

Character _____

Class _____ Level _____

Race _____ Alignment _____

Advanced Dungeons & Dragons

PLAYER CHARACTER RECORD

ABILITIES

STR	HIT ADJ	DMG ADJ	WT ADJ	OPEN DOORS	BEND BARS	%
INT	ADD LANG	KNOW SPELL	%	MIN # SPELLS	MAX # SPELLS	
WIS	MENTAL SAVES	SPELL FAILURE	%	BONUS SPELLS		
DEX	SURPRISE ADJ	MISSILE ADJ		DEFENSE ADJ		
CON	HP ADJ	SYSTEM SHOCK	%	RESURRECT SURVIVAL	%	
CHR	MAX # HENCHMAN RESPONSE	LOYALTY BASE	%	REACTION ADJ	%	
CMS						

SAVING THROWS

MODIFIERS

- Paralyzation/ Poison
- Petrification/ Polymorph
- Rod, Staff, or Wand
- Breath Weapon
- Spells

Vision _____

Languages _____

Detections _____

Resistances _____

Base Movement Rate _____

Special Move _____

ARMOR



ADJUSTED AC

Surprised _____

Shieldless _____

CLASS

Rear _____

SPECIAL ATTACKS & DEFENSES

HIT POINTS

THAC

10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	
-1	
-2	
-3	
-4	
-5	
-6	
-7	
-8	
-9	
-10	

WEAPON COMBAT

Weapon	# AT	Hit Adj/Dmg Adj	Damage vs Size	Range/Special

PROFICIENCIES/SKILLS

(/) _____ (/) _____

(/) _____ (/) _____

(/) _____ (/) _____

(/) _____ (/) _____

(/) _____ (/) _____

(/) _____ (/) _____

(/) _____ (/) _____

AMMUNITION

_____ (/) _____

_____ (/) _____

_____ (/) _____

CHARACTER DESCRIPTION

Player Name _____

Character Name _____ Sex _____ Age _____

Place of Origin _____ Ht _____ Wt _____

Religion _____ Hair _____ Eyes _____

Personality _____

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt	
							TOTAL WEIGHT		
							ENCUMBRANCE		

MAGIC ITEMS

TREASURE/MONEY

NOTES

EXPERIENCE

Total: + ____%

Special Abilities

History/Noteworthy Events
