



ADVANCED D&D™ Adventure Record



PLAYER NAME: _____

Campaign _____

AGE _____

NAME _____

ADVENTURE DATES: _____ / _____

CLASS _____ LEVEL _____

DAYS/TURNS ELAPSED									

RACE _____
ALIGNMENT _____



CONCEALED _____ CLIMBING _____ SPECIAL MOVE _____
LIGHT SOURCE _____ VISION _____ SECRET DOORS _____ LISTENING _____

Employer: _____ PAYMENT: _____
Purpose: _____ PAID? _____ WHY NOT: _____

FELLOW ADVENTURERS

NAME	CLASS	LEVEL	STATUS	NAME	CLASS	LEVEL	STATUS

TREASURE POLICY: _____

APPEARANCE/DISGUISE: _____

Current Adjustments to Abilities: +/- ABILITY _____ CONDITION _____

+/- ABILITY _____ CONDITION _____
ARMOR WORN _____ SHIELDLESS AC _____
DEX. ADJ. _____ MAGIC ADJ. _____ REAR AC _____
CON. ADJ. _____ SPECIAL ADJUSTMENTS _____
WOUNDS _____

+/- ABILITY _____ CONDITION _____
+/- _____ CONDITION _____
+/- _____ CONDITION _____

SURPRISE / PUMMELING _____ DEX. ADJUST. _____ REAR ATTACKS ADJUST. / GRAPPLING _____ WEAPON (NORMALLY) IN HAND / OVERBEARING _____ SAVING THROWS: _____
ATK. ADJ. _____ DAM. ADJ. _____ DEF. ADJ. _____ ATK. ADJ. _____ DAM. ADJ. _____ DEF. ADJ. _____ ATK. ADJ. _____ DAM. ADJ. _____ DEF. ADJ. _____

WEAPON	MAG. # AT ADJ.	ROOM RANGE	SPEED	10	9	8	7	6	5	4	3	2	DAMAGE S-M/L

Special Abilities/Tactics: _____

- Poison
- Petrification
- Rods, Staves or Wands
- Breath
- Spells

TURNING UNDEAD:

MORALE MODIFIER _____
SKELETON _____ ZOMBIE _____ GHOUL _____ SHADOW _____ WIGHT _____ GHAST _____
WRAITH _____ MUMMY _____ SPECTRE _____ VAMPIRE _____ GHOST _____ LICH _____ SPECIAL _____

Location _____

CASH CARRIED:
COINS: _____
OTHER: _____

THIEVING SKILLS:

PICK POCKETS	OPEN LOCKS*	REMOVE/FIND TRAPS*	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES
0%	0%	0%	0%	0%	0%	0%	0%

PER LEVEL: _____ *TRY ONCE ONLY PER LOCK OR TRAP

SPELLS—MEMORIZED

	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

MAGICAL ITEMS/COMPONENTS:

CARRYING CAPACITY: CONTAINER _____ MAX. VOL. _____ LOAD _____ CONTAINER _____ MAX. VOL. _____ LOAD _____
CONTAINER _____ MAX. VOL. _____ LOAD _____ CONTAINER _____ MAX. VOL. _____ LOAD _____

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT

ENCUMBRANCE: _____ Provisions: _____ SUPPLY _____ USED _____ Water: _____ SUPPLY _____ USED _____

FOLLOWERS:									
#	NAME	RACE	CLASS	LEVEL	RELATION	AC	MOVE	H.P.	ATTACKS

TREASURE ACQUIRED:	MONSTERS OVERCOME:	OTHER:	EXPERIENCE POINTS:
			Beginning _____
			Treasure _____
			Combat _____
			Other _____
			SUB-TOTAL _____
			Adjust (_____ %)
			TOTAL <input type="text"/>

NOTES:

