

Advanced Dungeons & Dragons

2nd Edition

ADVENTURE RECORD

Campaign: _____

Dungeon Master: _____

Adventure Dates: _____

SPELLS MEMORIZED Per Level: 1st 2nd 3rd 4th 5th 6th 7th 8th 9th

Character Name _____

Player Name _____

Class/Kit _____ Level _____

Race _____ Alignment _____

FELLOW ADVENTURERS

Name	Race/Class	HD/Lvl	Notes

COMBAT

	ARMOR	Surprised AC		DEX Checks		THAC0
		Shieldless AC		Vision Checks		
		Rear AC		Hearing Checks		HIT POINTS
	CLASS	Type Worn				

SAVING THROWS	Numbered #	Useless #	Wounds/Current Hit Points
Paralyzation/Poison/Death			
Rod, Staff or Wand			
Petrification/Polymorph			
Breath Weapon			
Spell			

MODIFIERS

MAGIC ITEMS

Item	Description	Charges/Amount

AMMUNITION

			□ □ □ □ □
□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □
□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □
□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □

SPECIAL ABILITIES USE

HIGHLIGHTS OF ADVENTURE

Special Information Acquired: _____

Non-Player Characters of Note: _____

Narrative: _____

Treasure Items Acquired: _____

Current Encumbrance =

Movement	Rate	Movement	Rate	XPs Earned
Base		Run (x 5)		
Jog (x 2)		Day		
Run (x 3)				
Run (x 4)				
Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty
Light ($\frac{2}{3}$ MV)			-	-
Moderate ($\frac{1}{2}$ MV)			- 1	-
Heavy ($\frac{1}{3}$ MV)			- 2	+1
Severe (MV=1)			- 4	+3

AD&D Adventure Record Rev 2.1 7/98 by Patrick M. Murphy

Notes: _____
