

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:

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

SAVING THROWS:

+/ -	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:

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
-----------------------	-----------------------	-----------------------	-----------------------	-----------------------	-----------------------	-----------------------	-----------------------	-----------------------