


DUNGEONS & DRAGONS® Character Record Sheet


Drooling Maniac
Player's Name

Lord Dloc
Dungeon Master

Following the individual / individual
Character's Name Alignment

Elf 1
Class Level


Armor Class


Hit Points


ABILITIES:

15	STRENGTH	+1 adjustment
16	INTELLIGENCE	+2 adjustment
10	WISDOM	0 adjustment
12	DEXTERITY	0 adjustment
13	CONSTITUTION	+1 adjustment
13	CHARISMA	+1 adjustment

SAVING THROWS:

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

Character Sketch or Symbol



LANGUAGES: Elf, goblin, Hobgoblin, orc, ogre, high elf

SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.
infection; detection; spells - read magic; sleep

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

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EQUIPMENT CARRIED

MAGIC ITEMS	NORMAL ITEMS
	Plate/Chain (4) Shield Sword Short bow 20 arrows 1 silver tipped leather/chainmail Gauntlets (6) Wolfesbane Backpack Large sack LANTERN
	Tinder box + Flint Rope (50') Waterskins 100 RATIONS 1170

OTHER NOTES including places explored, people & monsters met

Conquered local caves.

MONEY and TREASURE	EXPERIENCE
PP: 0 GP: 100 EP: 80 SP: 300 CP: 0	2215 2215
GEMS: 0	
TOTAL VALUE:	BONUS/PENALTY: +10%
	Needed for next level: 4000

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