

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

\_\_\_\_\_ ( / ) \_\_\_\_\_

\_\_\_\_\_ ( / ) \_\_\_\_\_

\_\_\_\_\_ ( / ) \_\_\_\_\_

