ADVANCED DUNGEONS & DRAGONS
PLAYER CHARACTER RECORD SHEET

CHARACTER Player:

RACE & CLASS

Level

HIT POINTS

Wounds

Temporary Effects

Hit Dice

Vision:

Detections:

ARMOR **Adjusted AC** **Armor Worn**

Surprised _____

Shieldless _____

Rear _____

ALIGNMENT

ABILITY SCORES

S — Strength

Expt. Str.	% Hit Adj.	Dmg. Adj.	Wgt. Adj.	Open Doors	Bend Bars	%

I — Intelligence

Add. Lang.	Know Spell	%	Min.# Spells	Max.# Spells

W — Wisdom

Magical Att.Adj.	Spell Fail.	% Bonus Spells

D — Dexterity

Surprise Adj.	Missile Adj.	Defense Adj.

C — Constitution

Hit Point Adj.	System Shock	%	Resurrection Survival	%

Ch — Charisma

Max. # Henchmen	Loyalty Base	%	Reaction Adj.	%

SAVING THROWS

Modifiers

Paralyzation Poison

Petrification Polymorph

Rod, Staff, Or Wand

Breath Weapon

Spells

Resistances

WEAPON COM

Non-Proficiency Penalty

Weapon Description	#of Att.	Hit Bonus	ADJUSTED TO HIT ARMOR CLASS 10	9	8	7	6	5	4	3	2	Damage S/M-L	Length	Space	Speed	RoF	Range / Special

TO-HIT TABLE

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

Ammunition

Item	Qty.	Item	Qty.

Special Attacks

SPELLS MEMORIZED

Spell Memorization by Level

	Spell Name	pg.
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		

MOVEMENT

Base Move

Heavy (¾ Move)	Loaded (½ Move)	Maximum (¼ Move)
_____ £	_____ £	_____ £
☐	☐	☐

Check if Encumbered

TURN UNDEAD

Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre	Vampire	Ghost	Lich