

Dungeons & Dragons

Player Character Record

Alignment _____ Sex _____ Age _____

→ Saving Throws →

- ☐ Death Ray *or* Poison
(Constitution)
- ☐ Magic Wands
(Dexterity)
- ☐ Paralysis *or* Turn to Stone
(Strength)
- ☐ Dragon Breath
(Dexterity)
- ☐ Rod, Staff, *or* Spell
(Wisdom)

Intelligence modifies all saving throws vs. Mind Attacks (charm, confusion, fear, etc.)

Languages Known _____

Special Abilities

Weapon Mastery

Weapon	Level	Damage	Range	Defense	Special
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General Skill Mastery

Coinage

<u>Carried</u>	<u>Treasure Horde</u>
PP: _____	PP: _____
GP: _____	GP: _____
EP: _____	EP: _____
SP: _____	SP: _____
CP: _____	CP: _____



Treasure



Encumbrance & Movement

Enc (cn)	Normal Speed (feet per turn)	Encounter Speed (feet per round)
0 -	120	40
	90	30
	60	20
	30	10
	15	5
	0	0

Total Encumbrance Carried _____

Without Backpack _____

Without Sack(s) _____

Only Belt Pouch & Items Worn _____

Items in Belt Pouch

Enc. = _____

Items Worn

Enc = _____

Items in Backpack

Enc. = _____

Items in Sack #1

Enc = _____

Items in Sack #2

Enc = _____