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: _____

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

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: ___ _____
ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES _____

MINOR DISCIPLINES _____

SAVING THROWS:

Paralyzation/ Poison— ◯

Petrification/ Polymorph— ◯

Rod, Staff or Wand— ◯

Breath Weapon— ◯

Spells— ◯

MAGIC-USER

ILLUSIONIST

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

Wounds: _____

HIT POINTS

SURPRISE	/ DEX. ADJUST.	/ REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS:
Totals:

		"TO HIT" ADJ.	DAMAGE ADJ.
___ _____			
___ _____			
+/–	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

MASTER: _____

SCHOOL: _____

FAMILIAR/PET: _____

SPECIAL ABILITIES: _____

MAGIC COMPONENTS _____

SPELLS— —KNOWN

SPELLS MEMORIZED PER LEVEL:

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

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

Water: _____ _____
SUPPLY   USED

CARRYING CAPACITY: _____ CONTAINER   MAX. VOL. – LOAD   _____ CONTAINER   MAX. VOL. – LOAD

_____ 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

_____   **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* _____