Character _____

Class/Kit _____ Level _____

Race _____ Alignment _____

Patron Deity/Religion _____

Place of Origin _____

Advanced Dungeons & Dragons
2nd Edition

PLAYER CHARACTER RECORD

ABILITY SCORES

STR	12
DEX	10
CON	15
INT	8
WIS	12
CHA	9

Hit Adj		Dmg Adj		Weight Allow		Max Press		Open Doors		Bend Bars	
Surprise Adjustment			Missile Att Adjustment			Defensive Adjustment					
HP Adj		System Shock		Resurrect Survival			Poison Save		Regen		
Add Profs		Spell Level		Learn Spell		Max # Spells			Spell Immun		
Magical Def Adj		Bonus Spells				Spell Failure			Spell Immun		
Max # of Henchmen			Loyalty Base			Reaction Adjustment					

SAVING THROWS

	Start	Mod	Total	+/-	Modifier
Paralyzation/Poison/Death					
Rod, Staff, or Wand					
Petrification/Polymorph					
Breath Weapon					
Spell					
Spell Resistance					

COMBAT

ARMOR

CLASS

Surprised AC		DEX Checks	
Shieldless AC		Vision Checks	
Rear AC		Hearing Checks	
Type Worn			

HIT POINTS			Wounds
	Numbed #		
	Useless #		
	Max Deaths		
Hit Dice: d	Deaths to Date		

Target's AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
To Hit #																					

COMBAT MODIFIERS

To Hit Modifiers	+/-
Non-proficiency penalty	

Damage Modifiers	+/-

AC Modifiers	+/-

WEAPON COMBAT

Weapon	#AT	Size	Type	Speed	Hit/Dmg Adj	Damage	Range/Special
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	

PROFICIENCIES

Proficiency	Slots	Chk

Proficiency	Slots	Chk

Proficiency	Slots	Chk