

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:

<input type="checkbox"/>	S	% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL	
<input type="checkbox"/>	CH	MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.	
<input type="checkbox"/>	CM	RESPONSE	CHARISMA		

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

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 # ATTACKS: _____

PATRON: _____

LADY: _____

MOUNT: _____

STATUS # NAME HD AC H.P. #AT DAMAGE

SPECIAL ABILITIES: _____



SPELLS MEMORIZED PER LEVEL:

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

TURNING UNDEAD:

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

FIGHTER BARBARIAN RANGER CAVALIER PALADIN

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: _____ **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-			TREASURE-	COMBAT-
SILVER-			OTHER	TOTAL: + _____ %
ELECTRUM-				
GOLD-				
PLATINUM-				

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE- [] **APPARENT AGE** _____ **UNNATURAL AGING** _____ **COLOR OF:** _____ **HAIR** _____ **EYES** _____
 _____ **GENERAL APPEARANCE:** _____
 _____ **SEX** _____
 _____ **WEIGHT** _____
 _____ **DISTINGUISHING MARKS:** _____
 _____ **MANNERISMS:** _____
 _____ **HEIGHT** _____
 _____ **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 _____