Character _____

Class/Kit _____ Level _____

Race _____ Alignment _____

Patron Deity/Religion _____

Place of Origin _____

Advanced Dungeons & Dragons

2nd Edition

PLAYER CHARACTER RECORD

ABILITY SCORES

STR		Hit Adj		Dmg Adj		Weight Allow		Max Press		Open Doors		Bend Bars	
DEX		Surprise Adjustment			Missile Att Adjustment				Defensive Adjustment				
CON		HP Adj		System Shock			Resurrect Survival			Poison Save		Regen	
INT		Add Profs		Spell Level			Learn Spell		Max # Spells			Spell Immun	
WIS		Magical Def Adj		Bonus Spells					Spell Failure			Spell Immun	
CHA		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							
	Surprised AC		DEX Checks		HIT POINTS	Numbed #		Wounds
	Shieldless AC		Vision Checks			Useless #		
	Rear AC		Hearing Checks			Max Deaths		
CLASS	Type Worn				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

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Total Weight			Encumbrance			Movement Rate		

MOVEMENT

Movement	**Rate**	**Movement**	**Rate**
Base		Run (x 5)	
Jog (x 2)		Day	
Run (x 3)			
Run (x 4)			

Encumbrance Category	**Weight Carried**	**Move Rate**	**Attack Penalty**	**AC Penalty**
Light (⅔ MV)			–	–
Moderate (½ MV)			- 1	–
Heavy (⅓ MV)			- 2	+1
Severe (MV=1)		1	- 4	+3

EXPERIENCE

Total XPs		**XPs Needed for Next Level**	
Kit Modifier		Ability Bonus	
Subrace Modifier		Level Limit	

Level Changes	**By**	**At Levels**
THAC0		
Saving Throws		
Weapon Proficiencies		
Non-weapon Proficiencies		

MAGIC ITEMS

TREASURE/OTHER POSSESSIONS

CHARACTER CLASS/KIT INFORMATION

Special Powers/Benefits: _____

Special Hindrances: _____

Class/Kit Notes: _____

HONOR/STATION

Honor/ Station [ ]

Birth: _____

Base [ ]

Reaction Adjustment: _____

PSIONICS

PSPs [ ]

Recovery Rates:

Walking	3/hour
Resting	6/hour (1/turn)
Sleeping	12/hour (2/turn)

Disciplines: _____

Science/Devotion	PS	Science/Devotion	PS

THIEVING ABILITIES

	Base	Skill	Race	Dex	Kit	Armor	Total
Pick Pockets							%
Open Locks							%
Find Traps							%
Move Silently							%
Hide in Shadows							%
Detect Noise							%
Climb Walls							%
Read Languages							%
Backstab Damage Multiplier							

PRIEST VERSUS UNDEAD

	Zombie		Ghast		Vampire or 9 HD	
	Ghoul or 2 HD		Wraith or 6 HD		Ghost or 10 HD	
	Shadow or 3-4 HD		Mummy or 7 HD		Lich or 11+ HD	
Skeleton or 1 HD	Wight or 5HD		Spectre or 8 HD		Special	

REPUTATION

[ ] Title _____

Last Performance _____

Earnings _____

Spent on Reputation _____

Established Reputations

Index	Town/City

PATRONS

[ ] Current Number [ ] Maximum

Fans	1-10		attend local
Diehards	11-12		attend 100 miles
Boosters	13-14		local + 1d6 friends
Enthusiasts	15		free work
Supporters	16		lvlxd10 gp/d12 months
Zealots	17		follow
Defenders	18		follow & defend
Extremists	19		mimic
Fanatics	20		mimic (25% kill)

WIZARD & PRIEST SPELLS

Spells per Level:

1st		6th	
2nd		7th	
3rd		8th	
4th		9th	
5th		Other	

Spheres Available/Opposition Schools

_____

CHARACTER DESCRIPTION

Character Name			Player Name	
Birth Date		Birth Rank	Age	Sex
Alignment	Deity		Height	Weight
Race	Nationality		Hair	Eyes
Racial Abilities			Skin	Vision
			Handedness	Class
			Origin	

Personality:

Hit Points by Level:

Character Sketch

BACKGROUND/HISTORY/NOTEWORTHY EVENTS

FAMILY CHART

FAMILY NAME _____

FAMILY HONOR _____

HEAD OF FAMILY AND HIS BROTHERS AND SISTERS

PROPERTY OWNED

Name

# of Children

YOUR FATHER, UNCLES AND AUNTS

Name

# of Children

YOU AND YOUR BROTHERS AND SISTERS

Name

# of Children

HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	AC	HD/Lvl	HP	# AT	THAC0	Damage	Abiltities
Notes								
Notes								
Notes								
Notes								
Notes								

MARTIAL ARTS

Style	#AT	AC	Principal Attack	Hit/Dmg Adj	Damage	Weapons

Special Maneuvers _____

NOTES