

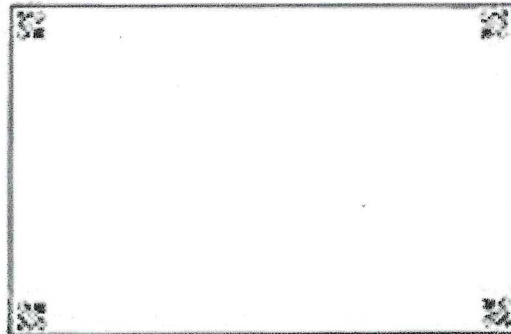
# DUNGEONS & DRAGONS CHARACTER RECORD SHEET

F.I.P.  
**Player's Name**

Ron Edwards  
**Dungeon Master**

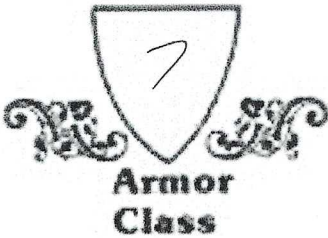
Alexian Dusk  
**Character's Name**

Chaotic Evil  
**Alignment**



Character Sketch or Symbol

Fight/Assassin 2/2  
**Class**                      **Level**



**Armor Class**



**Hit Points**

**ABILITIES:**

**SAVING THROWS:**

14	<b>STRENGTH</b>	_____
		adjustment
12	<b>INTELLIGENCE</b>	_____
		adjustment
11	<b>WISDOM</b>	_____
		adjustment
		to Reaction
17	<b>DEXTERITY</b>	_____
		adjustment
		-3 Defense
11	<b>CONSTITUTION</b>	_____
		adjustment
11	<b>CHARISMA</b>	_____
		adjustment

13	<b>POISON or PARALYSIS</b>
	<b>DEATH RAY</b>
14	<b>MAGIC WAND</b> , Rod or staff
12	<b>TURN TO STONE or PARALYSIS</b> Polymorph
16	<b>DRAGON BREATH</b>
15	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES**

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

<b>"TO HIT" ROLL NEEDED</b>	<b>AC: 9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
	11	12	13	14	15	16	17	18	19	20



# DUNGEONS & DRAGONS CHARACTER RECORD SHEET

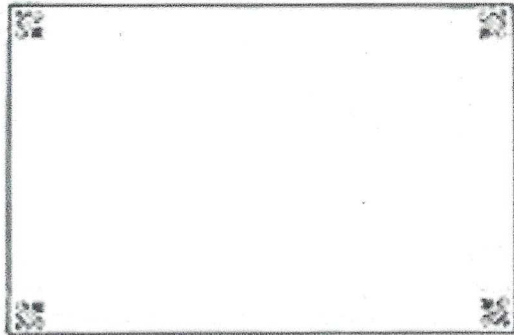
Helma  
**Player's Name**

Ron  
**Dungeon Master**

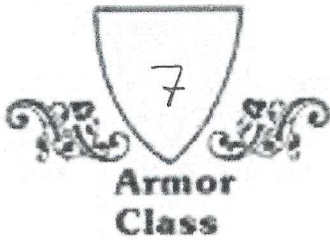
Hazel  
**Character's Name**

chaotic neutral  
**Alignment**

Fighter-Thief 2-2  
**Class Level**



**Character Sketch or Symbol**



**Armor Class**



**Hit Points**

*church of the Ineffable Disruption  
of All Being  
thiefs guild*

**ABILITIES:**

**SAVING THROWS:**

12	<b>STRENGTH</b>	<i>+100 weight adjustment</i>
11	<b>INTELLIGENCE</b>	<i>+2 languages adjustment</i>
11	<b>WISDOM</b>	<i>adjustment</i>
17	<b>DEXTERITY</b>	<i>reaction +2 defensive -3 adjustment</i>
12	<b>CONSTITUTION</b>	<i>adjustment</i>
12	<b>CHARISMA</b>	<i>4 henchmen adjustment</i>

13	<b>POISON or DEATH RAY or Paralysis</b>
14	<b>MAGIC WAND, Staff, rod</b>
12	<b>TURN TO STONE or PARALYSIS Polymorph</b>
16	<b>DRAGON BREATH</b>
15	<b>SPELLS or MAGIC STAFF</b>

**SPECIAL ABILITIES** *↑ (improvement) spot hidden doors*  
*30% resistance to sleep & charm; infravision (see in the dark)*

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

*open doors on 1&2; bend bars 4%; 80% system shock; 85% resurrection;  
backstabbing +4 to hit, 2x damage with surprise.  
proficient: dagger, sling, longsword, bow.*

*45% pick pockets; 29% open locks; 25% find/remove traps; 21% move silently; 20% hide in shadows;  
10% hear noise; 86% climb walls; 0% read languages*

<b>"TO HIT" ROLL NEEDED</b>	AC: 9	8	7	6	5	4	3	2	1	0
	11	12	13	14	15	16	17	18	19	20

possessions: leather armor  
holy dagger +1  
holy symbol  
sling with d4+1 (d6+1)  
12 bullets  
longsword d8 (d12)  
short bow  
quiver with  
10 arrows  
rope  
thief's tools  
kinderbox w. flint & steel  
hooded lantern  
flask of oil

~~57~~ gold pieces  
~~-30~~  
27  
26  
~~-8~~  

---

18  
17

languages:  
elvish  
common  
thief's cant  
chaotic neutral  
+2



# DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Erik

**Player's Name**

**Dungeon Master**

Marden Krown

Lawful evil

**Character's Name**

**Alignment**

cleric assassin

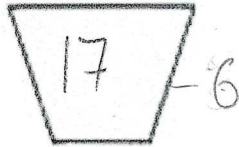
2/2

**Class**

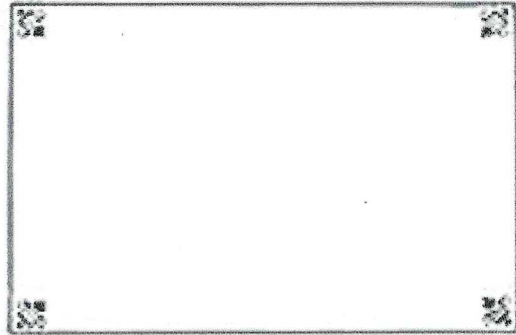
**Level**



**Armor Class**



**Hit Points**



**Character Sketch or Symbol**

**ABILITIES:**

**SAVING THROWS:**

14	<b>STRENGTH</b>	_____
		adjustment
11	<b>INTELLIGENCE</b>	_____
		adjustment
14	<b>WISDOM</b>	_____
		adjustment
14	<b>DEXTERITY</b>	_____
		adjustment
13	<b>CONSTITUTION</b>	_____
		adjustment
10	<b>CHARISMA</b>	_____
		adjustment

10	<b>POISON or DEATH RAY</b>	Paralyzation Poison or death magic
12	<b>MAGIC WAND</b>	Petrification polymorph
14	<b>TURN TO STONE or PARALYSIS</b>	rod/staff/wand
16	<b>DRAGON BREATH</b>	
15	<b>SPELLS or MAGIC STAFF</b>	

**SPECIAL ABILITIES**

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

<b>"TO HIT" ROLL NEEDED</b>	AC: 9	8	7	6	5	4	3	2	1	0
	11	12	13	14	15	16	17	18	19	20