Advanced Dungeons & Dragons

Character Name

Class & Level | Race | Alignment | Languages

Experience & Next Level | Age & Gender | Height & Weight | Religion

STRENGTH

Hit Prob. | Weight Allow. | Open Doors

Damage Adj. | Max. Press | Bend Bars/Lift Gates

DEXTERITY

Reaction Adj. | Missile Attack Adj.

Defensive Adj.

CONSTITUTION

Hit Point Adj. | System Shock | Resurrect. Survival

Poison Save | Regeneration

INTELLIGENCE

of Languages | Spell Level | % to Learn Spell

Illustion Immunity | Max. # Spells/Level

WISDOM

Magical Def. Adj. | Bonus Spells | % of Spell Failure

Spell Immunity

CHARISMA

Max. # Henchmen | Loyalty Base | % of Spell Failure

Reaction Adj.

HIT POINTS

Wounds

ARMOR CLASS

Shieldless | Rear

Surprised | Misc.

SAVING THROWS

Modifiers		Save
	Death Magic, Paralyze, or Poison	
	Rod, Staff, or Wand	
	Petrify/ Polymorph	
	Breath Weapon	
	Spells	

MOVEMENT

Base Move _____ (x10 Yards)

In Combat _____ (x10 Feet)

Jogging _____ (x10 Yards)

X-Country _____ (Miles)

Weapon	THACo	Damage (SM/L)	Range	Size	Type	Spd.

Special Attack

Ammunition ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

PROFICIENCIES

	Spec.		Spec.
	○		○
	○		○
	○		○
	○		○
	○		○

EQUIPMENT

Weight

Light ____ Mod. ____ Heavy ____ Severe ____

GP -

SP -

CP -

Misc.-

DAYS OF SUPPLIES

NOTES

THIEVING SKILLS

____ Armor Adj.	**Pick Pockets**	____ %
____ Armor Adj.	**Open Locks**	____ %
____ Armor Adj.	**Find/Remove Traps**	____ %
____ Armor Adj.	**Move Silently**	____ %
____ Armor Adj.	**Hide in Shadows**	____ %
____ Armor Adj.	**Detect Noise**	____ %
____ Armor Adj.	**Climb Walls**	____ %
	Read Languages	____ %

TURN UNDEAD

Priest Level ____

Max Hit Die ____

Auto. Turn ____ Hit Die

Auto. Destroy ____ Hit Die

SPELLCASTING CLASSES

SCHOOL/SPHERE

SPELL SLOTS

1st Level ____ / ____ / ____

2nd Level ____ / ____ / ____

3rd Level ____ / ____ / ____

4th Level ____ / ____ / ____

5th Level ____ / ____ / ____

6th Level ____ / ____ / ____

7th Level ____ / ____ / ____

8th Level ____ / ____ / ____

9th Level ____ / ____ / ____

MISC. NOTES

Spell _____ School/Sphere _____

Level _____ Range _____ Duration _____ Components _____

Casting Time _____ Area of Effect _____ Saving Throw _____ Page(s) _____

Effect _____

Spell _____ School/Sphere _____

Level _____ Range _____ Duration _____ Components _____

Casting Time _____ Area of Effect _____ Saving Throw _____ Page(s) _____

Effect _____

Spell _____ School/Sphere _____

Level _____ Range _____ Duration _____ Components _____

Casting Time _____ Area of Effect _____ Saving Throw _____ Page(s) _____

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Casting Time _____ Area of Effect _____ Saving Throw _____ Page(s) _____

Effect _____

Spell _____ School/Sphere _____

Level _____ Range _____ Duration _____ Components _____

Casting Time _____ Area of Effect _____ Saving Throw _____ Page(s) _____

Effect _____