

DUNGEONS & DRAGONS®

Official Game Accessory

PLAYER CHARACTER RECORD SHEETS

Now
For Use With
BASIC, EXPERT,
COMPANION,
and MASTERS
rulesets!



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OFFICIAL GAME ACCESSORY

Lord Grimshar the Dour's Character Sheet
Simon McGruthe, player

Strength	To Hit/Dmg Adj:	# To Hit AC 0 (THAC0)	HP
18	+3/+3	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	75
Intelligence	Add. Lang.	SAVING THROWS	Wounds
12	—	Poison or Death Ray	—
Wisdom	Save Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	AC
10	—	Magic Wands	-5
Dexterity	AC/Missile Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	Class/Lvl
8	-1	Turn to Stone or Paralysis	Fighter/22
Constitution	HP Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	X.P.
17	+2	Dragon Breath	1,879,771
Charisma	React Adj.	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	Alignment
13	+1	Spells, Rods, or Staves	Lawful

Special Abilities, Thief Abilities, or Turning Undead

Languages
 Lawful
 Common

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)

1st: **Sword**

3rd: **Battle Axe BS** — 1D8 —

6th: **Sword**

9th: **Dagger SK** 15/25/35 1D6 H:-1AC/1 X2 DAMAGE (20)

11th: **Sword**

15th: **Sword MS** -/5/10 P:2d8+4 H:-3AC/3 Deflect(2) Disarm (save)

23rd: Masters Weapon Mastery

30th: Masters Weapon Mastery

36th: Masters Weapon Mastery

Magical Items

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Spells or Equipment	1st	2nd	3rd	4th
Immortal Sponsor (Masters Rules)	Sphere of Power (Masters Rules)			
Lord Snowiz	Equipment, Retainers and Notes			
+4 Plate armor	+4 Medium shield			
+4 Medium shield	Helm			
+5 Sword	+3 Dagger			
+3 Dagger	Pack *			
	Standard rations			
	Treasure			

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OFFICIAL GAME ACCESSORY

_____ 's Character Sheet
 _____, player

Strength	To Hit/Dmg Adj.
Intelligence	Add. Lang.
Wisdom	Save Adj.
Dexterity	AC/Missile Adj.
Constitution	HP Adj.
Charisma	React Adj.

To Hit AC 0 (THACO) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
SAVING THROWS
Poison or Death Ray 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Magic Wands 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Turn to Stone or Paralysis 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Dragon Breath 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Spells, Rods, or Staves 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Wounds	HP
AC	WR <small>(Companion Rules)</small>
Class/Lvl	X.P.
Alignment	

Special Abilities, Thief Abilities, or Turning Undead

Languages

Basic Weapon Mastery (Wpn, Mstr, Range, DMG, Defense, Special—from Masters ruleset)
1st
1st
3rd
Expert Weapon Mastery
6th
9th
11th
Companion Weapon Mastery
15th
23rd
Masters Weapon Mastery
30th
36th

Magical Items

MAGIC USER AND ELF SPELL BOOK

FIRST LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PERSON (R: 120', D: sp, E: 1 person)	_____
_____	DETECT MAGIC (R: 0, D: 2 turns, E: 60' r.)	_____
_____	FLOATING DISK (R: 0, D: 6 turns, E: 6')	_____
_____	HOLD PORTAL (R: 10', D: 2-12t., E: 1 door)	_____
_____	LIGHT* (R: 120', D: 6t. + 1t./lv, E: 30' d)	_____
_____	MAGIC MISSILE (R: 150', D: 1t., E: sp)	_____

SECOND LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' d.)	_____
_____	DETECT EVIL (R: 60', D: 2t., E: 60' r.)	_____
_____	DETECT INVISIBLE (R: 10'/lv, D: 2t., E: MU)	_____
_____	ESP* (R: 60', D: 12t., E: sp)	_____
_____	INVISIBILITY (R: 240', D: sp, E: 1 person)	_____
_____	KNOCK (R: 60', D: sp, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLAIRVOYANCE (R: 60', D: 12t., E: sp)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	FIRE BALL (R: 240', D: Inst., E: 40' d.)	_____
_____	FLY (R: touch, D: 1-6t. + 1t./lv, E: 1 person)	_____
_____	HASTE* (240', D: 3t., E: 24 creatures)	_____
_____	HOLD PERSON* (R: 120', D: 1t./lv, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM MONSTER (R: 120', D: sp, E: sp)	_____
_____	CONFUSION (R: 120', D: 12r., E: sp)	_____
_____	DIMENSION DOOR (R: 10', D: 1r., E: 1 creature)	_____
_____	GROWTH OF PLANTS* (R: 120', D: sp, E: 3000 sq. ft.)	_____
_____	HALLUCINATORY TERRAIN (R: 240', D: sp, E: sp)	_____
_____	ICE STORM/WALL (R: 120', D: sp, E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CLOUDKILL (R: 1', D: 6t., E: sp)	_____
_____	CONJURE ELEMENTAL (R: 240', D: C, E: 16 HD)	_____
_____	CONTACT OUTER PLANE (R: 0, D: sp, E: 3-12 quest.)	_____
_____	DISSOLVE* (R: 120', D: 3-18 days, E: 3000 sq. ft.)	_____
_____	FEEBLEMIND (R: 240', D: P, E: sp)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	ANTI-MAGIC SHELL (R: 0, D: 12t., E: sp)	_____
_____	DEATH SPELL (R: 240', D: Inst., E: sp)	_____
_____	DISINTEGRATE (R: 60', D: Inst., E: 1 item)	_____
_____	GEAS* (R: 30', D: sp, E: 1 creature)	_____
_____	INVISIBLE STALKER (R: 0, D: sp, E: 1 stalker)	_____
_____	LOWER WATER (R: 240', D: 10t., E: 1/2 depth)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CHARM PLANT (R: 120', D: 3 months, E: sp)	_____
_____	CREATE NORMAL MONSTERS (R: 30', D: 1t., E: sp)	_____
_____	DELAYED BLAST FIRE BALL (R: 240', D: sp, E: 20' r.)	_____
_____	LORE (R: 0, D: P, E: 1 item)	_____
_____	MAGIC DOOR* (R: 10', D: 7 uses, E: sp)	_____
_____	MASS INVISIBILITY* (R: 240', D: P, E: sp)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CLONE (R: 10', D: P, E: 1 clone)	_____
_____	CREATE MAGICAL MONSTERS (R: 60', D: 2t., E: sp)	_____
_____	DANCE (R: T, D: sp, E: 1 creature)	_____
_____	EXPLOSIVE CLOUD (R: 1', D: 6t., E: sp)	_____
_____	FORCE FIELD (R: 120', D: 6t., E: sp)	_____
_____	MASS CHARM* (R: 120', D: sp, E: 30 levels)	_____

NINTH LEVEL SPELLS:

Memorized	Spell Name	Spell Book
_____	CONTINGENCY (R: T, D: sp, E: sp)	_____
_____	CREATE ANY MONSTER (R: 90', D: 3t., E: sp)	_____
_____	GATE* (R: 30', D: sp, E: 1 gate)	_____
_____	HEAL* (R: T, D: P, E: sp)	_____
_____	IMMUNITY (R: T, D: 1t./level, E: sp)	_____
_____	MAZE (R: 60', D: sp, E: 1 creature)	_____

Character: _____ Player: _____

FIRST LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	PROTECTION FROM EVIL (R: 0, D: 6t., E: MU)	_____
_____	READ LANGUAGE (R: 0, D: 6t., E: MU)	_____
_____	READ MAGIC (R: 0, D: 1t., E: MU)	_____
_____	SHIELD (R: 240', D: 2t., E: MU)	_____
_____	SLEEP (R: 240', D: 4-16t., E: sp)	_____
_____	VENTRILLOQUISM (R: 60', D: 2t., E: 1 item)	_____

SECOND LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	LEVITATE (R: 0, D: 6t. + 1t./level, E: MU)	_____
_____	LOCATE OBJECT (R: 60' + 10'/level, D: 2t., E: 1 obj.)	_____
_____	MIRROR IMAGE (R: 0, D: 6t., E: MU)	_____
_____	PHANTASMAL FORCE (R: 240', D: C, E: 20' cube)	_____
_____	WEB (R: 10', D: 48t., E: 10' cube)	_____
_____	WIZARD LOCK (R: 10', D: P, E: 1 lock)	_____

THIRD LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	INFRAVISION (R: touch, D: 1 day, E: 1 creature)	_____
_____	INVISIBILITY 10' RADIUS (R: 120', D: sp, E: 10' r.)	_____
_____	LIGHTNING BOLT (R: 180', D: Inst., E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____
_____	PROT. FROM NORMAL MISSILES (R: 30', D: 12t., E: 1)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____

FOURTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MASSMORPH (R: 240', D: sp, E: sp)	_____
_____	POLYMORPH OTHER (R: 60', D: P, E: 1 creature)	_____
_____	POLYMORPH SELF (R: 0, D: 6t. + 1t./lv, E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____
_____	WALL OF FIRE (R: 60', D: C, E: 1200 sq. ft.)	_____
_____	WIZARD EYE (R: 240', D: 6t., E: sp)	_____

FIFTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	HOLD MONSTER* (R: 120', D: 6t. + 1t./lv, E: 1-4)	_____
_____	MAGIC JAR (R: 30', D: sp, E: 1 body)	_____
_____	PASS-WALL (R: 30', D: 3t., E: 10' deep)	_____
_____	TELEKINESIS (R: 120', D: 6r., E: 200cn/lv)	_____
_____	TELEPORT (R: 10', D: Inst., E: 1 creature)	_____
_____	WALL OF STONE (R: 60', D: sp, E: 1000 cubic ft.)	_____

SIXTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MOVE EARTH (R: 240', D: 6t., E: sp)	_____
_____	PROJECTED IMAGE (R: 240', D: 6t., E: 1 image)	_____
_____	REINCARNATION (R: 10', D: P, E: sp)	_____
_____	STONE TO FLESH (R: 120', D: P, E: 1 item)	_____
_____	WALL OF IRON (R: 120', D: P, E: 500 sq. ft.)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____

SEVENTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	POWER WORD STUN (R: 120', D: sp, E: sp)	_____
_____	REVERSE GRAVITY (R: 90', D: sp, E: 30 cu. ft.)	_____
_____	STATUE (R: 0, D: 2t./lv, E: sp)	_____
_____	SUMMON OBJECT (R: sp, D: Inst., E: 1 item)	_____
_____	SWORD (R: 30', D: 1r./lv, E: sp)	_____
_____	TELEPORT ANY OBJECT (R: T, D: Inst., E: 1 item)	_____

EIGHTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	MIND BARRIER* (R: 10', D: 1hr./lv, E: sp)	_____
_____	PERMANENCE (R: 10', D: P, E: 1 effect)	_____
_____	POLYMORPH ANY OBJECT (R: 240', D: sp, E: 1 item)	_____
_____	POWER WORD BLIND (R: 120', D: sp, E: sp)	_____
_____	SYMBOL (R: T, D: P, E: 1 symbol)	_____
_____	TRAVEL (R: 0, D: 1t./lv, E: sp)	_____

NINTH LEVEL SPELLS:

Memorized	Spell	Spell Book
_____	METEOR SWARM (R: 240', D: Inst., E: sp)	_____
_____	POWER WORD KILL (R: 120', D: Inst., E: sp)	_____
_____	PRISMATIC WALL (R: 60', D: 6t., E: sp)	_____
_____	SHAPECHANGE (R: 0, D: 1t./lv, E: sp)	_____
_____	TIMESTOP (R: 0, D: 25r., E: sp)	_____
_____	WISH (R: sp, D: sp, E: sp)	_____

CLERIC/DRUID SPELL LIST

Character: _____ Player: _____

LEVEL ONE SPELLS:

Prayed For	Spell	Available
_____	CURE LIGHT WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DETECT EVIL (R: 120', D: 6t., E: sp)	_____
_____	DETECT MAGIC (R: 0, D: 2t., E: within 60')	_____
_____	LIGHT (R: 120', D: 12t., E: 30' d.)	_____
_____	PROTECTION FROM EVIL (R: 0, D: 12t., E: CL)	_____
_____	PURIFY FOOD AND WATER (R: 10', D: P, E: sp)	_____

LEVEL TWO SPELLS:

Prayed For	Spell	Available
_____	BLESS* (R: 60', D: 6t., E: 20' sq.)	_____
_____	FIND TRAPS (R: 0, D: 2t., E: traps within 30')	_____
_____	HOLD PERSON* (R: 180, D: 2t., E: 1 creature)	_____
_____	KNOW ALIGNMENT* (R: 0, D: 1r., E: sp)	_____
_____	RESIST FIRE (R: 30', D: 2t., E: 1 creature)	_____
_____	SILENCE 15' RADIUS (R: 180', D: 12t., E: 30' d.)	_____

LEVEL THREE SPELLS:

Prayed For	Spell	Available
_____	CONTINUAL LIGHT* (R: 120', D: P, E: 60' sphere)	_____
_____	CURE BLINDNESS (R: T, D: P, E: 1 creature)	_____
_____	CURE DISEASE* (R: 30', D: P, E: 1 creature)	_____
_____	GROWTH OF ANIMAL (R: 120', D: 12t., E: sp)	_____
_____	LOCATE OBJECT (R: 0, D: 6t., E: sp)	_____
_____	REMOVE CURSE* (R: T, D: P, E: 1 curse)	_____

LEVEL FOUR SPELLS:

Prayed For	Spell	Available
_____	ANIMATE DEAD (R: 60', D: P, E: sp)	_____
_____	CREATE WATER (R: 10', D: 6t., E: sp)	_____
_____	CURE SERIOUS WOUNDS* (R: T, D: P, E: 1 creature)	_____
_____	DISPEL MAGIC (R: 120', D: P, E: 20' cube)	_____
_____	NEUTRALIZE POISON* (R: T, D: P, E: sp)	_____
_____	PROTECTION FROM EVIL 10' R. (R: 0, D: 12t., E: sp)	_____

LEVEL FIVE SPELLS:

Prayed For	Spell	Available
_____	COMMUNE (R: 0, D: 3t., E: 3 questions)	_____
_____	CREATE FOOD (R: 10', D: P, E: sp)	_____
_____	DISPEL EVIL (R: 30', D: 1t., E: sp)	_____
_____	INSECT PLAGUE (R: 480', D: 1 day, E: 1 30' swarm)	_____
_____	QUEST* (R: 30', D: sp, E: sp)	_____
_____	RAISE DEAD* (R: 120', D: P, E: sp)	_____

LEVEL SIX SPELLS:

Prayed For	Spell	Available
_____	ANIMATE OBJECTS (R: 60', D: 6t., E: sp)	_____
_____	FIND THE PATH (R: 0, D: 6t. + 1t./lvl, E: sp)	_____
_____	SPEAK WITH MONSTERS* (R: 0/60', D: 1r./lvl, E: sp)	_____
_____	WORD OF RECALL (R: 0, D: Inst., E: sp)	_____
_____	AERIAL SERVANT (R: 60', D: 1 day/lvl, E: sp)	_____
_____	BARRIER* (R: 60', D: 12t., E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	EARTHQUAKE (R: 120 yds., D: 1t., E: sp)	_____
_____	HOLY WORD (R: 0, D: Inst., E: sp)	_____
_____	RAISE DEAD FULLY* (R: 60', D: P, E: sp)	_____
_____	RESTORE* (R: T, D: P, E: sp)	_____
_____	SURVIVAL (R: T, D: 1hr./lvl, E: sp)	_____
_____	TRAVEL (R: 0, D: 1t./lvl, E: sp)	_____

FIRST LEVEL SPELLS:

Prayed For	Spell	Available
_____	REMOVE FEAR* (R: T, D: 2t., E: sp)	_____
_____	RESIST COLD (R: 0, D: 6t., E: within 30')	_____
_____	FAERIE FIRE (R: 60', D: 1r./lvl, E: sp)	_____
_____	LOCATE (R: 0, D: 6t., E: sp)	_____
_____	PREDICT WEATHER (R: 0, D: 12hrs., E: sp)	_____
_____	DETECT DANGER (R: 5 ft./lvl, D: 1hr., E: sp)	_____

SECOND LEVEL SPELLS:

Prayed For	Spell	Available
_____	SNAKE CHARM (R: 60', D: 2-5r. OR t., E: sp)	_____
_____	SPEAK WITH ANIMALS (R: 0, D: 6t., E: sp)	_____
_____	OBSCURE (R: 0, D: 1t./lvl, E: sp)	_____
_____	PRODUCE FIRE (R: 0, D: 2t./lvl, E: sp)	_____
_____	WARP WOOD (R: 240', D: P, E: sp)	_____
_____	HEAT METAL (R: 30', D: 7r., E: sp)	_____

THIRD LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH THE DEAD (R: 10', D: 1r./lvl, E: sp)	_____
_____	STRIKING (R: 30', D: 1t., E: 1 weapon)	_____
_____	CALL LIGHTNING (R: 360', D: 1t./lvl, E: 8d6 damage)	_____
_____	HOLD ANIMAL (R: 180', D: 1t./lvl, E: sp)	_____
_____	WATER BREATHING (R: 30', D: 1 day, E: 1 creature)	_____
_____	PROTECTION FROM POISON (R: T, D: 1t./lvl, E: sp)	_____

FOURTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	SPEAK WITH PLANTS (R: 0, D: 3t., E: sp)	_____
_____	STICKS TO SNAKES (R: 120', D: 6t., E: sp)	_____
_____	CONTROL TEMP. 10' RADIUS (R: 0, D: 1t./lvl, E: sp)	_____
_____	PLANT DOOR (R: 0, D: 1t./lvl, E: sp)	_____
_____	PROTECTION FROM LIGHTNING (R: T, D: 1t./lvl, E: sp)	_____
_____	SUMMON ANIMALS (R: 360', D: 3t., E: sp)	_____

FIFTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CURE CRITICAL WOUNDS* (R: T, D: P, E: 3d6 + 3 HP)	_____
_____	TRUESIGHT (R: 0, D: 1t. + 1r./lvl, E: sp)	_____
_____	ANTI-PLANT SHELL (R: 0, D: 1r./lvl, E: sp)	_____
_____	CONTROL WINDS (R: 10' r./lvl, D: 1t./lvl, E: sp)	_____
_____	PASS PLANT (R: 0, D: Inst., E: sp)	_____
_____	DISSOLVE (R: 240', D: 3d6 days, E: sp)	_____

SIXTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	CREATE NORMAL ANIMALS (R: 30', D: 10t., E: 1/3/6)	_____
_____	CUREALL (R: T, D: P, E: sp)	_____
_____	ANTI-ANIMAL SHELL (R: 0, D: 1t./lvl, E: sp)	_____
_____	TRANSPORT THROUGH PLANTS (R: Infinite, D: Inst.)	_____
_____	SUMMON WEATHER (R: 5 Miles +, D: 6t./lvl, E: sp)	_____
_____	TURN WOOD (R: 30', D: 1t./lvl, E: sp)	_____

SEVENTH LEVEL SPELLS:

Prayed For	Spell	Available
_____	WISH (R: sp, D: sp, E: sp)	_____
_____	WIZARDRY (R: 0, D: 1t., E: sp)	_____
_____	CREEPING DOOM (R: 120', D: 1r./lvl, E: sp)	_____
_____	METAL TO WOOD (R: 120', D: P, E: sp)	_____
_____	WEATHER CONTROL (R: 0, D: C, E: 240 yd. r.)	_____
_____	SUMMON ELEMENTAL (R: 240', D: 6t., E: 16 HD)	_____

Note: this listing includes all spells that appear in the D&D Basic, Expert, Companion, and Masters rulesets.

ABBREVIATIONS:

R: RANGE	D: DURATION	E: EFFECT			
T...Touch	P...Permanent	r ... radius	r., ... round(s)	cu ... cubic	
sp...special	C...Concentration	d ... diameter	t., ... turn(s)	sp ... special	
		Inst ... Instantaneous	lvl ... level	/ ... per (level)	

BE IT KNOWN THAT the dominion of _____ in
the lands of _____ is
ruled by the great and powerful _____,
vassal of _____;

SO THAT YE MAY KNOW this land is ruled with wisdom and skill, BEHOLD:

For the month _____

POPULATION:

- 1. Last recorded census (number of peasant families) _____
- 2. Population Growth: (percent) _____ %
- 3. New Peasant Families (line 1 times line 2) _____

- 4. New Census Rolls (add lines 1 and 3) _____

INCOME:

- 5. Remaining Treasury Reserve (from previous month) _____
- 6. Standard Income (enter sum from line 4) _____
- 7. Tax Income _____
 - a. GP Tax per peasant family _____
 - b. Tax Income (multiply line 6 by line 7a) _____
- 8. Resource Income _____
 - a. Animal Resource (2GP times line 6) _____
 - b. Vegetable Resource (1 GP times line 6) _____
 - c. Mineral Resource (3 GP times line 6) _____
- 9. Salt Tax (or Vassalage) Income _____

- 10. Current Treasury (add lines 5 through 9) _____
- 11. Current Treasury Cash Reserves _____
 - a. Cash Base (20-50%; DM determines) _____
 - b. Cash on hand (multiply line 10 by line 11a) _____

EXPENSES:

- 12. Payment to Liege Lord (multiply line 10 by .2) _____
- 13. Payment of tithe (multiply line 10 by .1) _____
- 14. Debt Payments (if any) _____
- 15. Salaries _____

a. Position: _____	Amount: _____
b. Position: _____	Amount: _____
c. Position: _____	Amount: _____
d. Position: _____	Amount: _____
e. Position: _____	Amount: _____
f. Position: _____	Amount: _____
g. Position: _____	Amount: _____
h. Position: _____	Amount: _____
i. Position: _____	Amount: _____
j. Position: _____	Amount: _____
k. Total Salaries (add lines 15a through 15k) _____	

- 16. Special Expenses (visits, holidays, etc.) _____

- 17. Total Expenses (add lines 12 through 16) _____

ADJUSTED INCOME:

- 18. Current Treasury (enter line 10) _____
- 19. Current Expenses (enter line 17) _____
- 20. Adjusted Income (subtract line 19 from line 18) _____



Official Game Accessory

PLAYER CHARACTER RECORD SHEETS

You started in Basic and as your character grew, you advanced to Expert. And the game grew too, expanding into Companion and Masters rules. And your character grew right along with the game, gaining levels, equipment, magical items, and land. In fact, your character grew right out of the D&D Character Sheet you have been using for so long.

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The D&D Character Sheets come with 16 two-sided character sheets suitable for use with all characters, 8 Character Spellbook Planners complete with all Magic User, Cleric, and Druid spells, and a Dominion Planning Guide.

This accessory is for use with the DUNGEONS & DRAGONS® game and cannot be used without the D&D® rules produced by TSR, Inc.

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