PLAYER NAME

DATE CHARACTER BEGAN

ADVANCED D&D ™
Player Character Record

CAMPAIGN
#_____

CHARACTER NAME

CHARACTER SKETCH

CLASS: —————————— LEVEL: ——————————

RACE: —————————— ALIGNMENT: ——————————

PATRON DEITY: —————————— RELIGION: ——————————

PLACE OF ORIGIN: ——————————

| CONCEALED | CLIMBING | SPECIAL MOVE |

MOVE BASE

| SECONDARY SKILL | VISION | LISTENING |

ABILITIES:

S

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

STRENGTH

I

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

INTELLIGENCE

W

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

WISDOM

D

| REACTION ADJ. | MISSILE ADJ. | DEFENSE ADJ. |

DEXTERITY

C

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

CONSTITUTION

CH

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

CHARISMA

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

WEAPONS OF PROFICIENCY: ——————————

| NUMBER | NON-PROFICIENCY PENALTY |

AC

| ARMOR WORN | AC BASE | CONDITION OF ARMOR |

| DEX. ADJ. + | MAGICAL ADJ. | SHIELDLESS AC | REAR AC |

| CONST. ADJ. ( ) | HIT DIE TYPE | SPECIAL ADJUSTMENTS |

COMBAT ADJUSTMENTS: Totals:

| | | "TO HIT" ADJ. | DAMAGE ADJ. |

HIT POINTS Wounds: ——————————

| SURPRISE / | DEX. ADJUST. / | REAR ATTACKS ADJUST. |

| +/− | CONDITION | +/− | CONDITION |

	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	

WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

PUMMELING
— —

GRAPPLING
— —

OVERBEARING
— —

MORALE MODIFIER

SPECIAL TOOLS: ——————————

GUILD/ORDER: ——————————

SUPERIOR: ——————————

SPECIAL ABILITIES: ——————————

Rank in Guild/Order: ——————————

CONTACTS: ——————————
| NAME OR PSEUDONYM | OCCUPATION |

| NAME OR PSEUDONYM | OCCUPATION | NAME OR PSEUDONYM | OCCUPATION |

SPECIAL IMMUNITIES: ——————————

DISGUISES: ——————————

THIEVING SKILLS:

| 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

THIEF ASSASSIN MONK

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 = ¾   LOADED = ½   MAXIMUM = ¼   **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

MAGIC ITEMS

_____   _____   _____
_____   _____   _____
_____   _____   _____
_____   _____   _____

WEALTH: TOTAL WEIGHT _____   TOTAL VALUE _____

COPPER–   **GEMS–**

SILVER–   **JEWELS–**

ELECTRUM–   **MISCELLANEOUS–**

GOLD–

PLATINUM–

EXPERIENCE POINTS: NEXT LEVEL GOAL

TREASURE—   COMBAT—   OTHER   TOTAL: + ___ %

DEBTS OWED/OBLIGATIONS _____

_____

DESCRIPTION: AGE— ◯ _____

APPARENT AGE   UNNATURAL AGING   COLOR OF: _____   _____
                                            HAIR   EYES

___ SEX   **GENERAL APPEARANCE:** _____

___ WEIGHT

___ HEIGHT   **DISTINGUISHING MARKS:** _____

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* _____