

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 _____
SECONDARY SKILL _____ VISION _____ LISTENING _____

ABILITIES:

S

% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
------------	----------	------------	-----------

I

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

W

MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE
-------------------	-------------	-----------------

D

REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.
---------------	--------------	--------------

C

HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL
----------------	--------------	---------------------

CH

MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.
-----------------	--------------	---------------

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 _____

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				

#ATTACKS _____

SPELLS—KNOWN

	SPELLS MEMORIZED PER LEVEL:								
	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

PATRON: _____

MORALE MODIFIER _____

SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

TURNING UNDEAD: _____

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHOST

THIEVING SKILLS:

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

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

MULTI-GLASSSED BARD

POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

ENCUMBRANCE: _____ **LOAD VS. MOVE RATE:** _____ **STR. ADJ.** _____ **NORMAL = 1** _____ **HEAVY = 3/4** _____ **LOADED = 1/2** _____ **MAXIMUM = 1/4** _____ **Total Weight Carried** _____

Provisions: _____ **SUPPLY** _____ **USED** _____ **CARRYING CAPACITY:** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____

Water: _____ **SUPPLY** _____ **USED** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____ **CONTAINER** _____ **MAX. VOL.** _____ **LOAD** _____



WEALTH:	TOTAL WEIGHT _____	TOTAL VALUE _____	EXPERIENCE POINTS:	NEXT LEVEL GOAL
COPPER-		GEMS-	TREASURE-	COMBAT-
SILVER-		JEWELS-		OTHER _____
ELECTRUM-		MISCELLANEOUS-		TOTAL: + _____ %
GOLD-				
PLATINUM-				

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE— [] **APPEARANT AGE** _____ **UNNATURAL AGING** _____ **COLOR OF:** _____ **HAIR** _____ **EYES** _____

GENERAL APPEARANCE: _____

SEX _____

WEIGHT _____ **DISTINGUISHING MARKS:** _____

HEIGHT _____ **MANNERISMS:** _____

SOCIAL CLASS (if any) _____ **STANDING (if any)** _____ **WEAKNESSES/FEAR** _____

HATREDS/FOES _____ **DESIRES/LOVES** _____

COMPATRIOTS: Followers/Hirelings—Associates/Relatives

#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL	RACE	NOTES

LOCALES FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE _____ **LOCATION** _____ **DETAILS** _____

NOTES: _____

WILL: I _____ do hereby _____