

PLAYER NAME _____

ADVANCED D & D TM

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

SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: _____

MAJOR DISCIPLINES _____

MINOR DISCIPLINES _____

COMBAT

ARMOR WORN _____ AC BASE _____ CONDITION OF ARMOR _____

AC

DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC
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HIT POINTS _____

CONST. ADJ. _____ HIT DIE TYPE _____ SPECIAL ADJUSTMENTS _____

Wounds: _____

SURPRISE _____ / _____ DEX. ADJUST. _____ REAR ATTACKS ADJUST. _____

WEAPONS OF PROFICIENCY: _____

COMBAT ADJUSTMENTS: Totals: _____

	"TO HIT" ADJ.	DAMAGE ADJ.

+/- _____ CONDITION +/- _____ CONDITION



WEAPON IN HAND _____

WEAPONLESS COMBAT:
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

ATTACKS: _____

MORALE MODIFIER _____

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		

PATRON: _____

LADY: _____

MOUNT: _____

#	NAME	HD	AC	H.P.	#AT	DAMAGE

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

	1ST	2ND	3RD	4TH/1ST	2ND

MAGIC COMPONENTS: _____

SPECIAL ABILITIES: _____

TURNING UNDEAD:

	SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST	
	WRAITH	MUMMY	SPECTRE	VAMPIRE	GHOST	LICH	SPECIAL

FIGURER BANNER PALADIN

