

Original Dungeons & Dragons

Fantastic Medieval Wargames Playable with Paper and Pencil and Miniature Figures

Name _____

Class _____

Level _____

Alignment _____

Race _____

Experience _____

(Needed for Next Level) _____

Special Abilities _____

AC _____

Shield: Yes No

Armor Type: _____

HP (____)

Current HP (____)

Dead at ____ HP

Saving Throws

Death Ray or

Poison _____

Polymorph &

Paralization _____

Stone _____

Dragon

Breath _____

Staves &

Spells _____

Score Bonus

Strength _____

Intelligence _____

Wisdom _____

Dexterity _____

Constitution _____

Charisma _____

Languages Known

Weapons

Name Bonus Damage Hands Shots

AC 9 8 7 6 5 4 3 2 1 0

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Gold & Valuables

Equipment

Magic Items

Thief Abilities

Description

Notes

Open Locks	_____		
Remove Traps	_____		
Pick Pockets	_____		
Move Silently	_____		
Climb Sheer Surface	_____		
Hide in Shadows	_____		
Hear Noise	_____		

