| ADVANCED D & D [™] | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| Character's Name | ······································ | Player Character Sheet | Player's Name | | | | | | |
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| CLASS: | LEVEL: | ALIGNMENT: | SECONDARY SKILL: | | | | | | |
| RACE: | | DEITY: | | | | | | | |
| ABILITIES: SAVING THROWS SAVING THROW ADJUSTMENTS/ | | | | | | | | | |
| | % Hit Damg Open % Kit Damg Stuck | Open Bend % Paralyzation | RESISTANCES | | | | | | |
| | Adj Adj. Doors | Doors Bars Death Magic | | | | | | | |
| | Additional Chance to % Min., anguages Know Spell Spells, | | | | | | | | |
| | fagical Attack Spell 1st Lev 2nd Lev 3 djustment Bonuses | rd Lev 4th Lev Chance of % Spell Failure | * excluding polymorph wand attacks. | | | | | | |
| | Reaction Missile | Defensive Rod, Staff or Wand | 0 | | | | | | |
| | Adjustment Adjustment it Point System % Resur- | Adjustment Breath | | | | | | | |
| | dj / Lev Shock Survival | % Resur- rections % Weapon** % Rescion % Section % | ** excluding petrification or polymorph. | | | | | | |
| | Maximum # Loyalty of Henchmen Base | % Reaction % Spells*** Adjustment | *** excluding above saving throw types. | | | | | | |
| | | COMBAT | ··· eccunang avore saring in or spes. | | | | | | |
| HIT POINTS | | ARMOR CLASS | MOVEMENT | | | | | | |
| | | | In Normal: IV. Heavy Gear: | | | | | | |
| | Armor Type AC Magic Base Adj. | Condition Shield Type Magic Co Adj. +/- +/- | +/- | | | | | | |
| Hit Points Gained / Level | Helmet Type AC Magic | c Other Magical Adjustments | Total Number Non-Proficiency | | | | | | |
| 1st 16th | Base Adj. | Head AC | | | | | | | |
| 2nd 17th 3rd 18th | AC Magic Other = | + _ = () + _ = Shield | | | | | | | |
| 4th 19th 5th 20th | Base Adj. Magic Rear Adj. | Adi * | Maximum | | | | | | |
| 6th 21st AC Def Found. AC | | | | | | | | | |
| 17th 22nd 1 | | | 0t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t- | | | | | | |
| 7th 22nd 8th 23rd | SURPRISE Weapo | WEAPONS | Combat Adjustments | | | | | | |
| 8th 23rd 9th 24th 10th 25th | Surprised on: Weapo in Han | n | | | | | | | |
| 8th 23rd 9th 24th | Surprised on: Weapo in Han Opponents surprised on: Attack | n d er of s / Round Adjustment | Condition +/- Condition | | | | | | |
| 8th 23rd 9th 24th 10th 25th 11th 26th 12th 27th 13th 28th | Surprised on: Weapoint for the surprised on: Number Surprised on: Mag. Str | n d er of s / Round Adjustment | | | | | | | |
| 8th 23rd 9th 24th 10th 25th 11th 26th 12th 27th 13th 28th 14th 29th 15th 30th | Surprised on: Weapoint for the surprised on: Number Surprised on: Mag. Str | n d er of s / Round Rear Attack +/- Adjustment +/- | Condition +/- Condition | | | | | | |
| 8th 23rd 9th 24th 10th 25th 11th 26th 12th 27th 13th 28th 14th 29th | Surprised on: Weapoint for the surprised on: Number Surprised on: Mag. Str | n d er of s / Round Rear Attack +/- Adjustment +/- | Condition +/- Condition | | | | | | |
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| EQUIPMENT CARRIED | | | MAGIC ITEMS Spell Components | | |
|------------------------|---|---------------------------------------|---|--|--|
| Item | Location | Encumbrance | Item Encumbrance Qnt. Item | | |
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| | | | Total Magic Item Encumbrance | | |
| | | | WEALTH | | |
| | | | Stored Carried GEMS | | |
| | | + | Platinum | | |
| | | | Gold | | |
| | | + | Electrum | | |
| | · · / · · · · · · · · · · · · · · · · · | | | | |
| | | | Silver | | |
| | | | Copper | | |
| | | | | | |
| | | | Total Wealth Encumbrance | | |
| | | · | MISCELLANEOUS | | |
| | | | | | |
| Encumbrance | Total Equipment Encumbrance | ļ | | | |
| Strength Adjustment | Total Magic Item Encumbrance | | | | |
| | Total Wealth Encumbrance | | EXPERIENCE | | |
| | Total Encumbrance | 1 | Class: Level: Class: Level: Class: Level: | | |
| Heavy Load: | 350 + = 750 + = | (Fairly Bulky) | 10% Total Bonus Gained Total Gained | | |
| V. Heavy Load | : 1050 + = | (Bulky) | Yes Next Next Next | | |
| Encumbered: | 350 + = = 750 + = = : 1050 + = = 1050 + = Total Weight. | (Very Bulky) | No Level Level Level Level | | |
| ANIMALS | | | PERSONAL INFORMATION | | |
| Mount Name | Move A.C. HP. HD. #A | utacks Damage | True Height: Character Sketch | | |
| Familiar | Move A.C. HP. HD. #A | Attacks Damage | Apparent Weight | | |
| /Pet | | | Age. | | |
| COMPANIONS | | | Aging: Color: | | |
| Name | Class Race Notes | | Sex: Eye Color: | | |
| · · · · · | | | General Appearance: | | |
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| <u> </u> | | | Distinguishing Marks: | | |
| | | | Patron/Matron | | |
| | | · · · · · · · · · · · · · · · · · · · | Church/Guild/Order/School | | |
| | | | | | |
| NOTES | | | Mannerisms: Holy Symbol Tithings | | |
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| | | [| Tutor | | |
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Snell Rook

| Character | : | | Spell Book | Page: |
|-----------|---------------------------------------|---------------------------------------|--|---|
| Level | Spell: | | ▲ | |
| | Range: | Components: | | |
| | Duration:Area of Effect: | Casting Time: | | |
| | Area of Effect: | Saving Throw: | | |
| | Material Components: | | ······································ | |
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| Level | Spell: | | Description: | |
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| | 011 | | Description | |
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| | Material Components: | · | | |
| | @ 1990 Jon Kruger-Stanko | | | |