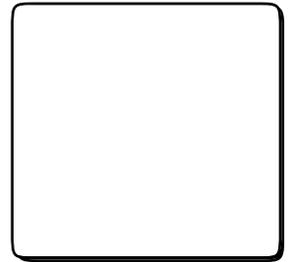


PLAYER NAME \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_

# ADVANCED D&D

## Player's Option 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 -

PETRIFICATION/POLYMORPH -

ROD, STAFF or WAND -

BREATH WEAPON -

SPELLS -

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

### COMBAT:

Normal AC  Special AC

TYPE OF ARMOR \_\_\_\_\_

HP \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

DEX ADJ \_\_\_\_\_ MAGICAL ADJ \_\_\_\_\_ OTHER ADJ \_\_\_\_\_

CONST. ADJ \_\_\_\_\_ HD TYPE \_\_\_\_\_ CP SAVED \_\_\_\_\_



WEAPONS PROFICIENCY COST: \_\_\_\_\_ NON-PROF PENALTY: \_\_\_\_\_

( ) ( )  
( ) ( )  
( ) ( )  
( ) ( )

AMMUNITION: \_\_\_\_\_ # \_\_\_\_\_ # \_\_\_\_\_

UNADJUSTED THACO: AC: 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 COMBAT FATIGUE: -1 -2 -3

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

### SPECIAL ABILITIES: RACIAL / CLASS / KITS

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

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