

PLAYER NAME _____
DATE CHARACTER BEGAN _____

ADVANCED D & D™

Player Character Record

CAMPAIGN # _____



CHARACTER SKETCH

CHARACTER NAME _____

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
STRENGTH					
<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.	
DEXTERITY					
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL	
CONSTITUTION					
<input type="checkbox"/>	CH	MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.	
CHARISMA					
<input type="checkbox"/>	CM	RESPONSE			
COMELINESS					

SAVING THROW ADJUSTMENTS:	
+/-	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: _____

WEAPONS OF PROFICIENCY: NUMBER NON-PROFICIENCY PENALTY

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

	ARMOR WORN	AC BASE	CONDITION OF ARMOR
AC	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC REAR AC
	()		
	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS
HIT POINTS	Wounds:		
SURPRISE	/ DEX. ADJUST.	/ REAR ATTACKS ADJUST.	

	WEAPON IN HAND	WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	ADJUSTED TO HIT	ARMOR CLASS	DAMAGE VS SIZE S-M-L
WEAPONLESS COMBAT:							
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.							
—	—						
PUMMELING	—						
GRAPPLING	—						
OVERBEARING	—						

MORALE MODIFIER %	HOLY SYMBOL:
TITHINGS STATUS IN CHURCH	Church's Influence:
CHURCH	
SPECIAL ABILITIES:	
MAGIC COMPONENTS:	



SPELLS ACQUIRED PER LEVEL:

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

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

CLERIC DRUID

POSSESSIONS:

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

Provisions: STR. ADJ. NORMAL = 1 HEAVY = 1/4 LOADED = 1/2 MAXIMUM = 1/4

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



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

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE— APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

GENERAL APPEARANCE: _____

WEIGHT Distinguishing markings

MANNERISMS:

SOCIAL CLASS (S.E. 1-5) STANDING (S.E. 1-5)

HARDEES/FOES **COMPATRIOTS:** Followers/Hirelings—Associates/Relatives **DESIRERS/LOVES**

NAME CLASS LEVEL RACE NOTE # NAME CLASS LEVEL RACE NOTES

LOCALES FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS
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RESIDENCE	LOCATION	DETAILS
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WILL: I _____ do hereby _____