

DDREF1  
ACCESSORY

9308



## CHARACTER RECORD SHEETS



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# DUNGEONS & DRAGONS® Character Record Sheet

Steve Winter

Player's Name

Bruce Heard

Dungeon Master

Theodore Baldric

Character's Name

Lawful

Alignment

Halfing

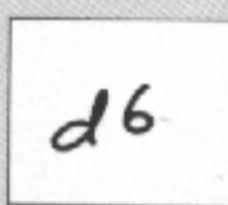
Class

2

Level



Armor Class



Hit Die



Hit Points

Character Sketch or Symbol

## ABILITIES:

12

STRENGTH

8

INTELLIGENCE

11

WISDOM

14

DEXTERITY

13

CONSTITUTION

10

CHARISMA

## ADJUSTMENTS:

\_\_\_\_\_

to melee hit, melee damage,  
open doors rolls

-1

(see Intelligence adjustments in  
rulebook for number of languages)

\_\_\_\_\_

on magic-based  
saving throws

+1

to missile fire hit rolls,  
modifies AC

+1

to hit die rolls for hit points

\_\_\_\_\_

to reaction rolls, also  
determines retainer morale

## 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:

9

8

7

6

5

4

3

2

1

0

HIT ROLL  
ADJUSTMENTS  
Melee      Missile

HIT ROLL  
NEEDED

10

11

12

13

14

15

16

17

18

19

Ø

+2

HIT ROLL TABLE

# DUNGEONS & DRAGONS® Character Record Sheet

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

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

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

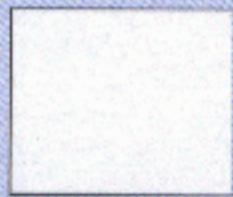
Alignment \_\_\_\_\_

Class \_\_\_\_\_

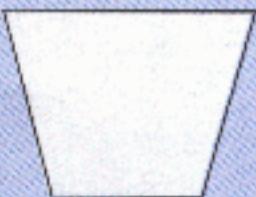
Level \_\_\_\_\_



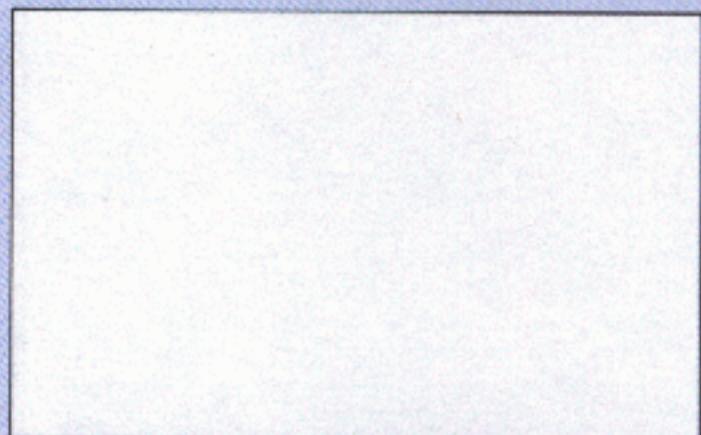
Armor Class \_\_\_\_\_



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  
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:

to melee hit, melee damage,  
open doors rolls

(see Intelligence adjustments in  
rulebook for number of languages)

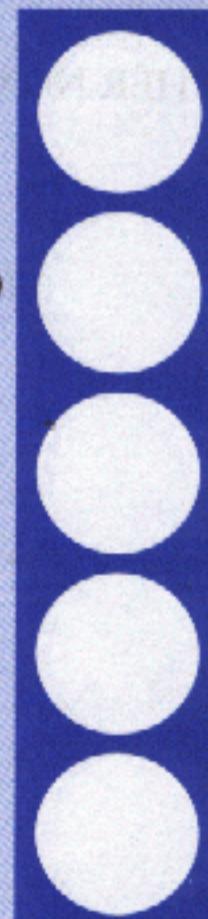
on magic-based  
saving throws

to missile fire hit rolls,  
modifies AC

to hit die rolls for hit points

to reaction rolls, also  
determines retainer morale

## 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  
NEEDED

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

## HIT ROLL ADJUSTMENTS

Melee    Missile

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# 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
Dagger which can tell direction	Shortsword (1d6) Shortbow (50/100/150, 1d6) Leather armor + shield 16 arrows
Cloak which withstands all cold	Backpack Lantern + oil 8 spikes + hammer Tinder Box Rations, 1 week

## OTHER NOTES including places explored, people & 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	EXPERIENCE
PP:	
GP: 24	GEMS:
EP:	500 GP ruby
SP: 112	
CP:	
TOTAL VALUE: 535.2 gold	2,412
	Prime Requisite Score <b>12/14</b> Bonus/Penalty <b>+5%</b>
	Needed for next level: <b>4,000</b>



## CHARACTER RECORD SHEETS

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