

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:

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FIGHTER CHARACTER RECORD

CHARACTER NAME: _____

PLAYER NAME: _____

EQUIPMENT WORN/IN HAND:

WEIGHT	ITEM
	TOTAL WEIGHT

BACKPACK:

WEIGHT	ITEM
	TOTAL WEIGHT

ON BELT:

WEIGHT	ITEM
	TOTAL WEIGHT

POUCH:

WEIGHT	ITEM
	TOTAL WEIGHT

MONEY

PLATINUM	
GOLD	
SILVER	
COPPER	
GEMS, ETC.	
TOTAL WGT	(COINS/10)LBS:

TOTAL WEIGHT CARRIED: _____

WEIGHT CARRYABLE (NORMAL) _____

WGT. CARRYABLE (ENCUMBERED) _____