

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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I

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

MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE
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D

REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.
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C

HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL
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CH

MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.
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CM

RESPONSE

COMELINESS

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

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

MORALE MODIFIER _____

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:

*TRY ONCE ONLY PER LOCK OR TRAP

PICK POCKETS	<input type="checkbox"/>	OPEN LOCKS*	<input type="checkbox"/>	REMOVE/FIND TRAP*	<input type="checkbox"/>	MOVE SILENTLY	<input type="checkbox"/>	HIDE IN SHADOWS	<input type="checkbox"/>	HEAR NOISE	<input type="checkbox"/>	CLIMB WALLS	<input type="checkbox"/>	READ LANGUAGE	<input type="checkbox"/>
TIGHTROPE WALKING	<input type="checkbox"/>	POLE VAULT	<input type="checkbox"/>	HIGH JUMPING	<input type="checkbox"/>	BROAD JUMP. STANDING	<input type="checkbox"/>	BROAD JUMP. RUNNING	<input type="checkbox"/>	TUMBLE ATTACK	<input type="checkbox"/>	TUMBLE EVASION	<input type="checkbox"/>	TUMBLE FALLING	<input type="checkbox"/>

THIEF ASSASSIN THIEF-AGROBAT MONK

