

ADVANCED D&D™

Permanent Character Record

PLAYER NAME _____

CAMPAIGN _____

 CHARACTER NAME

PLACE OF ORIGIN _____

CLASS: _____ LEVEL: _____

RACE: _____

ALIGNMENT: _____

RELIGION: _____

PATRON DEITY(S): _____

Alignment of: _____

ABILITIES:

<input type="checkbox"/>	S	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
STRENGTH						
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MINIMUM # SPELLS/LVL	MAXIMUM # SPELLS/LVL	
INTELLIGENCE						
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE		
WISDOM						
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.		
DEXTERITY						
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
CONSTITUTION						
<input type="checkbox"/>	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ.		
CHARISMA						

SAVING THROW ADJUSTMENTS:	
+/- _____	CONDITION _____
+/- _____	CONDITION _____
+/- _____	CONDITION _____
+/- _____	CONDITION _____

MOVEMENT:

NORMAL = _____
 —Speed versus Encumbrance—

HEAVY (x 3/4) = _____

LOADED (x 1/2) = _____

MAXIMUM (x 1/4) = _____

VISION: _____

RESISTANCES: _____

PSIONICS: _____

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODE MAJOR DISCIPLINES MINOR DISCIPLINES

DETECTION: _____

LANGUAGES: _____

COMBAT



WEAPONS of PROFICIENCY: _____

NON-PROFICIENCY PENALTY

SURPRISE / DEX. ADJ. DEFENSIVE ADJ. DEX. ADJ. / MAGICAL ADJ.

COMBAT ADJUSTMENTS:			
		Totals:	
+/- _____	CONDITION _____	+/-	"TO HIT" ADJ. DAMAGE ADJ.
+/- _____	CONDITION _____	+/-	CONDITION
+/- _____	CONDITION _____	+/-	CONDITION

WEAPONS	MAG. ADJ.	SPACE REQUIRED /RANGES	SPEED	10	9	8	7	6	5	4	3	2	S-M/L
WEAPON ADJUSTMENT VS. ARMOR CLASS													
DAMAGE VS. SIZE													
HIT POINTS GAINED PER LEVEL: 1 2 3 4 5 6 7 8 9 10 11 +													

HIT POINTS _____ CONST. ADJ. _____ HIT DIE TYPE _____

SCARRING AND MAIMING:

INJURY	DATE	EXPLANATION	INJURY	DATE	EXPLANATION

DESCRIPTION:

GENERAL APPEARANCE: _____ BIRTHDAY _____ SEX _____ HEIGHT _____ WEIGHT _____

DISTINGUISHING MARKS: _____ COLOR OF: _____ HAIR _____ EYES _____

MANNERISMS: _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

THIEVING SKILLS ADJUSTMENTS:

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"/> %
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