

DUNGEONS & DRAGONS®

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 put 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. TSR is always looking for more ways to increase your adventuring enjoyment. Be sure to check our other playing aids from TSR, the Game Wizards.

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TSR Hobbies, Inc.
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LAKE GENEVA, WI 53147

In playing the **DUNGEONS & DRAGONS®** game, you may find it advantageous — if not essential — to keep tabs on a myriad of information. If not done properly it may become a confusing, time-consuming chore. Dungeon exploring can be made easier and simpler when your character's vital information is neatly arranged. These player character record sheets are designed to make that important information easily accessible so that it may be located at a glance.

Some of your character's statistics, such as name and alignment, are unlikely to change and may be written in with ink. Most of the remaining information may often change during the course of adventuring and should be written in with pencil.

Player's Name. This is your own name and not the name of your character.

Dungeon Master. This is the name of your DM when your character was created.

Character's Name. You may give your character any name you wish.

Alignment. This identifies your character as lawful, neutral or chaotic.

Class. Your character is a fighter, magic-user, thief, cleric, dwarf, elf, or halfling.

Level. This is the experience level of your character.

Armor Class. This number indicates how easy or difficult it is for your character to be hit by a foe.

Hit Points. This number indicates the amount of damage a character can take.

Character Sketch. This space is provided to sketch in the appearance of what the player believes his or her character should be. There are many things that might be done instead of a sketch. You may look for an illustration in a magazine and clip it out and paste it in, or this space may be used to display a personalized symbol or shield.

Ability Scores. The six squares along the left edge of the sheet are where you will list the number rolled for each ability. The space immediately to the right of each ability is for adjustments to that ability. For example, a high strength score may give a +2 bonus to hit and to damage. On the other hand, a low dexterity score may give your character a -1 penalty on armor class.

Saving Throws. The five circles on the right side of the sheet are where the saving throws for each type of special attack are written.

Special Abilities. These are the racial abilities that a non-human character (elf, dwarf, or halfling) is born with. Some of these abilities are various "to hit" bonuses, infravision, and detection of shifting walls, sloping floors, new construction and traps.

Special Skills. This section is provided to list any skills a character might have, such as thieving abilities, magical or clerical spells, or a chart for turning undead (if applicable).

"To Hit" Roll Needed. This chart lists the die roll needed for your character "to hit" each armor class of opponents.

Equipment Carried. Anytime your character acquires a normal or magic item, care should be taken to list the item and to note where or how it is carried. Magic items should be listed with all of their abilities and any charges remaining in the magic item, if known by the player. Special attention should be paid to food and drink as these items are used up on a daily basis.

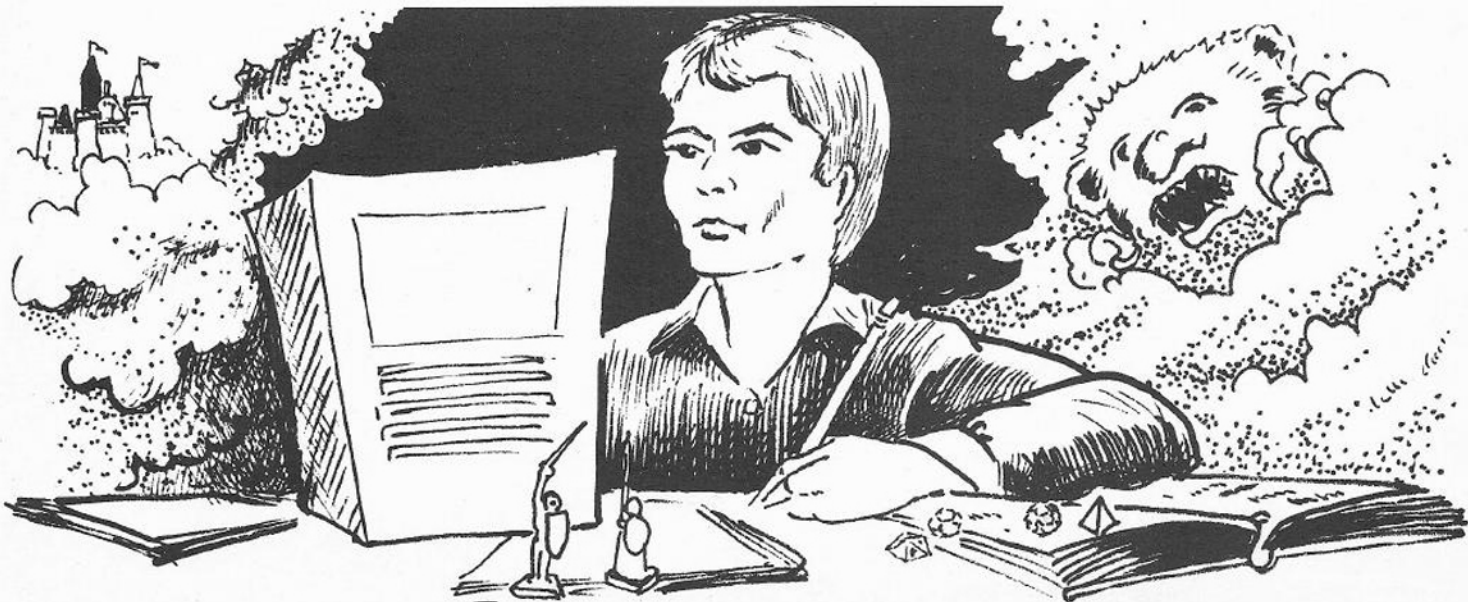
One method of keeping track of expendable items (such as arrows or torches) is to make a mark for each item and then cross it off as it is used up. For example, if your character has 20 arrows, draw 20 lines in the box or on a separate piece of paper and then draw a line through each one as it is used.

Other Notes. This is a section where you may wish to keep notes on the highlights of a character's adventures. Such things as places explored, people met and monsters encountered are some of the items that might be mentioned.

Money and Treasure. You will certainly want to keep track of the amount of treasure your character has obtained. Be sure to use pencil when filling in this part, as it is sure to change.

Experience. This is the area where a character's experience points are noted, and added to when acquired.

Needed For Next Level. If you keep a record of how many experience points are needed, you have a definite goal while adventuring.



DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name

Dungeon Master

Character's Name

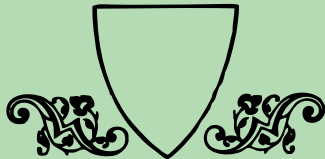
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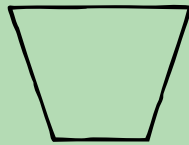
Character Sketch or Symbol

Class

Level



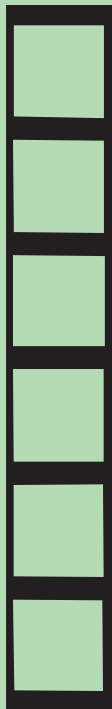
**Armor
Class**



**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

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EQUIPMENT CARRIED

MAGIC ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

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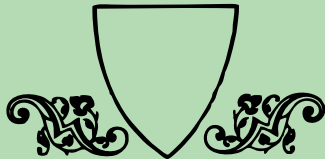
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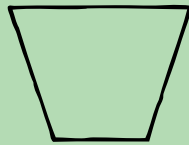
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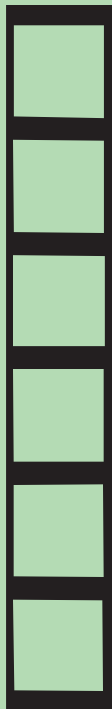
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**Hit
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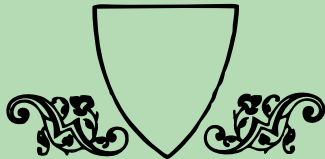
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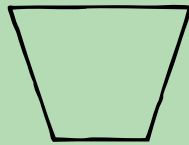
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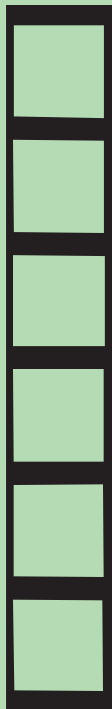
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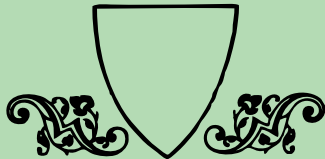
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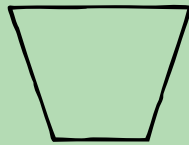
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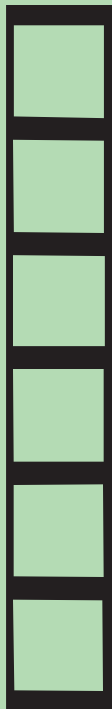
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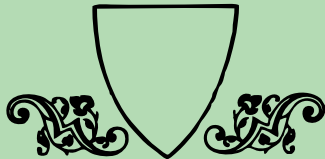
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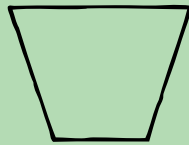
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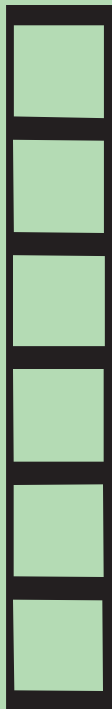
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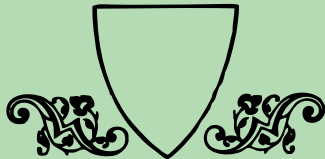
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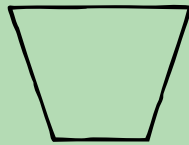
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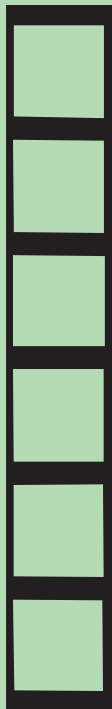
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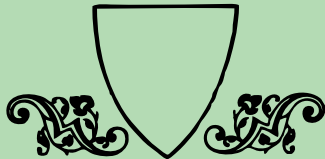
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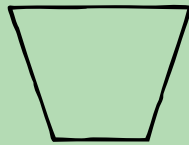
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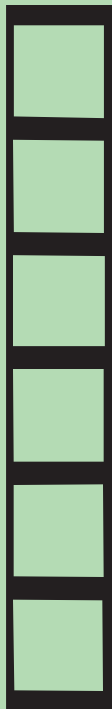
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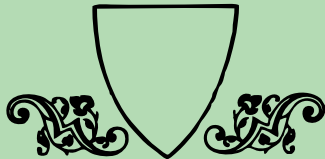
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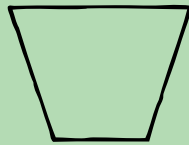
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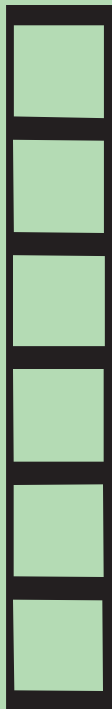
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ABILITIES:

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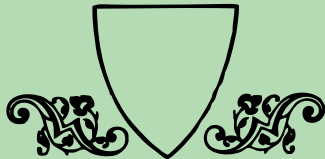
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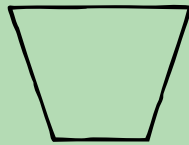
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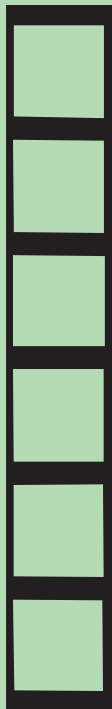
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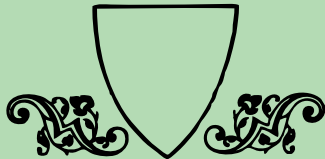
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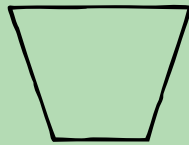
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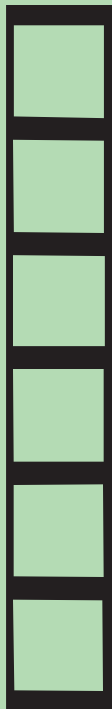
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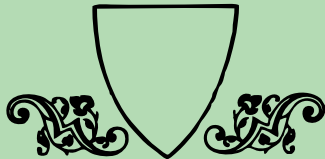
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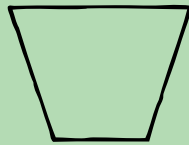
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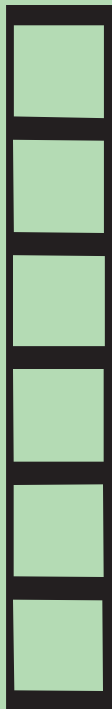
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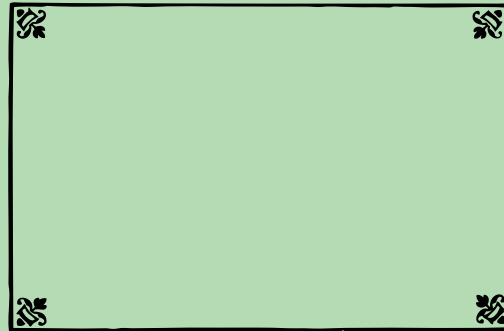
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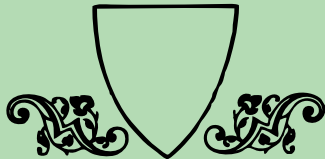
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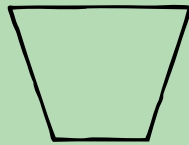
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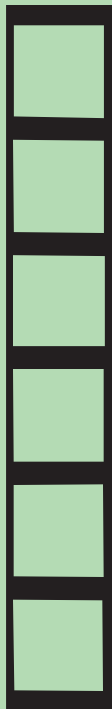
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SAVING THROWS:



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

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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

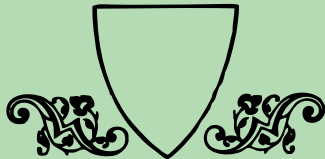
Alignment



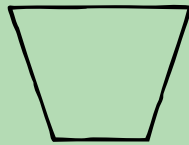
Character Sketch or Symbol

Class

Level



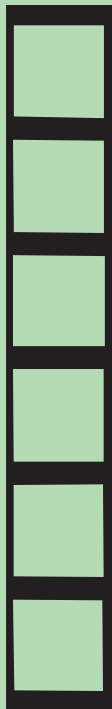
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

INTELLIGENCE

adjustment

WISDOM

adjustment

DEXTERITY

adjustment

CONSTITUTION

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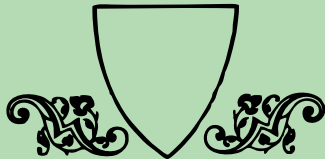
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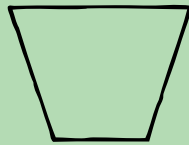
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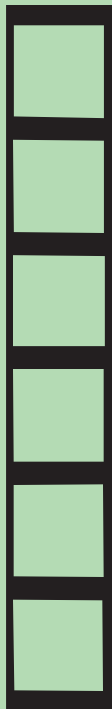
**Armor
Class**



**Hit
Points**

ABILITIES:

SAVING THROWS:



STRENGTH

adjustment

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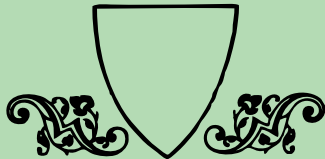
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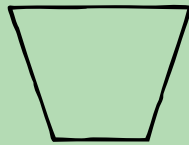
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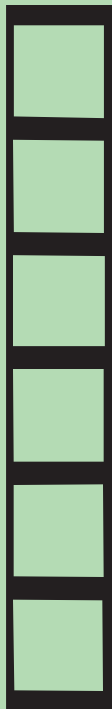
**Armor
Class**



**Hit
Points**

ABILITIES:

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STRENGTH

adjustment

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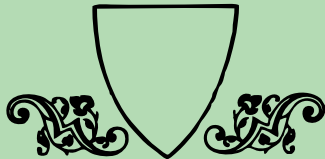
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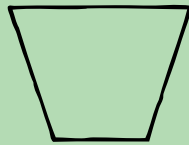
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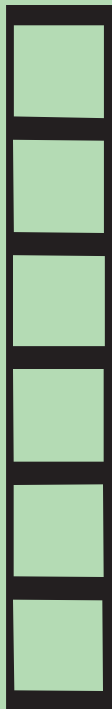
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Class**



**Hit
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ABILITIES:

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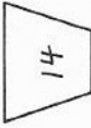

MONEY and TREASURE

EXPERIENCE

Needed for next level: _____

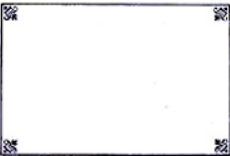



SAMPLE PLAYER CHARACTER RECORD SHEETS

DUNGEONS & DRAGONS CHARACTER RECORD SHEET

JEFF DEE Player's Name	MIKE PRICE Dungeon Master	 Character Sketch or Symbol	
OLIAS ORACTANIOM Character's Name	CHAOTIC Alignment		
ELF Class	3rd Level	 Hit Points	
 Armor Class			
ABILITIES:			
15	13	9	14
STRENGTH	INTELLIGENCE	WISDOM	DEXTERITY
+1 TO HIT + DAMAGE adjustment	+1 LANGUAGE adjustment	adjustment	+1 ON MISSILE AND INITIATIVE, I.A.C. adjustment
11	15	15	15
CONSTITUTION	POISON or DEATH RAY	MAGIC WAND	TURN TO STONE or PARALYSIS
adjustment +1 REACTION, MORALE-6, 5 RETAINERS MAXIMUM adjustment			
17	DRAGON BREATH	SPELLS or MAGIC STAFF	
CHARISMA			
SPECIAL ABILITIES SPELLS, INFRAVISION, DETECT SECRET DOORS, NOT PARALYZED BY GOBBLINS			
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.			
1 ST LEVEL SPELLS: CHARM PERSON, READ MAGIC			
2 ND LEVEL SPELLS: KNOCK			
+05% ON ALL EARNED EXPERIENCE			
"TO HIT" ROLL NEEDED	AC:	9 10 11 12 13 14 15 16 17 18	0 1 2 3 4 5 6 7 8 9

EQUIPMENT CARRIED	MAGIC ITEMS	NORMAL ITEMS	
	+1 SHORT SWORD	FLASK OF OIL TINDERBOX 50' ROPE LEATHER BACKPACK 12 IRON SPIKES IRON HAMMER STANDARD RATIONS WATERSKIN 2 TORCHES SMALL SACK CHAIN MAIL 2 DAGGERS SHORT BOW w/20 ARROWS, 3 SILVER	
OTHER NOTES including places explored, people & monsters met			
FOUGHT A TROLL AND KILLED IT TO GAIN HIS +1 SWORD MET A BAND OF GOBLINS RAIDING THE FOREST AND HELPED TURN THEM BACK - 6 SLAIN BY OLIAS HIMSELF EXPLORED THE CASTLE OF THE "MAD ELF" AND FOUND GOLDFGENS AND KILLED MORE MONSTERS FELL IN QUICKSAND WHILE EXPLORING THE UNKNOWN NORTHERN REACHES AND WAS RESCUED BY A DWARF NAMED ULFGAR OLIAS NOW OWES ULFGAR A BIG FAVOR			
MONEY and TREASURE		EXPERIENCE	
75 gp, 25 sp, +10 pp ON PERSON		10,950	
2500 gp, 200 pp, 2 gems (1000 gp each) BACK HOME AT ERENGWEL		Needed for next level: <u>16,000</u>	

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: STRENGTH _____ adjustment _____ INTELLIGENCE _____ adjustment _____ WISDOM _____ adjustment _____ DEXTERITY _____ adjustment _____ CONSTITUTION _____ adjustment _____ CHARISMA _____ adjustment _____		SAVING THROWS:  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 <table border="1"> <tr> <td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td> </tr> </table>												

EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
OTHER NOTES including places explored, people & monsters met	
MONEY and TREASURE	EXPERIENCE
Needed for next level: _____	

1980 TSR Games

This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the D&D® game system currently include:

- DUNGEONS & DRAGONS® Basic Set (contains everything DMs and players need to get started, detailing character creation, spells, and dungeon levels 1-3)
- DUNGEONS & DRAGONS® Expert Set (designed to be used *with* the Basic Set, the Expert Set covers higher-level characters, deeper dungeon levels, and adventures in wilderness areas)
- Dungeon Module B1 (In Search of the Unknown)
- Dungeon Module B2 (The Keep on the Borderlands)
- Dungeon Module X1 (The Isle of Dread)
- Monster and Treasure Assortment, Sets One to Three: Levels One Through Nine (makes the job of stocking dungeon levels easy)
- Dungeon Geomorphs (allows the DM to create thousands of different dungeon levels by arranging the geomorphs in different combinations)
- D&D Player Character Record Sheets (allows players to record all important information about their characters in an easy-to-use format)

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Distributed to the toy and hobby trade by regional distributors.

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