

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

CHARACTER SKETCH

ABILITIES:

<input type="checkbox"/> S	% HIT ADJ.	DAM. ADJ.	OPEN DOORS	BEND BARS
<input type="checkbox"/> I	STRENGTH			
<input type="checkbox"/> W	ADD LANG.	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
<input type="checkbox"/> D	INTELLIGENCE			
<input type="checkbox"/> C	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/> CH	WISDOM			
	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
	DEXTERITY			
	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
	CONSTITUTION			
	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ.	
	CHARISMA			

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 _____

WEAPONS OF PROFICIENCY:

NUMBER _____ NON-PROFICIENCY PENALTY _____

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.	

COMBAT ADJUSTMENTS:

Totals: _____ "TO HIT" ADJ. _____ DAMAGE ADJ. _____

+/- _____ CONDITION +/- _____ CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

ATTACKS: _____

MORALE MODIFIER

PATRON: _____

LADY: _____

MOUNT: _____

TITHINGS ALIGNMENT

STATUS

MAGIC COMPONENTS: _____

SPECIAL ABILITIES: _____

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

	1ST	2ND	3RD	4TH/1ST	2ND

TURNING UNDEAD:

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

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PLAYER NAME _____

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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

CHARACTER SKETCH

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.	

CHARISMA

SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison— ☐

Petrification/Polymorph— ☐

Rod, Staff/or Wand— ☐

Breath Weapon— ☐

Spells— ☐

RESISTANCES: _____

DETECTION: _____

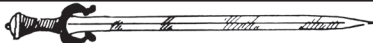
LANGUAGES: _____


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: "TO HIT" ADJ. DAMAGE ADJ.

+/- 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 GHAST
WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

CLERIC
DRUID

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

CHARACTER SKETCH

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.	

CHARISMA

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: "TO HIT" ADJ. DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

MASTER: _____

MORALE MODIFIER

SCHOOL: _____

FAMILIAR/PET: _____

SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

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

MAGIC-USER
ILLUSIONIST

PLAYER NAME _____

DATE CHARACTER BEGAN _____

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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

CHARACTER SKETCH

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.	

CONSTITUTION

CHARISMA

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 _____

WEAPONS OF PROFICIENCY:

NUMBER _____ NON-PROFICIENCY PENALTY _____

COMBAT ADJUSTMENTS:

Totals: _____

"TO HIT" ADJ. _____

DAMAGE ADJ. _____

+/- _____ CONDITION +/- _____ CONDITION

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.

MAG. SPACE REQUIRED/ ADJUSTED TO HIT ARMOR CLASS DAMAGE VS SIZE
ADJ. RANGE SPEED 10 9 8 7 6 5 4 3 2 S-M/L

WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

GUILD/ORDER: _____

MORALE
MODIFIER

SUPERIOR: _____

Rank in Guild/Order: _____

CONTACTS: _____

NAME OF PSEUDONYM

OCCUPATION

NAME OF PSEUDONYM

OCCUPATION

NAME OF PSEUDONYM

OCCUPATION

DISGUISES: _____

SPECIAL TOOLS: _____

SPECIAL ABILITIES: _____

SPECIAL IMMUNITIES: _____

THIEVING SKILLS:

PICK
POCKETS

0%

OPEN
LOCKS*

0%

REMOVE/
FIND TRAPS*

0%

MOVE
SILENTLY

0%

HIDE IN
SHADOWS

0%

HEAR
NOISE

0%

CLIMB
WALLS

0%

READ
LANGUAGES

0%

*TRY ONCE ONLY PER LOCK OR TRAP

THIEF ASSASSIN MONK

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RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

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.	

STRENGTH

INTELLIGENCE

WISDOM

DEXTERITY

CONSTITUTION

CHARISMA

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: "TO HIT" ADJ. DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

PATRON: _____

MORALE MODIFIER

SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

THIEVING SKILLS:

PICK POCKETS ☐

OPEN LOCKS* ☐

REMOVE/FIND TRAPS* ☐

MOVE SILENTLY ☐

HIDE IN SHADOWS ☐

HEAR NOISE ☐

CLIMB WALLS ☐

READ LANGUAGES ☐

☐

*TRY ONCE ONLY PER LOCK OR TRAP

MAG. SPACE REQUIRED/ ADJ. RANGE SPEED ADJUSTED TO HIT ARMOR CLASS DAMAGE VS SIZE S-M/L

WEAPON	ADJ.	RANGE	SPEED	10	9	8	7	6	5	4	3	2	

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

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

TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAIST
WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

MULTI-CLASSED BARD

[illegible]

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

#	NAME	CLASS	LEVEL	RACE	NOTE

LOCALS FREQUENTED/RESIDENCE:					
LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS
RESIDENCE	LOCATION	DETAILS			

POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								

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 _____

MAGIC ITEMS

WEALTH: _____

TOTAL WEIGHT _____

TOTAL VALUE _____

COPPER- _____

SILVER- _____

ELECTRUM- _____

GOLD- _____

PLATINUM- _____

GEMS- _____

JEWELS- _____

MISCELLANEOUS- _____

_____ %

TITHING _____

EXPERIENCE POINTS: _____

NEXT LEVEL GOAL _____

TOTAL: + _____ %

NOTES: _____

DEBTS OWED/OBLIGATIONS: _____

DESCRIPTION: AGE APPARENT AGE UNNATURAL AGING SEX WEIGHT HEIGHT HAIR EYES

GENERAL APPEARANCE: _____

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	NOTE

LOCALS FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS
RESIDENCE					

PLAYER NAME _____

DATE CHARACTER BEGAN _____

ADVANCED D & D TM

Player Character Record

CAMPAIGN

CHARACTER NAME

ALIGNMENT

STATUS

CHARACTER SKETCH

CLASS: _____ LEVEL: _____

RACE: _____ MAX. LEVEL: _____

PATRON DEITY: _____ ALIGNMENT: _____

PLACE OF ORIGIN: _____ DEITY/RELIGION: _____



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

PATRON

SECONDARY SKILL

VISION

LISTENING

LADY

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.	

CHARISMA

SAVING THROW ADJUSTMENTS:			
+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison— ☐

Petrification/Polymorph— ☐

Rod, Staff/ or Wand— ☐

Breath Weapon— ☐

Spells— ☐

RESISTANCES: _____

DETECTION: _____

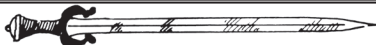
LANGUAGES: _____



WEAPON IN HAND

ATTACKS: _____

COMBAT



ARMOR WORN AC BASE CONDITION OF ARMOR

AC SHIELDLESS AC REAR AC SURPRISED AC

HIT POINTS CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: _____

SURPRISE / DEX. ADJUST. / REAR ATTACKS ADJUST.

WEAPONS OF PROFICIENCY:

NUMBER PENALTY ADDED PROFICIENCY

DEX ADJ. ⁺

MAGICAL ADJ.

WEAPON SPECIALIZATION

☐ DOUBLE

COMBAT ADJUSTMENTS:

Totals: "TO HIT" ADJ. DAMAGE ADJ.

+/- CONDITION +/- CONDITION

PROF.	WEAPON	MAG. ADJ.	LENGTH/ SIZE	SPACE REQUIRED/ RANGE	SPEED	TYPE	DAMAGE VS SIZE S-M/L	WEIGHT	SPECIAL

THACO CHART

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

MOUNT:

#	NAME	HD	AC	H.P.	#AT	DAMAGE

GEAR: _____

MOVEMENT ENCUMBRANCE CAPACITY

SPECIAL ABILITIES

TURNING UNDEAD:

SKELETON	ZOMBIE	GHoul	SHADOW
WRAITH	MUMMY	SPECTRE	VAMPIRE
WIGHT	GHAst	LICH	SPECIAL

SPECIAL ABILITIES: _____

FIGHTER
RANGER
CAVALIER
PALADIN
BARBARIAN

PLAYER NAME _____

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CAMPAIGN _____

CHARACTER NAME

ALIGNMENT

STATUS

CHARACTER SKETCH

CLASS: _____ LEVEL: _____

RACE: _____ MAX. LEVEL: _____

PATRON DEITY: _____ ALIGNMENT: _____

PLACE OF ORIGIN: _____ DEITY/RELIGION: _____



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

PARISH

SECONDARY SKILL

VISION

LISTENING

HOLY SYMBOL

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	
INTELLIGENCE							
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	%	SPELL FAILURE		
WISDOM							
<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							

SAVING THROW ADJUSTMENTS:			
+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/
Poison— ☐

Petrification/
Polymorph— ☐

Rod, Staff/
or Wand— ☐

Breath
Weapon— ☐

Spells— ☐

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____



WEAPON IN HAND

ATTACKS: _____

COMBAT



<input type="checkbox"/>	ARMOR WORN	AC BASE	CONDITION OF ARMOR
<input type="checkbox"/>	SHIELDLESS AC	REAR AC	SURPRISED AC
<input type="checkbox"/>	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS
Wounds: _____			
<input type="checkbox"/>	SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.

WEAPONS OF PROFICIENCY:

NUMBER PENALTY ADDED PROFICIENCY

DEX ADJ. + MAGICAL ADJ.

COMBAT ADJUSTMENTS:

Totals: _____ "TO HIT" ADJ. _____ DAMAGE ADJ. _____

+/- CONDITION +/- CONDITION

PROF.	WEAPON	MAG. ADJ.	LENGTH/ SIZE	SPACE REQUIRED/ RANGE	SPEED	TYPE	DAMAGE VS SIZE S-M/L	WEIGHT	SPECIAL

THACO CHART

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

MOUNT:

#	NAME	HD	AC	H.P.	#AT	DAMAGE	GEAR: _____
MOVEMENT		ENCUMBRANCE		CAPACITY			
SPECIAL ABILITIES							

TURNING UNDEAD:

SKELETON	ZOMBIE	GHOUL	SHADOW
WRAITH	MUMMY	SPECTRE	VAMPIRE
WIGHT	GHAST	LICH	SPECIAL

SPECIAL ABILITIES: _____

STATUS IN

Temple's
Influence: _____

CHURCH

CLERIC
DRUID

