

Dungeons and Dragons

FIGHTER CHARACTER RECORD

CHARACTER NAME: _____ PLAYER NAME: _____

LEVEL/TITLE _____ / _____

ALIGNMENT _____

STRENGTH _____ / _____
PERMANENT/ADJUSTED

INTELLIGENCE _____ / _____

WISDOM _____ / _____

DEXTERITY _____ / _____

CONSTITUTION _____ / _____

CHARISMA _____ / _____

BONUSES: DAMAGE _____ DEFENSE _____ CHARISMA _____ TO HIT: MELEE _____ MISSILES _____

ARMOR CLASS _____ HIT POINTS _____

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
_____ / _____	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 _____

EXPERIENCE:	Level/Title	XP	HP	Base To Hit Roll by Armor Class of Target										
				0	1	2	3	4	5	6	7	8	9	
	1 Veteran	0	8	19	18	17	16	15	14	13	12	11	10	
	2 Warrior	2,000	+1D8											
	3 Swordsman	4,000	+1D8											
	4 Hero	8,000	+1D8	17	16	15	14	13	12	11	10	9	8	
	5 Swashbuckler	16,000	+1D8											
	6 Myrmidon	32,000	+1D8											
	7 Champion	64,000	+1D8	14	13	12	11	10	9	8	7	6	5	
	8 Superhero	120,000	+1D8											
9 Lord	240,000	+1D8												
10-12	double	+2pt	12	11	10	9	8	7	6	5	4	3		
13-15	each	per	10	9	8	7	6	5	4	3	2	1		
16 +	Level	level	7	6	5	4	3	2	1	1	1	1		

