Advanced Dungeons & Dragons Character Sheet

Designed and created by Vernard Martin GIT ©1990

Name:____________________ Race:____________________ Alignment:__________________________
Class:____________________ Level:____________________ Patron Diety:________________________
Experience:____________________________ Secondary Skills:_______________________________
Age:______yrs. to Max. Age____yrs. Height:____ft.____in. Weight:______lbs Max HP__________
Armor Class: base____ shield__ Dex adj.__ Other__________ = Normal__ Rear__ Surprise_______
Hit Points per level 1___2___3___4___5___6___7___8___9___10___11___12___13___14___

STR:_____ Melee Adj_________ Weight Allowance______ Open Doors______ BB&LG__%
INT:_____ Num. Add. Languages____ Know Spell____% Min/Max Spells per level____/____
WIS:_____ Magical Attack Adj.____ Spell Bonus____________________ Chance of failure__%
DEX:_____ Attack/Reaction Adjustment____ Defense Adjustment____
CON:_____ Hit Point Adjustment ____ System Shock____% Resurrection Survival____%
CHR:_____ Reaction Adjustment____% Loyalty Adjustment____% Max.Num Henchmen____
COM:_____ ____

Racial Abilities____
____

Weapon Proficiences____/____level(s),non-proficiency penalty ____ **THACO**________________
____

Non-Weapon Proficiences____/____level(s)
____
____

Weapon Name	Speed	Space	Num Att Per Rnd	Hit/Damage Adj.	Damage vs. s-m	Damage vs. large

Languages

1)________________ 6)________________
2)________________ 7)________________
3)________________ 8)________________
4)________________ 9)________________
5)________________ 10)________________

Treasure

PP:________________ SP:________________
GP:________________ CP:________________
EP:________________ Gems:______________
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Gear & Supplies

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Notes

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Saving Throws

vs Paralyzation/Poison/Death Magic______ vs Petrification/Polymorph______ vs Rod/Staff/Wand______
vs Spell______ vs Breath Weapon______