PLAYER NAME

#_____ _____

CHARACTER NAME

A D V A N C E D D & D
P l a y e r C h a r a c t e r R e c o r d

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:

S MUS STA

| HIT ADJ. | DAM ADJ. | MAX PRESS | OPEN DOORS | BEND BARS | % |

I KNO REA

| BONUS PROFS | LEARN SPELL | % | SPELL LEVEL | MAX # SPELLS |

W INT WIL

| MAGICAL DEF. ADJ. | | SPELL BONUS | | SPELL FAILURE | % |

D AIM BAL

| REACTION ADJ. | | MISSILE ADJ. | | DEFENSE ADJ. |

C FIT HEA

| HIT POINT ADJ. | | SYSTEM SHOCK | % | RESURRECT SURVIVAL | % |

CH APP LEA

| MAX # HENCHMEN | | LOYALTY BASE | | REACTION ADJ. |

SAVING THROWS:

+/- CONDITION:
____ _____
____ _____
____ _____
____ _____

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

RESISTANCES:_____

DETECTION:_____

LANGUAGES:_____

COMBAT:

AC

ARMOR WORN _____ AC BASE _____ CONDITION OF ARMOR

_____ + _____
DEX ADJ MAGICAL ADJ SHIELDLESS AC REAR AC

HP

_____ _____ _____
CONST. ADJ HIT DIE TYPE CHARACTER POINTS SAVED

WEAPON	INT	SPD	#AT	TO HIT/DMG	THACO	DMG S-M / L

AMMUNITION:
_____ #___ _____ #___
_____ #___ _____ #___

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

WEAPONS PROFICIENCY COST: _____ NON-PROF PENALTY:_____ NON-WEAPON PROFICIENCY: ( )
_____ (   ) _____ (   ) _____ (   ) (   )
_____ (   ) _____ (   ) _____ (   ) (   )
_____ (   ) _____ (   ) _____ (   ) (   )
_____ (   ) _____ (   ) _____ (   ) (   )
_____ (   ) _____ (   ) _____ (   ) (   )

SPECIAL ABILITIES: RACIAL AND CLASS

_____
_____
_____
_____

SPELLS:

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

MANA:

	MAXIMUM	CURRENT

_____ ( )[ ] _____ ( )[ ] _____ ( )[ ] _____ %
_____ ( )[ ] _____ ( )[ ] _____ ( )[ ] _____ %
_____ ( )[ ] _____ ( )[ ] _____ ( )[ ] _____ %
_____ ( )[ ] _____ ( )[ ] _____ ( )[ ] _____ %
_____ ( )[ ] _____ ( )[ ] _____ ( )[ ] _____ %