

PLAYER NAME \_\_\_\_\_

CHARACTER NAME

# ADVANCED D & D

## Player Character Record

CLASS: \_\_\_\_\_ BASE MOVEMENT: \_\_\_\_\_ VISION: \_\_\_\_\_  
RACE: \_\_\_\_\_ CLIMBING: \_\_\_\_\_ LISTENING: \_\_\_\_\_  
LEVEL: \_\_\_\_\_ SPECIAL MOVE: \_\_\_\_\_ PATRON DEITY: \_\_\_\_\_  
ALIGNMENT: \_\_\_\_\_ PLACE OF ORIGIN: \_\_\_\_\_

### DESCRIPTION:

SEX: \_\_\_\_\_ FAMILY: \_\_\_\_\_ PERSONALITY (Mannerisms/Fears/Desires): \_\_\_\_\_  
AGE: \_\_\_\_\_ CLAN: \_\_\_\_\_  
HEIGHT: \_\_\_\_\_ SIBLINGS: \_\_\_\_\_  
WEIGHT: \_\_\_\_\_ STATUS: \_\_\_\_\_ HISTORY (Events that shaped life): \_\_\_\_\_  
HAIR: \_\_\_\_\_  
EYES: \_\_\_\_\_

### ABILITIES:

### SAVING THROWS:

<input type="checkbox"/>	S	MUS	STA	HIT ADJ.	DAM ADJ.	MAX PRESS	OPEN DOORS	BEND BARS	%
<input type="checkbox"/>	I	KNO	REA	BONUS PROFS	LEARN SPELL	%	SPELL LEVEL	MAX # SPELLS	
<input type="checkbox"/>	W	INT	WIL	MAGICAL DEF. ADJ.	SPELL BONUS		SPELL FAILURE	%	
<input type="checkbox"/>	D	AIM	BAL	REACTION ADJ.	MISSILE ADJ.		DEFENSE ADJ.		
<input type="checkbox"/>	C	FIT	HEA	HIT POINT ADJ.	SYSTEM SHOCK	%	RESURRECT SURVIVAL	%	
<input type="checkbox"/>	CH	APP	LEA	MAX # HENCHMEN	LOYALTY BASE		REACTION ADJ.		

CONDITION: \_\_\_\_\_  
+/- \_\_\_\_\_  
\_\_\_\_\_

PARALYZATION/POISON - ☐  
PETRIFICATION/POLYMORPH - ☐  
ROD, STAFF or WAND - ☐  
BREATH WEAPON - ☐  
SPELLS - ☐

RESISTANCES: \_\_\_\_\_  
DETECTION: \_\_\_\_\_  
LANGUAGES: \_\_\_\_\_

### COMBAT:

HEAD AC	TORSO AC	ARMS AC	LEGS AC	FEET AC	BACK AC
HP	DEX ADJ	MAGICAL ADJ	OTHER ADJ	SHIELDLESS AC	
	CONST. ADJ	HIT DIE TYPE	CHARACTER POINTS SAVED		

WEAPONS PROFICIENCY COST: \_\_\_\_\_ NON-PROF PENALTY: \_\_\_\_\_  
( ) ( )  
( ) ( )  
( ) ( )  
( ) ( )  
AMMUNITION: \_\_\_\_\_ # \_\_\_\_\_ # \_\_\_\_\_

### UNADJUSTED THACO:

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

WEAPON	INIT	SPD	MAG	DEX	OTHER	Range: S / M / L	#ATT	TO HIT/DMG	THACO	DMG S-M / L

### SPECIAL ABILITIES:

RACIAL AND CLASS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NON-WEAPON PROFICIENCY: \_\_\_\_\_ ( ) \_\_\_\_\_ ( )  
\_\_\_\_\_ ( ) \_\_\_\_\_ ( )  
\_\_\_\_\_ ( ) \_\_\_\_\_ ( )  
\_\_\_\_\_ ( ) \_\_\_\_\_ ( )

### SKILLS:

☐ % ☐ % ☐ % ☐ % ☐ % ☐ % ☐ % ☐ % ☐ %