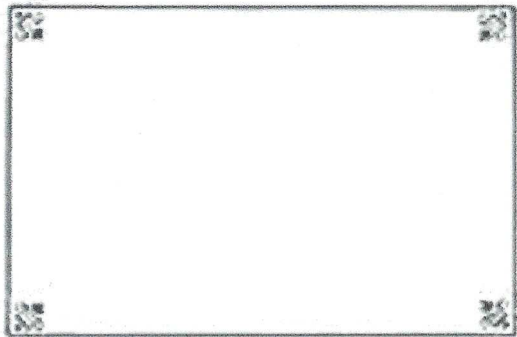


DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Filip
Player's Name

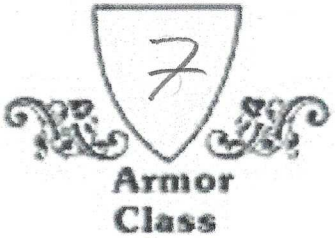
RON
Dungeon Master

Elduin Glynfel Lawful
Character's Name **Alignment**

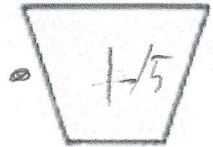


Character Sketch or Symbol

EK I
Class **Level**



Armor Class



Hit Points

ABILITIES:

SAVING THROWS:

8	STRENGTH	-1 hit damage, open door adjustment
9	INTELLIGENCE	adjustment
13	WISDOM	+1 magic adjustment
8	DEXTERITY	-1 to hit, initiative adjustment, ac
8	CONSTITUTION	-1 hit point die adjustment
15	CHARISMA	+1 reaction adjustment

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

SPECIAL ABILITIES

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

Inffa Vision immune to paralasys secret door 1-2
 spell: shield

"TO HIT" ROLL NEEDED	AC: 9	8	7	6	5	4	3	2	1	0
	10	11	12	13	14	15	16	17	18	19

• mace
• leather 7
13x ration unpreserved /day
Backpack
Shield
Rope 50 feet

-1 to hit, damage, Open door
+1 magic saving throws
-1 to hit, +1 ac, - initiative
-1 to hit point dice
+1 reaction

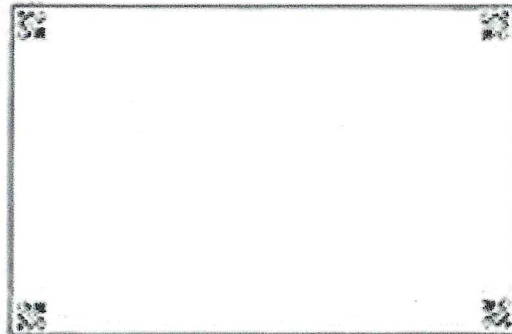
DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Nec
Player's Name

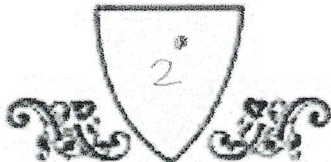
Ron
Dungeon Master

Gromlim chaotic
Character's Name **Alignment**

Dwarf 1
Class **Level**



Character Sketch or Symbol



Armor Class



Hit Points

ABILITIES:

SAVING THROWS:

19	STRENGTH	<u>+3 hit/ders</u> adjustment
6	INTELLIGENCE	_____ adjustment
5	WISDOM	<u>-2 magic</u> adjustment
14	DEXTERITY	<u>+1 ac + initiative</u> adjustment
10	CONSTITUTION	_____ adjustment
12	CHARISMA	_____ adjustment

10	POISON or DEATH RAY
11 ^x	MAGIC WAND
12 ^x	TURN TO STONE or PARALYSIS
13	DRAGON BREATH
14 ^x	SPELLS or MAGIC STAFF

SPECIAL ABILITIES intra vision +10% xp,

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

Expert miner
+1 initiative
-2 magic saves
standard rations
7-1

"TO HIT" ROLL NEEDED	AC: 9	8	7	6	5	4	3	2	1	0
	10	11	12	13	14	15	16	17	18	19

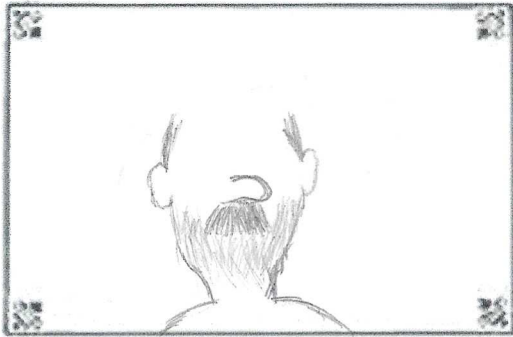
DUNGEONS & DRAGONS CHARACTER RECORD SHEET

Nils
Player's Name

Ron
Dungeon Master

seth Neutral
Character's Name Alignment

Thief 1
Class Level



Character Sketch or Symbol

5

Armor
Class

3

Hit
Points

ABILITIES:

SAVING THROWS:

15	STRENGTH	<u>+1</u> melee hit damage and opening doors adjustment
12	INTELLIGENCE	<u>1</u> adjustment
15	WISDOM	<u>+1</u> magic saving throws adjustment
17	DEXTERITY	<u>+2</u> missile AC-2 adjustment +1 initiative
6	CONSTITUTION	<u>-1</u> per hit dice adjustment
12	CHARISMA	<u> </u> adjustment

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

SPECIAL ABILITIES +1 to hit melee damage and opening doors, +1 to magic saving throws

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

Open locks, Find or remove traps, Pick Pockets, Move silently, Climb steep surfaces, Hide in shadows, Hear noise, +4 to hit strike from behind
10% extra XP

AC: 9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

Equipment

Gold: 2

leather armor AC: 5

thieves tool

back pack

6 * iron rations

short sword

long bow

case of 20 arrows