Name:	Alignment:
Race:	Level:
Class:	XP:

Advanced Dungeons & Dragons

Character Record Sheet

Abilities

Str:	To Hit:	Damage:	Encumbrance:	Max. Press:	Open Doors:	Bend Bars:
Dex:	Missile To Hit:	Surprise:	Defence:			
Con:	Hit Points:	System Shock:	Resurrection:	Poison Save:	Regeneration:	
Int:	# Languages:	Max. Spell Level:	Spell Learning:	Spells/Level:	Spell Immunity:	# Proficiencies:
Wis:	Mag. Defence:	Bonus Spells:	Spell Failure:	Spell Immunity:		
Cha:	# Henchmen:	Loyalty Base:	Reaction:			

Saving Throws

Paralysis, Poison, Death	Rod, Staff, Wand	Petrification, Polymorph	Breath Weapon	Spell

Armour Class — Total

Base:	Shieldless:	
Surprised:	Rear:	

Hit Points — Wounds

Maximum:	
Hit Die:	

Speed — Encumbrance

	Light:	Heavy:
	Moderate:	Severe:

Equipment

Armour	Gloves	Boots
Helmet	Bracers	Cloak
Shield	Ring #1	Ring #2
Other	Other	Other

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

Weapon	# AT	Size	Type	Speed	Hit Adj	Dmg Adj	THAC0	Damage	Range	Special
								/		
								/		
								/		
								/		
								/		

Proficiency/Skill/Language	Slots	Check

Treasure & Gear

Undead/Hit Dice	Skeleton/1	Ghoul/2	Shadow/3-4	Wight/5	Wraith/6	Mummy/7	Spectre/8	Vampire/9	Ghost/10	Lich/11	Special/12+
Turning Difficulty											