

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 _____

WEAPONS OF PROFICIENCY: _____
 NUMBER NON-PROFICIENCY PENALTY

COMBAT

ARMOR WORN _____ **AC BASE** _____ **CONDITION OF ARMOR** _____
 AC **DEX. ADJ.** _____ **MAGICAL ADJ.** _____ **SHIELDLESS AC** _____ **REAR AC** _____
CONST. ADJ. _____ **HIT DIE TYPE** _____ **SPECIAL ADJUSTMENTS** _____
HIT POINTS _____
WOUNDS: _____
SURPRISE _____ / _____ **DEX. ADJUST.** _____ **REAR ATTACKS ADJUST.** _____

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	
WEAPONLESS COMBAT:													
ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ. _____													
PUMMELING _____													
GRAPPLING _____													
OVERBEARING _____													

GUILD/ORDER: _____ **SPECIAL TOOLS:** _____
SUPERIOR: _____ **SPECIAL ABILITIES:** _____
MORALE MODIFIER Rank in Guild/Order: _____
CONTACTS: _____
 NAME OR PSEUDONYM OCCUPATION NAME OR PSEUDONYM OCCUPATION

 NAME OR PSEUDONYM OCCUPATION NAME OR PSEUDONYM OCCUPATION

DISGUISES: _____ **SPECIAL IMMUNITIES:** _____

THIEVING SKILLS:

PICK POCKETS % **OPEN LOCKS*** % **REMOVE/FIND TRAP*** % **MOVE SILENTLY** % **HIDE IN SHADOWS** % **HEAR NOISE** % **CLIMB WALLS** % **READ LANGUAGE** %
TIGHTROPE WALKING % **POLE VAULT** % **HIGH JUMPING** % **BROAD JUMP. STANDING** % **BROAD JUMP. RUNNING** % **TUMBLE ATTACK** % **TUMBLE EVASION** % **TUMBLE FALLING** %
 *TRY ONCE ONLY PER LOCK OR TRAP

THIEF ASSASSIN MONK

