Advanced Dungeons & Dragons

PLAYER CHARACTER RECORD

Character _____
Align. _____ Race _____ Class _____ Level _____
Player's Name _____ Family _____ Race/Clan _____
Homeland _____ Liege/Patron _____ Religion _____
Sex _____ Age _____ Social Class _____ Status _____
Ht. _____ Wt. _____ Birth Rank _____ # Siblings _____
Hair _____ Eyes _____ Appearance _____
Honor _____ (Base Honor _____) Reaction adjustment _____

ABILITIES

	STR	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	BB LG
	DEX	Rctn Adj		Missle Att Adj		Def Adj	
	CON	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
	INT	No of Lang	Spell Lvl	Lrn Sp	Spells Level	Spell Immun	
	WIS	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Immun		
	CHR	Max No Hench	Loy Base	Rctn Adj			

MOVEMENT

Base Rate		
Light	( )	
Mod	( )	
Hvy	( )	
Svr	( )	
Jog	(x2)	
Run	(x3)	
Run	(x4)	
Run	(x5)	

SAVING THROWS

Modifier		Save
_____	Paralyze Poison	_____
_____	Rod, Staff, or Wand	_____
_____	Petrify Polymorph	_____
_____	Breath Weapon	_____
_____	Spells	_____

ARMOR

AC

Adjusted AC — Armor Type (Pieces)
Surprised _____ _____
Shieldless _____ _____
Rear _____ _____
Defenses _____

HIT POINTS	Wounds

WEAPON CHART

Weapon	#AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed
				/					
				/					
				/					
				/					
				/					
				/					

Special Attacks _____
_____
_____

Ammunition: _____ _____ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ _____ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ _____ ☐☐☐☐

Special Abilities

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Proficiencies / Skills / Languages

_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)
_____(___/___) _____(___/___)

© 2000-2004 WarpCycle
Permision granted to print or photocopy for personal use only.

Gear

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.

Supplies

Water / Wine

Rations

Feed

Experience

Treasure

Coins

Gems

Other Valuables

Miscellaneous Information (Magical Items, Command Words, Small Maps, Etc.)

Henchmen / Animal Companions

Name	AC	Race / Class	HD/Lvl	#AT	THAC0	Dmg / Effects	HP	Skills / Abilities
Background								
Background								
Background								