

PLAYER NAME _____

ADVANCED D & D™

CAMPAIGN # _____

DATE CHARACTER BEGAN _____

Player Character Record

CHARACTER NAME

CHARACTER SKETCH

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



MOVE BASE CONCEALED CLIMBING SPECIAL MOVE
 SECONDARY SKILL VISION LISTENING

ABILITIES:

S

% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
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STRENGTH
 I

ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
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INTELLIGENCE
 W

MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE
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WISDOM
 D

REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.
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DEXTERITY
 C

HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL
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CONSTITUTION
 CH

MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.
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CHARISMA

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 _____

COMBAT

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

HIT POINTS CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: _____

SURPRISE / DEX. ADJUST. / REAR ATTACKS ADJUST.

WEAPONS OF PROFICIENCY:

NUMBER	NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals: _____

TO HIT ADJ.	DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPON IN HAND

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

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

ATTACKS: _____

MORALE MODIFIER _____

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS									DAMAGE VS SIZE S-M/L
				10	9	8	7	6	5	4	3	2	

PATRON: _____

LADY: _____

MOUNT: _____

#	NAME	HD	AC	H.P.	#AT	DAMAGE

SPELLS KNOWN SPELLS MEMORIZED PER LEVEL:

	1ST	2ND	3RD	4TH/1ST	2ND

MAGIC COMPONENTS: _____

SPECIAL ABILITIES: _____

TURNING UNDEAD:

SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST
WRAITH	MUMMY	SPECTRE	VAMPIRE	GHOST	LICH

FIGHTER RANGER PALADIN

