

# Dungeons and Dragons

## ALCHEMIST CHARACTER RECORD

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

LEVEL/TITLE \_\_\_\_\_ / \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

PERMANENT/ADJUSTED

STRENGTH \_\_\_\_\_ / \_\_\_\_\_

INTELLIGENCE \_\_\_\_\_ / \_\_\_\_\_

WISDOM \_\_\_\_\_ / \_\_\_\_\_

DEXTERITY \_\_\_\_\_ / \_\_\_\_\_

CONSTITUTION \_\_\_\_\_ / \_\_\_\_\_

CHARISMA \_\_\_\_\_ / \_\_\_\_\_

BONUSES: DAMAGE \_\_\_\_\_ DEFENSE \_\_\_\_\_ CHARISMA \_\_\_\_\_ TO HIT: MELEE \_\_\_\_\_ MISSILES \_\_\_\_\_

ARMOR CLASS \_\_\_\_\_ HIT POINTS \_\_\_\_\_

POTIONS AVAILABLE (QTY/TYPE)


WEAPON/DAMAGE

ROLL TO HIT ARMOR CLASS:

_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9
_____ / _____	0	1	2	3	4	5	6	7	8	9

SAVING THROWS D20 BONUS: \_\_\_\_\_ RESURRECTION \_\_\_\_\_ %  
 D20: POISON/DEATH \_\_\_\_\_ WAND \_\_\_\_\_ STONE \_\_\_\_\_ BREATH \_\_\_\_\_ STAFF/SPELL \_\_\_\_\_

SPECIAL SKILLS, ETC \_\_\_\_\_

\_\_\_\_\_  
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EXPERIENCE	
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