Advanced Dungeons 'n Dragons

Character Record Sheet

Name : ______ Race : ______ Gender : ______
Religion : ______ Alignment : ______ Hair : ______
Age : ______ Weight : ______ Height : ______ Eyes : ______

Class + Level : ______ ______
______ ______
______ ______

Hitpoints : [ ]

Damage : ______

Strength	[ ]	hit.prb : ____ dam.adj : ____ weight : ____ max.press : ____ open drs : ____ bb/lg : ____
Dexterity	[ ]	reaction adj: ____ missile adj : ____ defense adj : ____
Constitution	[ ]	HP adj : ____ sys.shock : ____ ressurection : ____ poison save : ____ regen : ____
Intelligence	[ ]	profic : ____ learn spell : ____ spell imm : ____
Wisdom	[ ]	wis. adj : ____ spell fail : ____ spell bonus : ____ imm. : ____
Charisma	[ ]	max. henchmen : ____ loyalty base : ____

AC

Base AC : ___ Bonus : ___
Armor : ______
______
Shield : ______

Saving Throws

vs. paralysation, poison, death magic	
vs. rod, staff, wand	
vs. petrification, polymorph	
vs. breath weapon	
vs. spells	

Weapon Proficiencies: num/lvls: __/__ Base Thac0 :____ Thac0/lvl :____

Weapon	Thac0	Spd.	+T.H.	+Dam.	#Att.	S/M	L

Ammo	**Avail.**	**Used**

XP

Needed

Non-Weapon Proficiencies: #/levels: ____/_____ Non-prf. penalty: ____

Proficiency	Skill	Proficiency	Skill

Languages

1. ________________ 6. ________________
2. ________________ 7. ________________
3. ________________ 8. ________________
4. ________________ 9. ________________
5. ________________ 10. ________________

Treasure

PP : ______________ SP : ____________
GP : ______________ CP : ____________
Gems : ____________________________

Items

Notes, Persons

Spells

Level	Spell	Level	Spell

Chance: ____ %

Spell Bonus: ______

Thieving Skills

	base	rac. adj.	dex. adj.	arm. adj.	**Total**
Pick pockets					
Open locks					
Find-Remove traps					
Move silently					
Hide in shadows					
Detect noise					
Climb walls					
Read languages					

Racial Abilities

infravision : ____ detect slope : ____

new constr : ____ sliding, shifting walls : ____

stonework, t-p&f : _____ secr. conc. drs : ____

unsafe walls, ceiling & floors : ____

det. appr. depth underground : ____

det. appr. direction underground : ____

chance of mag. item malfunction : ____

resist sleep & charm related spells : ____

Turning undead

skeleton	zombie	ghoul	shadow	wight	ghast	wraith	mummy	spectre	vampire	ghost	lich