

# Dungeons & Dragons®

Official Game  
Accessory

## CHARACTER RECORD SHEETS



Steve Winter  
Player's Name

Bruce Heard  
Dungeon Master

Theodore Baldric Lawful  
Character's Name Alignment

Halfling 2  
Class Level



Armor Class



Hit Die



Hit Points



Character Sketch or Symbol

ABILITIES:

ADJUSTMENTS:

SAVING THROWS:

12	STRENGTH	_____	to melee hit, melee damage, open doors rolls
8	INTELLIGENCE	-1	(see Intelligence adjustments in rulebook for number of languages)
11	WISDOM	_____	on magic-based saving throws
14	DEXTERITY	+1	to missile fire hit rolls, modifies AC
13	CONSTITUTION	+1	to hit die rolls for hit points
10	CHARISMA	_____	to reaction rolls, also determines retainer morale

8	POISON or DEATH RAY
9	MAGIC WAND
10	TURN TO STONE or PARALYSIS
13	DRAGON BREATH
12	SPELLS or MAGIC STAFF

LANGUAGES: Common (read + write simple words), Lawful

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

- 2 AC bonus when attacked by larger-than-man-size creatures
- +1 bonus to hit with missile weapons
- Hide in shadows

TARGET AC:	HIT ROLL TABLE										HIT ROLL ADJUSTMENTS	
	9	8	7	6	5	4	3	2	1	0	Melee	Missile
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19	0	+2



# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

PP:  
GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

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MONEY and TREASURE

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GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

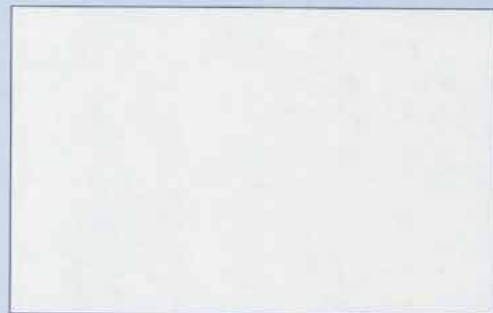
Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



Character Sketch or Symbol



Armor  
Class



Hit  
Die



Hit  
Points

## ABILITIES:

## ADJUSTMENTS:

## SAVING THROWS:


STRENGTH

\_\_\_\_\_ to melee hit, melee damage,  
open doors rolls

INTELLIGENCE

\_\_\_\_\_ (see Intelligence adjustments in  
rulebook for number of languages)

WISDOM

\_\_\_\_\_ on magic-based  
saving throws

DEXTERITY

\_\_\_\_\_ to missile fire hit rolls,  
modifies AC

CONSTITUTION

\_\_\_\_\_ to hit die rolls for hit points

CHARISMA

\_\_\_\_\_ to reaction rolls, also  
determines retainer morale


POISON or  
DEATH RAY

MAGIC WAND

TURN TO STONE  
or PARALYSIS

DRAGON  
BREATH

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	6	5	4	3	2	1	0
HIT ROLL NEEDED										

Melee	Missile

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## EQUIPMENT CARRIED

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NORMAL ITEMS

OTHER NOTES including places 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: \_\_\_\_\_







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## EQUIPMENT CARRIED

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MONEY and TREASURE

PP:                                GEMS:  
GP:  
EP:  
SP:  
CP:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



Character Sketch or Symbol



Armor  
Class



Hit  
Die



Hit  
Points

## ABILITIES:


STRENGTH

\_\_\_\_\_

to melee hit, melee damage,  
open doors rolls

INTELLIGENCE

\_\_\_\_\_

(see Intelligence adjustments in  
rulebook for number of languages)

WISDOM

\_\_\_\_\_

on magic-based  
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to missile fire hit rolls,  
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to hit die rolls for hit points

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## SAVING THROWS:


POISON or  
DEATH RAY

MAGIC WAND

TURN TO STONE  
or PARALYSIS

DRAGON  
BREATH

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	6	5	4	3	2	1	0
HIT ROLL NEEDED										

Melee	Missile

# DUNGEONS & DRAGONS® Character Record Sheet

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EP:  
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TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

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CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

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Bonus/Penalty

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GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



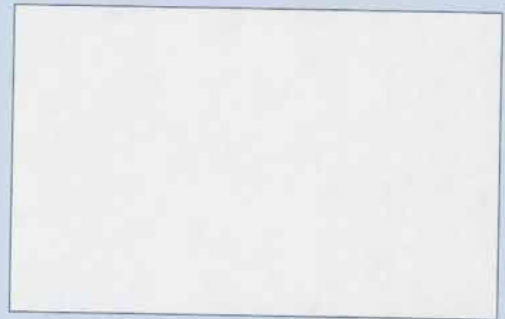
Armor  
Class



Hit  
Die



Hit  
Points



Character Sketch or Symbol

## ABILITIES:


STRENGTH

\_\_\_\_\_ to melee hit, melee damage,  
open doors rolls

INTELLIGENCE

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## ADJUSTMENTS:

## SAVING THROWS:


POISON or  
DEATH RAY

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BREATH

SPELLS or  
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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

HIT ROLL  
NEEDED

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Melee Missile

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OTHER NOTES including places explored, people & monsters met

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GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

## EXPERIENCE

Prime Requisite Score  Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:  
GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

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Player's Name \_\_\_\_\_

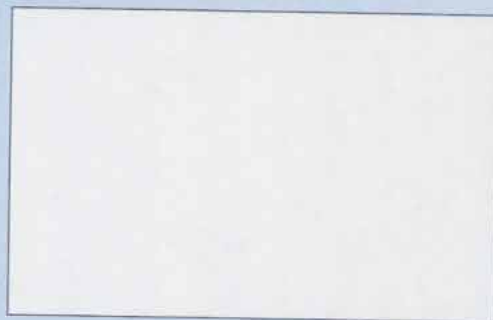
Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



Character Sketch or Symbol



Armor  
Class



Hit  
Die



Hit  
Points

## ABILITIES:


STRENGTH

\_\_\_\_\_

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BREATH

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LANGUAGES: \_\_\_\_\_

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## HIT ROLL TABLE

## HIT ROLL ADJUSTMENTS

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

HIT ROLL  
NEEDED

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

Melee Missile

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MONEY and TREASURE

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GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



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MAGICAL ITEMS

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OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

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EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



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## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

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GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



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## 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: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score  Bonus/Penalty   
Needed for next level: \_\_\_\_\_



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MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP: \_\_\_\_\_ GEMS: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_  
TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_





# DUNGEONS & DRAGONS® Character Record Sheet

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MAGICAL ITEMS

NORMAL ITEMS

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MONEY and TREASURE

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GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



Character Sketch or Symbol



Armor  
Class



Hit  
Die



Hit  
Points

## ABILITIES:


STRENGTH

\_\_\_\_\_ to melee hit, melee damage,  
open doors rolls

INTELLIGENCE

\_\_\_\_\_ (see Intelligence adjustments in  
rulebook for number of languages)

WISDOM

\_\_\_\_\_ on magic-based  
saving throws

DEXTERITY

\_\_\_\_\_ to missile fire hit rolls,  
modifies AC

CONSTITUTION

\_\_\_\_\_ to hit die rolls for hit points

CHARISMA

\_\_\_\_\_ to reaction rolls, also  
determines retainer morale

## ADJUSTMENTS:

## SAVING THROWS:


POISON or  
DEATH RAY

MAGIC WAND

TURN TO STONE  
or PARALYSIS

DRAGON  
BREATH

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	6	5	4	3	2	1	0
HIT ROLL NEEDED										

Melee	Missile

# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

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OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP: \_\_\_\_\_  
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EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



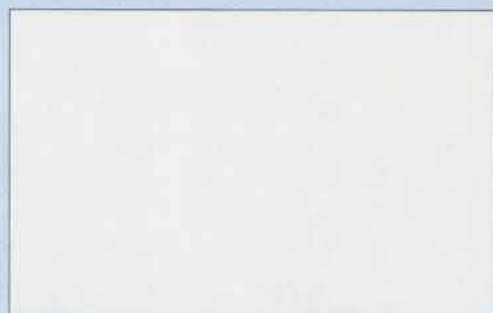
Armor  
Class



Hit  
Die



Hit  
Points



Character Sketch or Symbol

## ABILITIES:


STRENGTH

\_\_\_\_\_

to melee hit, melee damage,  
open doors rolls

INTELLIGENCE

\_\_\_\_\_

(see Intelligence adjustments in  
rulebook for number of languages)

WISDOM

\_\_\_\_\_

on magic-based  
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to missile fire hit rolls,  
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to reaction rolls, also  
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## SAVING THROWS:


POISON or  
DEATH RAY

MAGIC WAND

TURN TO STONE  
or PARALYSIS

DRAGON  
BREATH

SPELLS or  
MAGIC STAFF

LANGUAGES: \_\_\_\_\_

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

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

## HIT ROLL TABLE

HIT ROLL  
ADJUSTMENTS  
Melee Missile

HIT ROLL  
NEEDED

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

--	--

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## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:  
GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS® Character Record Sheet

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SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

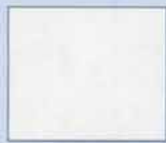
Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



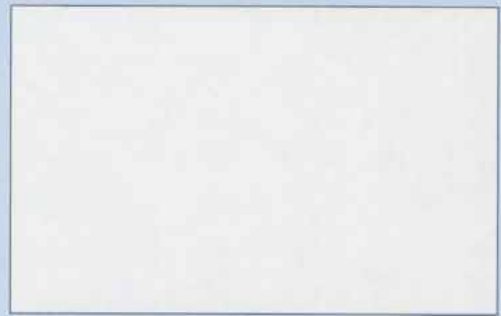
Armor  
Class



Hit  
Die



Hit  
Points



Character Sketch or Symbol

## ABILITIES:


STRENGTH

\_\_\_\_\_ to melee hit, melee damage,  
open doors rolls

INTELLIGENCE

\_\_\_\_\_ (see Intelligence adjustments in  
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WISDOM

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SPELLS or  
MAGIC STAFF

LANGUAGES: \_\_\_\_\_

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

## HIT ROLL TABLE

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED										

## HIT ROLL ADJUSTMENTS

Melee	Missile



# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:  
GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS™ Character Record Sheet

Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_



Armor  
Class



Hit  
Die



Hit  
Points



Character Sketch or Symbol

## ABILITIES:

## ADJUSTMENTS:

## SAVING THROWS:


STRENGTH

\_\_\_\_\_

to melee hit, melee damage,  
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SPELLS or  
MAGIC STAFF

LANGUAGES: \_\_\_\_\_

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

## HIT ROLL TABLE

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED										

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Melee Missile

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SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_

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Player's Name \_\_\_\_\_

Dungeon Master \_\_\_\_\_

Character's Name \_\_\_\_\_

Alignment \_\_\_\_\_

Class \_\_\_\_\_

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Armor  
Class



Hit  
Die



Hit  
Points



Character Sketch or Symbol

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## HIT ROLL TABLE

## HIT ROLL ADJUSTMENTS

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED										

Melee	Missile

# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

PP:  
GP:  
EP:  
SP:  
CP:

GEMS:

TOTAL VALUE:

EXPERIENCE

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_



# DUNGEONS & DRAGONS® Character Record Sheet

## EQUIPMENT CARRIED

MAGICAL ITEMS

NORMAL ITEMS

OTHER NOTES including places explored, people & monsters met

MONEY and TREASURE

EXPERIENCE

PP: \_\_\_\_\_  
GP: \_\_\_\_\_  
EP: \_\_\_\_\_  
SP: \_\_\_\_\_  
CP: \_\_\_\_\_

GEMS: \_\_\_\_\_

TOTAL VALUE: \_\_\_\_\_

Prime Requisite Score

Bonus/Penalty

Needed for next level: \_\_\_\_\_





## EQUIPMENT CARRIED

## MAGICAL ITEMS

Dagger which can  
tell direction

Cloak which withstands  
all cold

## NORMAL ITEMS

Shortsword (1d6)  
Shortbow (50/100/150, 1d6)  
leather armor + shield  
16 arrows  
Backpack  
Lantern + oil  
8 spikes + hammer  
Tinder Box  
Rations, 1 week

## OTHER NOTES including places explored, people &amp; monsters met

has explored 1st level, east wing of 2d level of  
catacombs beneath Ragnar Keep.

Worked as scout for Lord Lionheart's expedition  
into the Barrens.

## MONEY and TREASURE

PP:  
GP: 24  
EP:  
SP: 112  
CP:

GEMS:  
500 GP ruby

TOTAL VALUE: 535.2 gold

## EXPERIENCE

2,412

Prime Requisite Score

$\frac{12}{14}$

Bonus/Penalty

+5%

Needed for next level:

4,000

## CHARACTER RECORD SHEETS

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