

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:

<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.		

## SAVING THROWS:

+/ -	CONDITION:	PARALYZATION/ POISON -	<input type="checkbox"/>
_____	_____	PETRIFICATION/ POLYMORPH -	<input type="checkbox"/>
_____	_____	ROD, STAFF or WAND -	<input type="checkbox"/>
_____	_____	BREATH WEAPON -	<input type="checkbox"/>
_____	_____	SPELLS -	<input type="checkbox"/>

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

## COMBAT:

HEAD AC	TORSO AC	ARMS AC	LEGS AC	FEET AC	BACK AC
<input type="checkbox"/>					

HP  + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ 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: % % % % % % % % %