

DUNGEONS & DRAGONS CHARACTER RECORD SHEET

M110

Player's Name

Robert

Character's Name

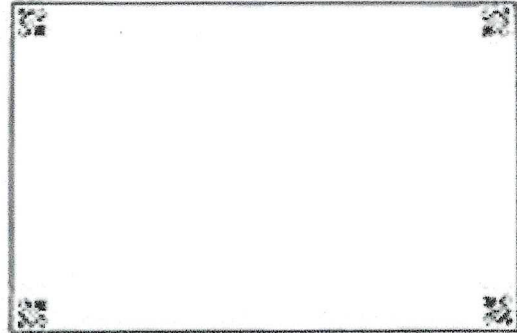
Neutral good
Alignment

Cleric/Fighter 12

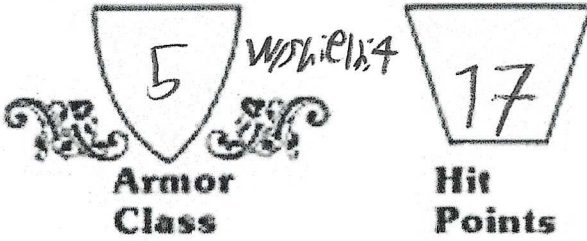
Class

Level

Dungeon Master



Character Sketch or Symbol



Armor Class

Hit Points

ABILITIES:

SAVING THROWS:

14	STRENGTH	15	adjustment
12	INTELLIGENCE	12	adjustment
16	+2 Mod WISDOM	16	adjustment
12	DEXTERITY	12	adjustment
13	CONSTITUTION	14	adjustment
10	CHARISMA	8	adjustment

16	POISON or Paralysis DEATH RAY
14	MAGIC WAND
13	TURN TO STONE or PARALYSIS Polymorph
16	DRAGON BREATH
15	SPELLS or MAGIC STAFF

SPECIAL ABILITIES

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

Cure light wounds, Light evil, protection from evil, ~~...~~

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

DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Yaroslav

Player's Name

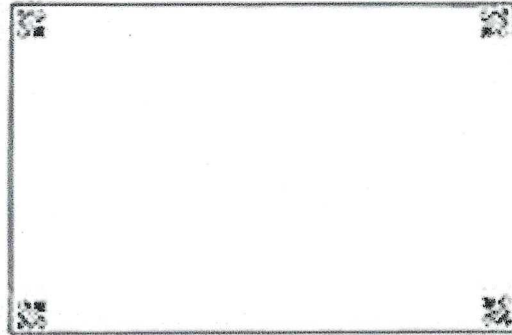
Dungeon Master

Horc
Character's Name

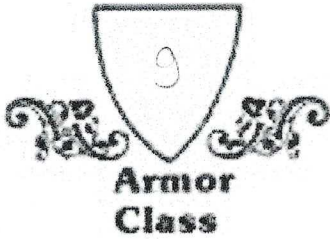
Neutral Good
Alignment

Half-orc
fighter-cleric
Class

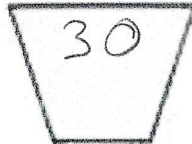
Level



Character Sketch or Symbol



Armor Class



Hit Points

ABILITIES:

SAVING THROWS:

17	STRENGTH	+1 adjustment
13	INTELLIGENCE	adjustment
12	WISDOM	adjustment
12	DEXTERITY	adjustment
17	CONSTITUTION	+1 adjustment
9	CHARISMA	-2 adjustment

<input type="checkbox"/>	POISON or DEATH RAY
<input type="checkbox"/>	MAGIC WAND
<input type="checkbox"/>	TURN TO STONE or PARALYSIS
<input type="checkbox"/>	DRAGON BREATH
<input type="checkbox"/>	SPELLS or MAGIC STAFF

SPECIAL ABILITIES

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

Spells: command, cure light wounds

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