

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: _____



CONCEALED _____ CLIMBING _____ SPECIAL MOVE _____
 MOVE BASE _____ 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 _____
 CONST. ADJ. _____ HIT DIE TYPE _____ SPECIAL ADJUSTMENTS _____
 HIT POINTS _____
 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	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
WEAPONLESS COMBAT:														
ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ.														
PUMMELING														
GRAPPLING														
OVERBEARING														

GUILD/ORDER: _____
 MORALE MODIFIER SUPERIOR: _____
 Rank in Guild/Order: _____
 CONTACTS: _____
 NAME OR PSEUDONYM _____ OCCUPATION _____
 NAME OR PSEUDONYM _____ OCCUPATION _____
 NAME OR PSEUDONYM _____ OCCUPATION _____
 DISGUISES: _____

SPECIAL TOOLS: _____
 SPECIAL ABILITIES: _____

 SPECIAL IMMUNITIES: _____

THIEVING SKILLS:

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

THIEF ASSASSIN MONK

