

Dungeons and Dragons

THIEF 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 | |

| | | | | |
|-------------------------|------------------|---------------------|--------------|-------------------|
| SAVING THROWS | D20 BONUS: _____ | RESURRECTION _____% | | |
| D20: POISON/DEATH _____ | WAND _____ | STONE _____ | BREATH _____ | STAFF/SPELL _____ |

SPECIAL SKILLS, ETC _____

| | |
|------------|--|
| EXPERIENCE | |
|------------|--|

Dungeons and Dragons

THIEF CHARACTER RECORD

CHARACTER NAME: _____ PLAYER NAME: _____

EQUIPMENT WORN/IN HAND:

| WEIGHT | ITEM |
|--------|--------------|
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| | |
| | TOTAL WEIGHT |

BACKPACK:

| WEIGHT | ITEM |
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| | |
| | TOTAL WEIGHT |

ON BELT:

| WEIGHT | ITEM |
|--------|--------------|
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| | |
| | |
| | TOTAL WEIGHT |

POUCH:

| WEIGHT | ITEM |
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| | |
| | TOTAL WEIGHT |

MONEY

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

TOTAL WEIGHT CARRIED: _____

WEIGHT CARRYABLE (NORMAL) _____

WGT. CARRYABLE (ENCUMBERED) _____