

DUNGEONS & DRAGONS® Character Record Sheet

Character's Name: ZARION
 Player's Name: VAD
 Dungeon Master: XAVI

Class: GUERRER/ESPÍO
 Alignment: NEUTRAL
 Level: XIV

ABILITIES:

10 Strength
10 Intelligence
17 Wisdom
16 Dexterity
11 Constitution
8 Charisma

Adjustments:

0 Hit & Damage, Opening Doors
0 Language(s)
+2 Saving Throws vs. Magic
+2 Missile Fire Hit rolls, -2 AC*
0 Hit Points/Level
-1 Reactions

EXPERIENCE:

Prime Requisite: _____
 Adjustment to EXP: _____

Experience Total:

760,000

SAVING THROWS:

- AS A THIEF
- Poison or Death Ray
 - Magic Wand
 - Turn to Stone or Paralysis
 - Dragon Breath
 - Spells or Magic Staff

COMBAT NOTES:

Armor Class: 1
 Hit Points: 57
 Movement Rate: _____
 Damage Taken: _____

Armor Value (if used):	<u>5</u>
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EQUIPMENT CARRIED:

Item	Enc. (cn)
<u>COLO WALLA</u>	
<u>CASE</u>	
<u>ESP. CUBETA (1d3)</u>	
<u>ARC. LLARG (104)</u>	
<u>DAGA (1D2)</u>	
<u>BASTARDA (106)</u>	
<u>Medallas de contera</u>	
<u>FERRA</u>	
Total Encumbrance (cn):	

LANGUAGES:

Common: WEATHAR
 Alignment: _____
ALFATION
NIXE
DRYAN
COMUN MUNDU EXTERIOR

SPECIAL SKILLS:

(Thief skills, Clerical turning, racial skills, etc.)

- +2 DEXTER. SCORES
- Hide in Shadows - 55 %
- Move silently - 68 %
- Hide noise - 84 % X
- Find traps - 70 % X
- Climb - 100% (97)
- Open locks - 72 %

GENERAL SKILLS:

Number of Skill Choices: _____

Skill	Ability	Roll
<u>CONJUR ALS ABBRES</u>		
<u>MUSICAS</u>	<u>FORA</u>	<u>+3</u>
<u>TIROMB ARC</u>	<u>46 %</u>	<u>+4</u>
<u>DANAR ANIMALS</u>	<u>DES</u>	<u>+3</u>
<u>Nedra</u>	<u>52 %</u>	
<u>MONAR ANIM. Volantes</u>	<u>Dex</u>	<u>+3</u>

HIT ROLLS: As a Thief

Target AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Hit Roll Needed:	<u>4</u>	<u>3</u>	<u>6</u>	<u>7</u>	<u>6</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>