

DUNGEONS & DRAGONS®

Fantasy Adventure Game

Player Character Record Sheets



You'll never lose track of your D&D character with these Character Record Sheets. For use with DUNGEONS & DRAGONS Basic, Expert and Companion Role-Playing Games.



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

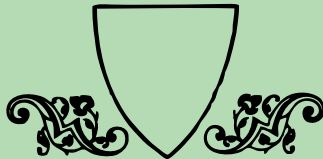
Alignment



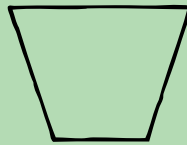
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

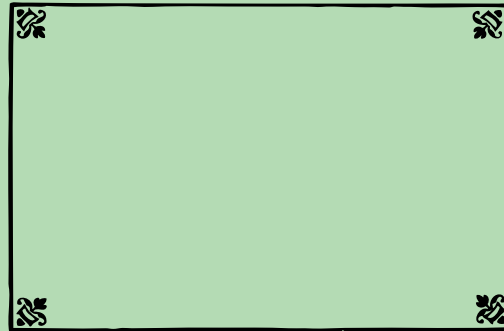
DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

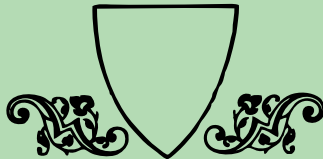
Alignment



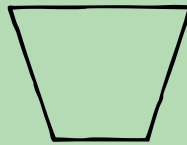
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

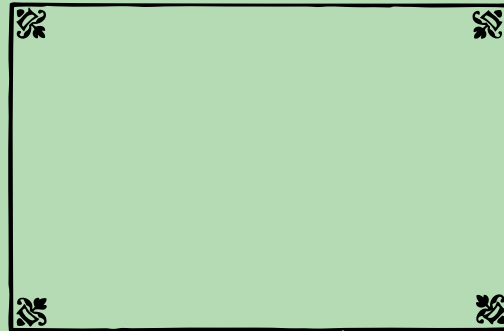
DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

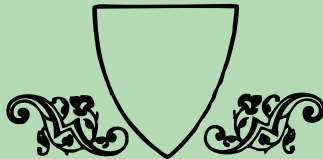
Alignment



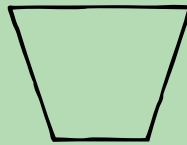
Character Sketch or Symbol

Class

Level



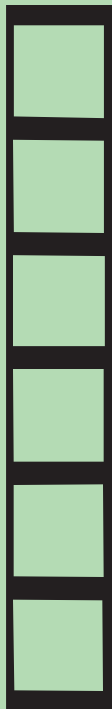
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

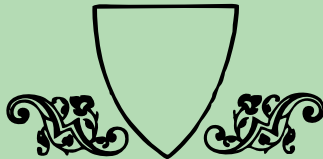
Alignment



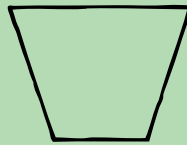
Character Sketch or Symbol

Class

Level



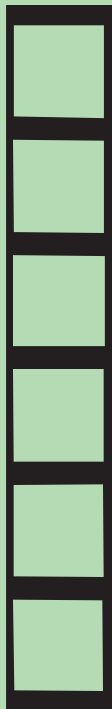
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

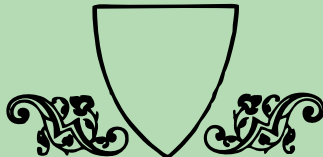
Alignment



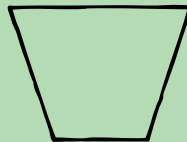
Character Sketch or Symbol

Class

Level



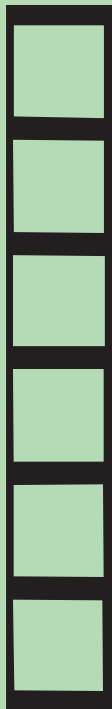
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

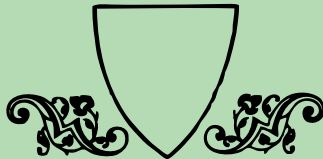
Alignment



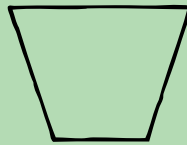
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

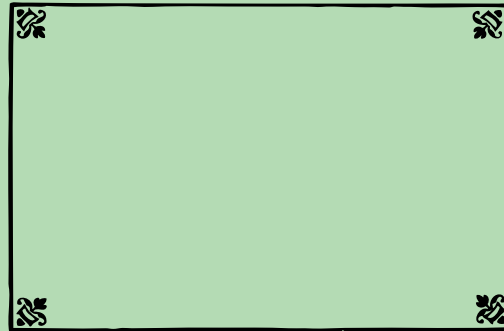
DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

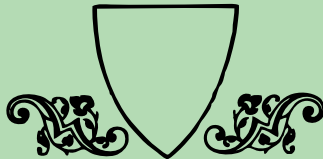
Alignment



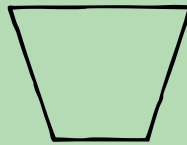
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

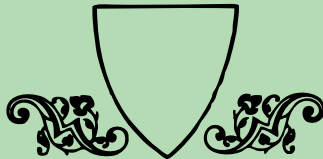
Alignment



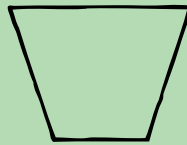
Character Sketch or Symbol

Class

Level



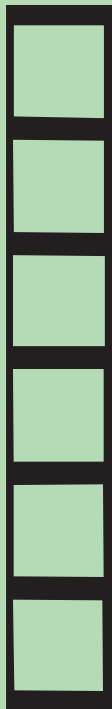
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

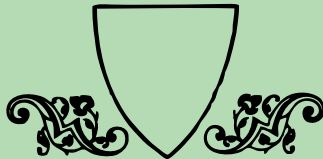
Alignment



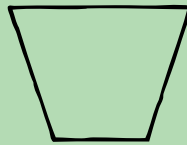
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

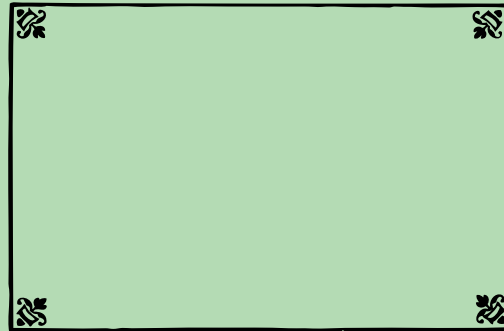
DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

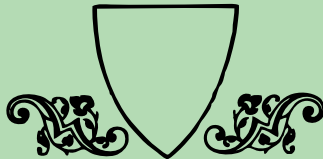
Alignment



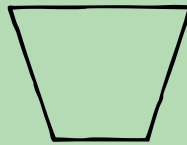
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

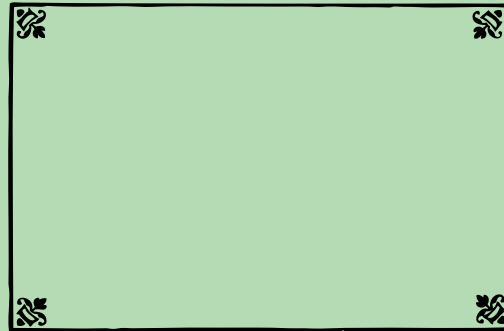
Dungeon Master

Character's Name

Alignment

Class

Level

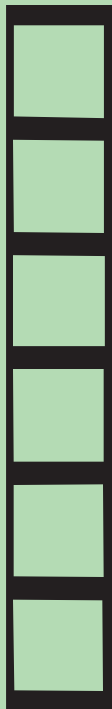


Character Sketch or Symbol



ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

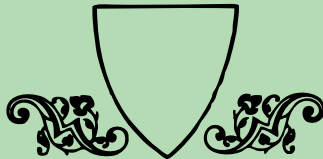
Alignment



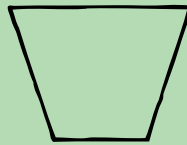
Character Sketch or Symbol

Class

Level



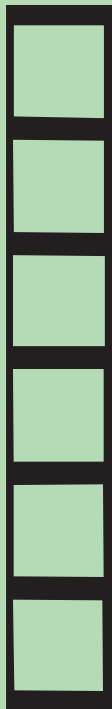
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

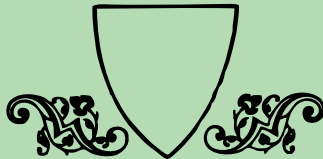
Alignment



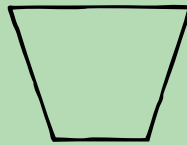
Character Sketch or Symbol

Class

Level



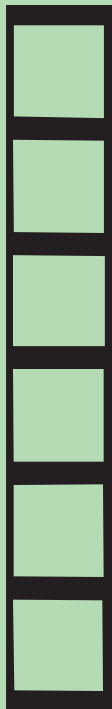
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

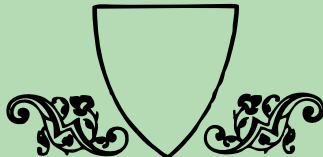
Alignment



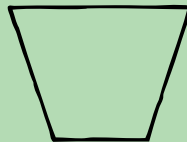
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

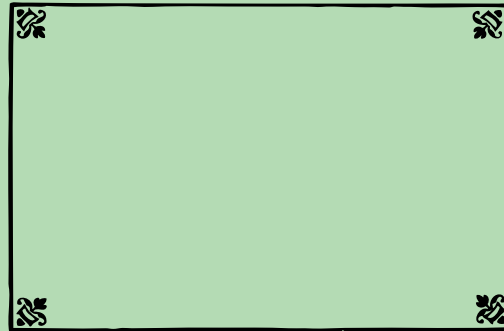
DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

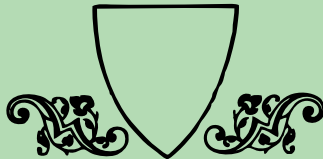
Alignment



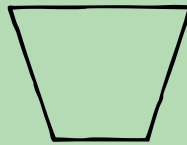
Character Sketch or Symbol

Class

Level



**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

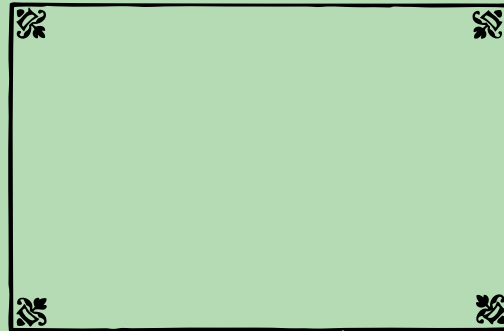
DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

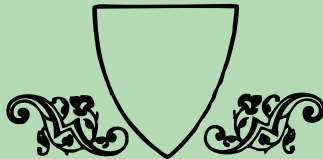
Alignment



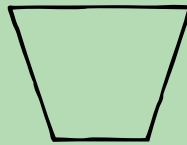
Character Sketch or Symbol

Class

Level



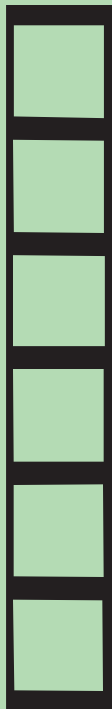
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

adjustment

CHARISMA

adjustment



**POISON or
DEATH RAY**

MAGIC WAND

**TURN TO STONE or
PARALYSIS**

DRAGON BREATH

**SPELLS or
MAGIC STAFF**

SPECIAL ABILITIES _____

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

**"TO HIT" ROLL
NEEDED**

AC: 9 8 7 6 5 4 3 2 1 0

--	--	--	--	--	--	--	--	--	--

EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____



Fantasy Adventure Game

Player Character Record Sheets

Do you have trouble keeping track of your dwarf's hit points? Are you constantly checking to see what your thief's abilities are? Did your magic-user miss going up a level because you lost the piece of paper with all of his treasure on it? Well cast your gaze upon this item. At last, all of that valuable information has been placed on one sheet of paper.

These convenient record sheets display all of the most frequently used information that a player looks for when adventuring with a character. Everything you want to keep track of can be kept on these sheets. Ability scores, armor class, hit points, weapons, spells, treasure, equipment, magical items, saving throws, special abilities and even a combat table are placed at your fingertips.

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors.

© 1984 TSR, Inc. All Rights Reserved. Printed in U.S.A.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge, CB1 4AD
United Kingdom

ISBN 0-935696-66-0
394-51546-3TSR0450

