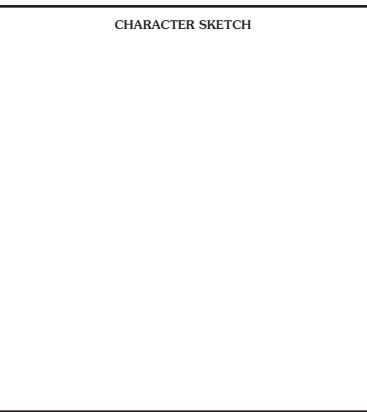


PLAYER NAME _____
DATE CHARACTER BEGAN _____

ADVANCED D & D™

Player Character Record

CAMPAIGN # _____



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
+/-	CONDITION
+/-	CONDITION

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: — ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: _____

MINOR DISCIPLINES: _____

WEAPONS OF PROFICIENCY: NUMBER NON-PROFICIENCY PENALTY

	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.	

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

WEAPON IN HAND	WEAPON	MAG. SPACE REQUIRED/ADJ.	RANGE	SPEED	10	9	8	7	6	5	4	3	2	DAMAGE VS SIZE S-M-L
WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.														
PUMMELING														
GRAPPLING														
OVERBEARING														
MORALE MODIFIER	# ATTACKS:													
TITHINGS ALIGNMENT	PATRON: _____													
LADY: _____	MOUNT: _____													
STATUS	# NAME HD AC H.P. # AT DAMAGE													
MAGIC COMPONENTS: _____														
SPECIAL ABILITIES: _____														

SPELLS KNOWN		SPELLS MEMORIZED PER LEVEL:				
1ST	2ND	3RD	4TH/1ST	2ND		

TURNING UNDEAD:		SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST

FIGHTER RANGER

PALADIN

