

AD&D CHARACTER RECORD SHEET

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Player:

Campaign:

Starting Date:

NAME AND TITLES

ABILITIES

STRENGTH	Strength consists of: Attack/Damage:	Muscle: Bend Bars:	Stamina: Open doors:
DEXTERITY	Dexterity consists of: Attack (missiles):	Aim: Reaction modifier:	Balance: Defensive modifier:
CONSTITUTION	Constitution consists of: Hit Point modifier:	Fitness: System Shock:	Health: Poison Save:
INTELLIGENCE	Intelligence consists of: Skill bonus:	Knowledge: Max spell level:	Reason: Learn spell:
WISDOM	Wisdom consists of: Mental Save:	Intuition: Bonus Spells: 1: 2: 3: 4:	Willpower:
CHARISMA	Charisma consists of: Reaction modifier:	Appearance: Loyalty:	Leadership: Henchmen:
PERCEPTION	Perception consists of: Secret doors:	Observation: Concealed doors:	Alertness: Surprise modifier:

CHARACTER PROFILE

Race:	Sex:
Skin:	Height:
Build:	
Eyes:	
Hair:	
Handedness:	
Apparent Age:	Actual Age:
Vision:	Hearing:
Alignment:	
Goals:	
Mannerisms and tendencies:	
General appearance:	
Marks, scarring and maiming:	

STATUS AND ORIGINS

Class:
Character kit:
Social Class: At birth: Current:
Birthplace:
Birthdate:
Starting age and category:
Patron Deity:
Family:
Affiliations:
Titles or honours granted:

MELEE WEAPONS

MELEE WEAPON	Total TH	Total D	Weapon Damage	No. of Attack	Str. bonus	Magic bonus	Spec. bonus	Class Bonus	Weapon Length
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
Proficient weapon			Varies		/	/	0/0	/	Varies
Non-proficient weapon			Varies		/	/	0/0	/	Varies
Special Notes:									

MISSILE WEAPONS

MISSILE WEAPON	Total TH	Total D	Weapon Damage	No. of Attack	Dex. bonus	Magic bonus	Spec. bonus	Class Bonus	Weapon Length
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
Proficient weapon			Varies	Varies	/	/	0/0	/	Varies
Non-proficient weapon			Varies	Varies	/	/	0/0	/	Varies
Special Notes:									

PUMMELLING

Action	TH	D	Dam.	Spec.	Att.	Stun
Pummel						
Kick						
Special						
Type of glove:				Bonus:		
Type of boot:				Bonus:		
Special equipment and notes:						

SPECIAL WEAPONS NOTES

STEEDS

Name	Type	Training	MV	HD	HP	AC	Attacks	Damage
Notes:								
Notes:								
Notes:								

ANIMAL FOLLOWERS

Name	Type	HD	HP	AC	Int.	Notes

LAST WILL AND TESTAMENT

FOLLOWERS

Name	Race	Class	Sex	Al.	Lvl

PROPERTY

OBLIGATIONS

PEOPLE KNOWN

COMPANIONS

Name	Race	Class	Sex	Al.	Lvl

FRIENDS

Name	Race	Class	Sex	Al.	Lvl

FOES AND ENEMIES

Name	Race	Class	Sex	Al.	Lvl

IMPARTIALS

Name	Race	Class	Sex	Al.	Lvl

MAGIC AND SPECIAL ITEMS

ARMOUR AND SHIELDS

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MISCELLANEOUS ITEMS

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WEAPONS

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RINGS

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RODS, STAVES, WANDS

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CLOTHING

Location	Everyday clothing	Formal clothing	Other:
Head			
Torso			
Arms			
Hands			
Back			
Legs			
Feet			
Other			
General Notes:			

EQUIPMENT

Item	Location	Item	Location
General Notes:			

WEALTH

<p>Gems, jewellery:</p>
<p>Other valuable items:</p>

SPECIAL CLOTHING

TYPE:			
Head			
Torso			
Arms			
Hands			
Back			
Legs			
Feet			
Other			
TYPE:			
Head			
Torso			
Arms			
Hands			
Back			
Legs			
Feet			
Other			

GENERAL NOTES

COATS-OF-ARMS AND SYMBOLS

PERSONAL COAT-OF-ARMS OR SIGN

PERSONAL SYMBOL OR LIKENESS

Description and notes:

MOTTO

HOLY SYMBOL

COATS-OF-ARMS OR SYMBOLS OF ASSOCIATED ORGANISATIONS

HOLY WARRIORS

Character Kit:							
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Armour Permitted:							
.....							
Weapons Permitted:							
.....							
Dress Required:							
.....							
Duties Expected:							
.....							
Holy Symbol:							
.....							
Spells:	1:	2:	3:	4:	5:	6:	7:
Casting Level:							

Deity:
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Major Spheres:
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Minor Spheres:
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Special Powers:
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Restrictions:
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TYPICAL SPELL SELECTION

FIRST LEVEL SPELLS
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SECOND LEVEL SPELLS
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THIRD LEVEL SPELLS
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FOURTH LEVEL SPELLS
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FIFTH LEVEL SPELLS
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SIXTH AND SEVENTH LEVEL SPELLS
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NOTES

A large, empty rectangular box with a black border, intended for taking notes.

