

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.

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

WEAPON IN HAND	WEAPON	MAG. ADJ.	SPACE REQUIRED/ RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS										DAMAGE VS SIZE S-ML
					10	9	8	7	6	5	4	3	2		
WEAPONLESS COMBAT:															
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.															
PUMMELING															
GRAPPLING															
OVERBEARING															

#ATTACKS _____

SPELLS MEMORIZED PER LEVEL:

SPILLS KNOWN	SPILLS MEMORIZED PER LEVEL:								
	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

MORALE MODIFIER PATRON: _____ SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

TURNING UNDEAD: SKELETON ZOMBIE GHOUL SHADOW WIGHT GHOST

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

PICK POCKETS OPEN LOCKS* REMOVE/FIND TRAP* MOVE SILENTLY HIDE IN SHADOWS HEAR NOISE CLIMB WALLS READ LANGUAGE

*TRY ONCE ONLY PER LOCK OR TRAP

MULTI-GLASSSED BARD

