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

0

3	STR	Hit Prob	-3	Dmg Adj	-1	Wgt Allow	5	Max Press	10	Op Drs	2	BB LG 0%
3	DEX	Rctn Adj	-5	Missle Att Adj	-3	Def Adj	4					
3	CON	HP Adj	-2	Sys Shk	35%	Res Sur	40%	Pois Save	0	Regen	Nil	
3	INT	No of Lang	1	Spell Lvl	-	Lrn Sp		Spells Level		Spell Immun		
3	WIS	Mag Def Adjus	-3	Bonus Spells		Spell Fail	50%	Spell Immun				
3	CHR	Max No Hench	1	Loy Base	-6	Rctn Adj	-5					

MOVEMENT

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

SAVING THROWS

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

ARMOR

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

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

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

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

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

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

Gear

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

Supplies

Water / Wine ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

Rations ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
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Feed ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐

Experience

Treasure

Coins	Other Valuables
Gems	

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								