



Character \_\_\_\_\_ **ADVANCED DUNGEONS & DRAGONS**

2nd Edition

Align. \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_ **PLAYER CHARACTER RECORD**

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

### MOVEMENT

### SAVING THROWS

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

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

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

### NWEM'



Adjusted AC

Armor Type (Pieces)

Surprised \_\_\_\_\_

Shieldless \_\_\_\_\_

Rear \_\_\_\_\_

Defenses \_\_\_\_\_

### HIT POINTS

### Wounds

### WEAPON COMBAT

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									
Healing Potion									

## Experience



## Treasure

Coins	Other Valuables	
Gems		

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

	

## Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#ATTHAC0	Dmg/Effects	hp	Skills/Abilities
Background							
Background							
Background							
Background							