

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D <sup>TM</sup>

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			

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\*



AC

ARMOR WORN    AC BASE    CONDITION OF ARMOR

DEX. ADJ.    MAGICAL ADJ.    SHIELDLESS AC    REAR AC



HIT POINTS

CONST. ADJ.    HIT DIE TYPE    SPECIAL ADJUSTMENTS

Wounds: \_\_\_\_\_

SURPRISE

DEX. ADJUST.

REAR ATTACKS ADJUST.

WEAPONS OF PROFICIENCY: \_\_\_\_\_

NUMBER

NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals: \_\_\_\_\_

+/-	CONDITION	+/-	CONDITION



WEAPON IN HAND

#### WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

PARISH: \_\_\_\_\_

MORALE MODIFIER

HOLY SYMBOL: \_\_\_\_\_

%

TITHINGS STATUS IN

CHURCH

Church's Influence: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

MAGIC COMPONENTS: \_\_\_\_\_



SPELLS KNOWN

SPELLS ACQUIRED PER LEVEL:

	1ST	2ND	3RD	4TH	5TH	6TH	7TH
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/
/	/	/	/	/	/	/	/

#### TURNING UNDEAD:

SKELETON    ZOMBIE    GHOUL    SHADOW    WIGHT    GHOST

WRAITH    MUMMY    SPECTRE    VAMPIRE    GHOST    LICH    SPECIAL

CLERIC

DRUID

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** \_\_\_\_\_



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

**DEBTS OWED/OBLIGATIONS** \_\_\_\_\_

**DESCRIPTION:** AGE—  **APPARENT 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 \_\_\_\_\_