Advanced Dungeons & Dragons Character Record Sheet

Personal Attributes

Name	Level	Age/age cat/age next cat (DMG pp. 12-3)
Race	XP	Age cat adj (DMG pp. 12-3)
Class	Prime req bonus	Height/weight (DMG p. 102)
Alignment	XP next level	Handedness
Base mv/enc/mv/penalties (PHB p. 9, pp. 101-2)	Max level (list any adj, wishes, etc) (PHB p. 14)	Hear noise/keen-eared? (DMG p. 60)

Abilities (PHB pp. 9-13)

Str	To hit	Dmg	Enc	Doors	Bars/gates
Dex	Surprise	Msl to hit	AC		
Con	HP	Sys shk	Res sur	*Max res cnt*	*Cur res cnt*
Int	Add lang	(Magic-users)	Know spl	Min spl/lvl	Max spl/lvl
Wis	Mental save				
Cha	Max hench	Loyalty	Reaction		

Health

HP
Record of past HP rolls
Record of injuries, conditions, energy drain, ability score reduction, aging, mutations, curses, deaths, raises, reincarnations, ability score adjustments, etc

Saving Throws (DMG p. 79)

Para/pois/death	Petrif/poly	Rod/staff/wand	Breath weap	Spells
Bonuses (e.g. resistances, ring of protection)				

To-Hit Matrix (DMG p. 74)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
Bonuses (e.g. “giant class” opponents)																				

Weapons and Armour

Weapon proficiencies		
New prof rate (PHB p. 37)	Non-prof penalty (PHB p. 37)	Melee att/rnd (PHB p. 25, DMG p. 70)

Weapon	Proficient?	To-hit bon	Dmg (S-M)	Dmg (L)	# att/ROF	Rng (0, -2, -5)

(Missile STR bon considerations DMG p. 64, Attacking with two weapons DMG p. 70)
Armour/magical prot. worn
AC (PHB p. 36, DMG p. 28 for situational adjustments)

Background, Education, Beliefs and Fealties

Secondary skill (DMG p. 12)
Languages (PHB p. 34, DMG p. 102)
Other notes

Special Abilities/Hindrances/Spellbook

Equipment and Magic Items (and Encumbrance)

Wealth (and Encumbrance)

PP	EP	GP	SP	CP
1/5 PP = 1 GP = 2 EP = 20 SP = 200 CP				