

PLAYER NAME: _____

DATE CHARACTER BEGAN _____

ADVANCED D & D™

Player Character Record

CAMPAIGN # _____

CHARACTER NAME: _____

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____

CHARACTER SKETCH



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

ABILITIES:

☐ S	HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
STRENGTH				
☐ I	ADD LANG.	% KNOW SPELL	MIN SPELLS	MAX SPELLS
INTELLIGENCE				
☐ W	MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE	
WISDOM				
☐ D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
DEXTERITY				
☐ C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
CONSTITUTION				
☐ CH	MAX HENCHMEN	LOYALTY BASE	REACTION ADJ.	
CHARISMA				

SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison— ☐

Petrification/Polymorph— ☐

Rod, Staff or Wand— ☐

Breath Weapon— ☐

Spells— ☐

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: _____
ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: _____

MINOR DISCIPLINES: _____

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

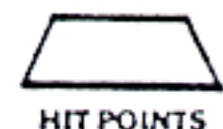
COMBAT



AC

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC



HIT POINTS

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: _____

SURPRISE

DEX. ADJUST.

REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

+/-

CONDITION

+/-

CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

MORALE MODIFIER # ATTACKS: _____

PATRON: _____

LADY: _____

MOUNT: _____

TITHINGS ALIGNMENT

STATUS

MAGIC COMPONENTS

SPECIAL ABILITIES

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

1ST	2ND	3RD	4TH/1ST	2ND

TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHOST
WRAITH HUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

FORGOTTEN REALMS PALADIN

[illegible]

WEALTH:		EXPERIENCE POINTS:	
TOTAL WEIGHT	TOTAL VALUE	TREASURE	COMBAT
COPPER—	GEMS—		
SILVER—	JEWELS—		
ELECTRUM—	MISCELLANEOUS—		
GOLD—			
PLATINUM—			

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE— APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

GENERAL APPEARANCE: _____

WEIGHT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

MANNERISMS: _____

SOCIAL CLASS (if any)	STANDING (if any)	WEAKNESSES/FEAR

HATRED/S.FOES 	DESIRES/LOVES
------------------------	------------------------

COMPATRIOTS: Followers/Hirelings ~~Associates/Relatives~~

[illegible]

LOCALES FREQUENTED RESIDENCE:

<u>LOCATION</u>	<u>TIME/CONDITION</u>	<u>DETAILS</u>	<u>LOCATION</u>	<u>TIME/CONDITION</u>	<u>DETAILS</u>

RESIDENCE	LOCATION	DETAILS
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WILL: I _____ do hereby _____

PLAYER NAME _____

DATE CHARACTER BEGAN _____

ADVANCED D & D™

Player Character Record

CAMPAIGN _____

CHARACTER NAME _____

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____

CHARACTER SKETCH



CONCEALED

CLIMBING

SPECIAL MOVE

MOVE BASE

SECONDARY SKILL

VISION

LISTENING

ABILITIES:

☐ S ☐ I ☐ W ☐ D ☐ C ☐ CH

% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
STRENGTH			
ADD. LANG.	% KNOW SPELL	MIN. SPELLS	MAX. SPELLS
INTELLIGENCE			
MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	
WISDOM			
REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
DEXTERITY			
HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
CONSTITUTION			
MAX. HENCHMEN	LOYALTY BASE	REACTION ADJ.	
CHARISMA			

SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison— ☐

Petrification/Polymorph— ☐

Rod, Staff or Wand— ☐

Breath Weapon— ☐

Spells— ☐

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: _____
ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES _____

MINOR DISCIPLINES _____

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals: _____

"TO HIT" ADJ. _____ DAMAGE ADJ. _____

+/- CONDITION +/- CONDITION



AC

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. + MAGICAL ADJ. SHIELDLESS AC REAR AC



HIT POINTS

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: _____

SURPRISE / DEX. ADJUST. / REAR ATTACKS ADJUST.

WEAPON MAG. ADJ. SPACE REQUIRED/RANGE SPEED ADJUSTED TO HIT ARMOR CLASS DAMAGE VS SIZE S-M/L

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
				10 9 8 7 6 5 4 3 2	S-M/L

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

MORALE MODIFIER

PARISH: _____

HOLY SYMBOL: _____

TITHINGS STATUS IN

CHURCH

SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

SPELLS—KNOWN

SPELLS ACQUIRED PER LEVEL:

	1ST	2ND	3RD	4TH	5TH	6TH	7TH

TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST
WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

CLERIC
DRUID

[illegible]

STR. ADJ.		NORMAL = 1	HEAVY = 2	LOADED = 3	MAXIMUM = 4				
Provisions:	SUPPLY	USED	CARRYING CAPACITY:	CONTAINER	MAX VOL	LOAD	CONTAINER	MAX VOL	LOAD
Water:	SUPPLY	USED		CONTAINER	MAX VOL	LOAD	CONTAINER	MAX VOL	LOAD



WEALTH:		TOTAL WEIGHT _____	TOTAL VALUE _____	EXPERIENCE POINTS:		NEXT LEVEL GOAL	
COPPER—		GEMS—		TREASURE—	COMBAT—	OTHER _____	TOTAL: + _____%
SILVER—		JEWELS—					
ELECTRUM—		MISCELLANEOUS—					
GOLD—							
PLATINUM—							

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE—
APPARENT AGE UNNATURAL AGING

COLOR OF:
HAIR EYES

SEX _____ GENERAL APPEARANCE: _____

[illegible]

HEIGHT MANNERISMS: _____

SOCIAL CLASS (if any)	STANDING (if any)	WEAKNESSES/FEAR

HATREDS/FOES	DESIRE/LOVE

COMPATRIOTS: Followers/Hirelings—Associates/Relatives

#	NAME	CLASS	LEVEL	RACE	NOTE

LOCALES FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE	LOCATION	DETAILS		

RESIDENCE	LOCATION	DETAILS
NOTES:		

WILL: I _____ do hereby _____

ADVANCED D & D™

Player Character Record

CAMPAIGN #

#

PLAYER NAME

CHARACTER BEGAN

CHARACTER SKETCH

CHARACTER NAME

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

ABILITIES:

☐ S	HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
☐ I	ADD LANG.	% KNOW SPELL	MIN SPELLS	MAX SPELLS
☐ W	MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE	
☐ D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
☐ C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
☐ CH	MAX MENCHMEN	LOYALTY BASE	REACTION ADJ.	

CHARISMA

SAVING THROW ADJUSTMENTS:

CONDITION +/- CONDITION +/-

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: _____
ATK. STR. DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: _____

MINOR DISCIPLINES: _____

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

CONDITION +/-

CONDITION +/-

COMBAT

ARMOR WORN	AC BASE	CONDITION OF ARMOR
DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
CONST. ADJ.	HIT DIE TYPE	REAR AC
WOUNDS:	SPECIAL ADJUSTMENTS	
SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.

ADJUSTED TO HIT ARMOR CLASS

DAMAGE VS SIZE

WEAPON IN HAND	WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	10	9	8	7	6	5	4	3	2	S.M/L

SPECIAL TOOLS:

SPECIAL ABILITIES:

SPECIAL IMMUNITIES:

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

PUMMELING

GRAPPLING

OVERBEARING

GUILD ORDER:

MORALE MODIFIER SUPERIOR:

Rank in Guild Order:

CONTACTS:

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES:

THIEVING SKILLS:

PICK POCKETS	OPEN LOCKS	REMOVE/FIND TRAP	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGE
07/10	07/10	07/10	07/10	07/10	07/10	07/10	07/10

*TRY ONCE ONLY PER LOCK OR TRAP

THIEF ASSASSIN MONK

PLAYER NAME _____

ADVANCED - D & D TM

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DATE CHARACTER BEGAN _____

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CHARACTER NAME

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES:

☐ S	☐ HIT ADJ.	☐ DAM ADJ.	☐ OPEN DOORS	☐ BEND BARS
STRENGTH				
☐ I	☐ ADD LANG.	☐ % KNOW SPELL	☐ MIN SPELLS	☐ MAX SPELLS
INTELLIGENCE				
☐ W	☐ MAGICAL ATK ADJ.	☐ SPELL BONUS	☐ % SPELL FAILURE	
WISDOM				
☐ D	☐ REACTION ADJ.	☐ MISSILE ADJ.	☐ DEFENSE ADJ.	
DEXTERITY				
☐ C	☐ HIT POINT ADJ.	☐ SYSTEM SHOCK	☐ RESURRECT SURVIVAL	
CONSTITUTION				
☐ CH	☐ MAX HENCHMEN	☐ LOYALTY BASE	☐ REACTION ADJ.	
CHARISMA				

SAVING THROW ADJUSTMENTS:			
+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison— ☐

Petrification/Polymorph— ☐

Rod, Staff or Wand— ☐

Breath Weapon— ☐

Spells— ☐

RESISTANCES: _____

DETECTION: _____

LANGUAGES: _____

PSIONICS: _____
 ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: _____

MINOR DISCIPLINES: _____

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

CONDITION

CONDITION

CONDITION

COMBAT

AC	ARMOR WORN	AC BASE	CONDITION OF ARMOR	
	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC
HIT POINTS	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS	
	Wounds: _____			
SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.		

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

CONDITION

CONDITION

CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:
 ATTACK ADJ. — DAMAGE ADJ. — DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

MORALE MODIFIER

MASTER: _____

SCHOOL: _____

FAMILIAR/PET: _____

SPECIAL ABILITIES: _____

MAGIC COMPONENTS

SPELLS — KNOWN

SPELLS MEMORIZED PER LEVEL:

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

MAGIC-USER ILLUSTRATIONIST

