

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME

CHARACTER SKETCH

CHARACTER NAME

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

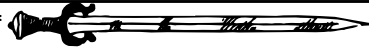
LISTENING

### ABILITIES:

<input type="checkbox"/>	S	% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL	
<input type="checkbox"/>	CH	MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.	

CHARISMA

### \*COMBAT\*



ARMOR WORN \_\_\_\_\_ AC BASE \_\_\_\_\_ CONDITION OF ARMOR \_\_\_\_\_

DEX. ADJ. \_\_\_\_\_ MAGICAL ADJ. \_\_\_\_\_ SHIELDLESS AC \_\_\_\_\_ REAR AC \_\_\_\_\_

CONST. ADJ. \_\_\_\_\_ HIT DIE TYPE \_\_\_\_\_ SPECIAL ADJUSTMENTS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ Wounds: \_\_\_\_\_

SURPRISE \_\_\_\_\_ / \_\_\_\_\_ DEX. ADJUST. \_\_\_\_\_ REAR ATTACKS ADJUST. \_\_\_\_\_



WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING \_\_\_\_\_

GRAPPLING \_\_\_\_\_

OVERBEARING \_\_\_\_\_

PARISH: \_\_\_\_\_

MORALE MODIFIER \_\_\_\_\_

HOLY SYMBOL: \_\_\_\_\_

TITHINGS STATUS IN \_\_\_\_\_

Church's Influence: \_\_\_\_\_

CHURCH \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

MAGIC COMPONENTS: \_\_\_\_\_

### SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION

### SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

### WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

### COMBAT ADJUSTMENTS:

Totals: "TO HIT" ADJ. DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING \_\_\_\_\_

GRAPPLING \_\_\_\_\_

OVERBEARING \_\_\_\_\_

PARISH: \_\_\_\_\_

MORALE MODIFIER \_\_\_\_\_

HOLY SYMBOL: \_\_\_\_\_

TITHINGS STATUS IN \_\_\_\_\_

Church's Influence: \_\_\_\_\_

CHURCH \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

MAGIC COMPONENTS: \_\_\_\_\_



### SPELLS ACQUIRED PER LEVEL:

SPELLS KNOWN	SPELLS ACQUIRED PER LEVEL:						
	1ST	2ND	3RD	4TH	5TH	6TH	7TH
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/

### TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

CLERIC  
DRUID

