

# DUNGEONS & DRAGONS

NAME:

ALIGNMENT:

CLASS:

LEVEL:

EXPERIENCE:

ARMOR CLASS:

HIT POINTS:

NEEDED TO LEVEL:

ABILITIES

ADJUSTMENT

SAVING THROWS

STRENGTH:

POISON OR DEATH RAY:

INTELLIGENCE:

MAGIC WAND:

WISDOM:

TURN TO STONE

DEXTERITY:

OR PARALYSIS:

CONSTITUTION:

DRAGON BREATH:

CHARISMA:

SPELL OR MAGIC STAFF:

SPECIAL ABILITIES & SKILLS

TO HIT AC 9 8 7 6 5 4 3 2 1 0

EQUIPMENT

NOTES

MONEY & TREASURE