEMS: GP: EP:	
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's Name Dungeon Master	
Character's Name Alignment	
Class Level	
Character Sketch or Symbol	
Armor Hit Hit Class Die Points	
ABILITIES: ADJUSTMENTS: SAVING THROWS	:
STRENGTH to melee hit, melee damage, POISON or	
open doors rolls DEATH RA	
INTELLIGENCE (see Intelligence adjustments in	
rulebook for number of languages) MAGIC WA	AND
WISDOM on magic-based	
saving throws TURN TO or PARALY	
DEXTERITY to missile fire hit rolls,	
modifies AC DRAGON BREATH	
CONSTITUTION to hit die rolls for hit points	
SPELLS or	
CHARISMA to reaction rolls, also MAGIC ST. determines retainer morale	AFF
LANGUAGES:	
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.	
HIT ROLL TABLE ADJUSTM	
TARGET AC: 9 8 7 6 5 4 3 2 1 0 Melee M	
HIT ROLL NEEDED	

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	g places explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP: EP: SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

												and C
Player's Nan	ne							Dt	ingeon	Master		
Character's 1	Vame			Align	ment	7774						
												1.0
Class		Le	vel				19 1					
	7							Ch	naracter	Sketch	ı or Symbol	
Armor Class			Hit Die			lit						
ABILI'	TIES:			AD)	JUSTM	ENTS:			5	SAVIN	G THROWS:	
STE	ENGTI	ł			melee h		ee dama	ige,			POISON or DEATH RA	Y
INI	ELLIGE	ENCE			ee Intell lebook f			ents in anguage	es)		MAGIC WA	ND
WIS	DOM			on magic-based saving throws					P		TURN TO S	
DEX	CTERIT	Y		to missile fire hit rolls,						4	27. 7. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2.	
con	NSTITU	TION		modifies AC DRAGON BREATH				DRAGON BREATH				
CHARISMA to reaction rolls, also determines retainer morale				SPELLS or MAGIC STA	AFF							
LANGUAGES:												
SPECIAL S	KILLS	Spells,	Thief'	s abiliti	es, Cler	ic's tur	ning, et	C.				
											HIT RO	DLL
TARGET AC:	9	8	7	HI 6	T ROL	L TAE	SLE 3	2	1	0	ADJUSTM Melee Mi	ENTS
HIT ROLL NEEDED												

EQUIPMENT CARRIED	
	NODY (AT ITTEL (C
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	es explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS:	
GP: EP:	
SP:	Prime Requisite Score Bonus/Penalty
CP:	
TOTAL VALUE:	Needed for next level:

			* *			
Player's Name			Ī	Dungeo	n Maste	r
Character's Name	Alignment					
Class Leve	el					
		Hit	C	Characte	er Sketc	h or Symbol
ABILITIES:	ADJUSTM	IENTS:			SAVIN	IG THROWS:
STRENGTH	to melee h	nit, melee dama s rolls	age,			POISON or DEATH RAY
INTELLIGENCE .	(see Intellerulebook f	igence adjustm or number of l	ents in	es)		MAGIC WAND
WISDOM	on magic-l			1		TURN TO STONE or PARALYSIS
DEXTERITY _	to missile modifies A	fire hit rolls,			\prec	or PARALISIS
CONSTITUTION _	to hit die r	olls for hit poi	ints			DRAGON BREATH
CHARISMA _	to reaction determines	rolls, also retainer mora	ile			SPELLS or MAGIC STAFF
LANGUAGES:						
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. HIT ROLL						
TARGET AC: 9 8	7 6 5	L TABLE	2	1	0	ADJUSTMENTS Melee Missile
HIT ROLL NEEDED						Meice Missie

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	s explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP:	EXPERIENCE
EP: SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

											Charles III
Player's Nan	1e							Du	ingeon	Master	
Character's 1	Vame			Align	ment						
Class		Le	vel				-				
	7					1					
) b				Ch	aracter	Sketch	or Symbol
Armor			Hit			lit					/ L S
Class			Die		Poi	ints					74 4 5 6
ABILIT	ΓΙΕS:			AD)	JUSTM	ENTS:			S	SAVIN	G THROWS:
com	ENGT	,			and a la	nit, mele	. dame				*******
518	ENGIF	1			en door		ee dama	ige,			POISON or DEATH RAY
INT	ELLIGE	NCE		(se	e Intell	igence a	adjustm	ents in			
				rul	lebook 1	for num	ber of l	anguage	s)		MAGIC WAND
WIS	DOM				magic-					-	
$\overline{}$				say	ving thr	ows					TURN TO STONE or PARALYSIS
DEX	CTERIT	Y			missile odifies A	fire hit	rolls,			\prec	
											DRAGON BREATH
CON	NSTITU	TION	1	to	hit die	rolls for	hit poi	ints		_	
CH	ARISMA			to	reaction	n rolls,	also				SPELLS or MAGIC STAFF
	area contra					s retain		ale			MIGIC GITT
LANGUAGES:											
SPECIAL S	KILLS	: Spells,	Thief'	s abiliti	es, Cler	ric's tur	ning, et	c.			
HIT ROLL											
TARGET AC:	9	8	7	H) 6	T ROL	L TAB	SLE 3	2	1	0	ADJUSTMENTS Melee Missile
HIT ROLL NEEDED											
THEODEL											

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	g places explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GEMS: EP: SP:	Prime Requisite Score Bonus/Penalty
CP: TOTAL VALUE:	Needed for next level:

Player's Name Dun	geon Master
Character's Name Alignment	
Class Level	
	The second of the second
Cha	racter Sketch or Symbol
Armor Hit Hit	
Class Die Points	
ABILITIES: ADJUSTMENTS:	SAVING THROWS:
STRENGTH to melee hit, melee damage, open doors rolls	POISON or DEATH RAY
INTELLIGENCE (see Intelligence adjustments in rulebook for number of languages)	MAGIC WAND
tutoon to minguiges,	MINOIC WAIND
WISDOM on magic-based	
saving throws	TURN TO STONE or PARALYSIS
DEXTERITY to missile fire hit rolls,	
modifies AC	DRAGON
CONSTITUTION to hit die rolls for hit points	BREATH
CHARISMA to reaction rolls, also	SPELLS or MAGIC STAFF
determines retainer morale	
LANGUAGES:	
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.	
	HIT ROLL
TARGET AC: 9 8 7 6 5 4 3 2	ADJUSTMENTS 1 0 Melee Missile
HIT ROLL	THE STATE OF THE S
NEEDED	

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	g places explored, people & monsters met
MONTH LIMBER OF THE	
MONEY and TREASURE	EXPERIENCE
PP: GEMS:	
GP: EP:	
SP:	Prime Requisite Score Bonus/Penalty
CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

District								
Player's Name					Du	ngeor	Maste	r
Character's Name		Alignment						
Class	evel							
Armor	Hit				Cha	racte	r Sketc	h or Symbol
Class	Die		Hit pints					
ABILITIES:		ADJUSTN	MENTS:				SAVIN	G THROWS:
STRENGTH		to melee open doo	hit, melee o	lamage	,			POISON or DEATH RAY
INTELLIGENCE		(see Intel rulebook	ligence adji for number	stmen of lan	ts in guages)	P		MAGIC WAND
WISDOM		on magic- saving the				1		TURN TO STONE
DEXTERITY		to missile modifies	fire hit rol AC	ls,		-		or PARALYSIS DRAGON
CONSTITUTION	-	to hit die	rolls for hi	t points	S	1		BREATH
CHARISMA			n rolls, also s retainer i					SPELLS or MAGIC STAFF
LANGUAGES:								
SPECIAL SKILLS: Spells,	, Thief's ab	ilities, Cler	ic's turnin	ζ, etc.				
FARGET AC: 9 8	7 6	HIT ROL		3	2	1	0	HIT ROLL ADJUSTMENTS Melee Missile
HIT ROLL NEEDED								

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	es explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS:	
GP: EP:	
SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's Name Dunger	on Master
Character's Name Alignment	
Angiment Angiment	
Class Level	
Charac	ter Sketch or Symbol
Armor Hit Hit	
Class Die Points	
ABILITIES: ADJUSTMENTS:	SAVING THROWS:
ADJUSTALO.	SAVING TIMOWS.
STRENGTH to melee hit, melee damage,	POISON or
open doors rolls	DEATH RAY
INTELLIGENCE (see Intelligence adjustments in rulebook for number of languages)	MAGIC WAND
ruicbook for number of languages)	MAGIC WAIND
WISDOM on magic-based	
saving throws	TURN TO STONE
	or PARALYSIS
DEXTERITY to missile fire hit rolls, modifies AC	
	DRAGON
CONSTITUTION to hit die rolls for hit points	BREATH
CHARISMA to reaction rolls, also	SPELLS or MAGIC STAFF
determines retainer morale	MAGICSTAFF
LANGUAGES:	
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.	
	HIT ROLL
TARGET AC: 9 8 7 6 5 4 3 2 1	ADJUSTMENTS O Melee Missile
TARGET AC: 9 8 7 6 5 4 3 2 1 HIT ROLL	0 Melee Missile
NEEDED	

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	places explored, people & monsters met
MONEY and TREASURE PP: GEMS:	EXPERIENCE
GP: EP: SP:	Prime Requisite Score Bonus/Penalty
CP:	Needed for next level:

Player's Name		Dungeon Master					
Character's Name	Alignment						
Class Level							
	7						
		Character Sketch or Symbol					
Armor Hit	Hit						
Class Die	Points						
A DAY ATTITIO							
ABILITIES:	ADJUSTMENTS:	SAVING THROWS:					
STRENGTH	to melee hit, melee damag						
open doors rolls DEATH RAY							
INTELLIGENCE	 (see Intelligence adjustmer rulebook for number of la 						
rulebook for number of languages) MAGIC WAND							
WISDOM	on magic-based saving throws	TURN TO STON	me.				
or PARALYSIS							
DEXTERITY	to missile fire hit rolls, modifies AC						
CONSTITUTION	to hit die rolls for hit poin	DRAGON BREATH					
CONSTITUTION	_ to fit the rolls for the poin	its					
CHARISMA	_ to reaction rolls, also	SPELLS or MAGIC STAFF					
determines retainer morale							
LANGUAGES:							
SPECIAL SKILLS: Spells, Thief's	abilities, Cleric's turning, etc.						
		HIT ROLL					
TARGET AC: 9 8 7	HIT ROLL TABLE	2 1 0 Melee Missile	S				
HIT ROLL NEEDED		Wiciec Wissie					

					. 141					ing f		
Player's Na	ne							Du	ingeon	Master	2 44 4	
Character's	Name			Alig	nment							
Class		Le	vel			V.						
Armo			Hit Die			Hit		Ch	naracter	r Sketch	or Symbol	
ABILI	TIES:			AD	JUSTN	MENTS	:			SAVINO	G THROWS	S:
ST	RENGTI	Н	-		melee l		ee dama	ige,			POISON of DEATH R.	
IN	relligi	ENCE					adjustm nber of l	ents in anguage	es)		MAGIC W	AND
WI	SDOM				magic- ving the				P		TURN TO	
DE	DEXTERITY to missile fire hit rolls, modifies AC											
co	NSTITU	TION	-	to	hit die	rolls fo	r hit po	ints	1		DRAGON BREATH	
СН	ARISMA	A.			reactio termine		also ner mora	ale			SPELLS or MAGIC ST	
LANGUAGES: SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.												
HIT ROLL TABLE HIT ROLL ADJUSTMENTS												
HIT ROLL NEEDED	: 9	8	7	6	5	4	3	2	1	0	Melee M	lissile

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	es explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP:	EXPERIENCE
EP: SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's N	ame							D	ungeon	Master		
Character'	s Name			Align	nment							
Class		Le	vel									
								C	haracte	- Sketch	or Symbo	
Arm			Hit		\	lit			iminete	ORCICI	TOT CYTHOO	
Clas			Die			ints						
ABII	ITIES:			AD	JUSTN	ENTS:				SAVIN	G THROV	VS:
S	TRENGT	Н		to	melee l	nit, mel	ee dama	ige,			POISON	or
				op	en door	rs rolls					DEATH	RAY
II	INTELLIGENCE (see Intelligence adjustments in											
H	rulebook for number of languages) MAGIC WAND						WAND					
W	WISDOM on magic-based saving throws											
H				84	ving tin	ows					TURN T or PARA	O STONE LYSIS
D	EXTERIT	Y	-		missile	fire hit	rolls,			-		
											DRAGO! BREATH	
C	ONSTITU	JTION	-	to	hit die	rolls for	hit po	ints			DILLITATI	
	TI DIO I					- 11					SPELLS o	
	HARISMA	A				n rolls, s retain		ale			MAGIC S	STAFF
LANGUA	LANGUAGES:											
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.												
				Н	T ROL	LTAB	LE				ADJUST	
TARGET A		8	7	6	5	4	3	2	1	0	Melee	
HIT ROLL NEEDED												

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including place	s explored, people & monsters met
MONEY and TREASURE PP: GEMS: GP:	EXPERIENCE
EP: SP: CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

								l la co			
Player's Na	me							D	ungeor	Master	
Character's	Name			Alig	nment						
Class	14	Le	vel	1							
	7						7	C	haracte	er Sketcl	n or Symbol
Armor			Hit Die			lit ints					
ABILI	TIES:			AD	JUSTM	IENTS	:			SAVIN	G THROWS:
STI	RENGTI	Н		to op	melee l en door	nit, mel	ee dama	ige,			POISON or DEATH RAY
IN	TELLIGI	ENCE			ee Intell lebook				es)		MAGIC WAND
WI	SDOM				magic- ving thr				7		TURN TO STONE
DE	KTERIT	Y	-		missile		rolls,		-		of Parketions
co	NSTITU	TION			hit die		r hit po	ints			DRAGON BREATH
СН	ARISMA	4			reaction termine			ale			SPELLS or MAGIC STAFF
LANGUAGES:											
SPECIAL S	KILLS	: Spells	Thief'	s abiliti	es, Cler	ric's tur	ning, et	c.			
											HIT ROLL
TARGET AC	9	8	7	6 6	T ROL	L TAE	SLE 3	2	1	0	ADJUSTMENTS Melee Missile
HIT ROLL NEEDED											

EQUIPMENT CARRIED	
MAGICAL ITEMS	NORMAL ITEMS
OTHER NOTES including	g places explored, people & monsters met
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GP:	
EP: SP:	
CP:	Prime Requisite Score Bonus/Penalty
TOTAL VALUE:	Needed for next level:

Player's Name		Dungeon Master	Janes Kerne
Character's Name	Alignment		
Class Level			
		Character Sketch	on Sumbal
Armor Hit	111.	Character oketen	or Symbol
Class Die	Hit Points		
ABILITIES:	ADJUSTMENTS:	SAVING	THROWS:
STRENGTH	to melee hit, melee dama;	ge,	POISON or
	open doors rolls		DEATH RAY
INTELLIGENCE	(see Intelligence adjustme	ents in	
	rulebook for number of la	inguages)	MAGIC WAND
WISDOM	on magic-based		
	saving throws		TURN TO STONE or PARALYSIS
DEXTERITY	to missile fire hit rolls, modifies AC		
	mountes 210		DRAGON BREATH
CONSTITUTION	_ to hit die rolls for hit poi	nts	DREATH
CTT L DYCK L			SPELLS or
CHARISMA	 to reaction rolls, also determines retainer moral 	le	MAGIC STAFF
LANGUAGES:			
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.			
	HIT ROLL TABLE		HIT ROLL ADJUSTMENTS
TARGET AC: 9 8 7	6 5 4 3	2 1 0	Melee Missile
HIT ROLL NEEDED			The last

EQUIPMENT CARRIED	
MAGICAL ITEMS Dagger which can Tell direction Cloak which withstands all cold	NORMAL ITEMS Short sword (1d6) Short bow (50/100/150, 1d6) leather armor + shield 16 arrows Backpack Lantern + oil 8 spikes + hammer Tinder Box Rations, I week
has explored 1st level, e catacombs beneath Ro	
MONEY and TREASURE	EXPERIENCE
PP: GEMS: GP: 24 500 67 rub EP: SP: //2 CP: TOTAL VALUE: 535. Z gold	Prime Requisite Score 12/14 Bonus/Penalty +5% Needed for next level: 4,000



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