

PLAYER NAME _____

ADVANCED D & D™

CAMPAIGN # _____

DATE CHARACTER BEGAN _____

Player Character Record

CHARACTER NAME

CHARACTER SKETCH

CHARACTER NAME

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

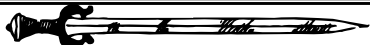
LISTENING

ABILITIES:

<input type="checkbox"/>	S	% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL	
<input type="checkbox"/>	CH	MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.	

CHARISMA

COMBAT



ARMOR WORN _____ AC BASE _____ CONDITION OF ARMOR _____

DEX. ADJ. _____ MAGICAL ADJ. _____ SHIELDLESS AC _____ REAR AC _____

CONST. ADJ. _____ HIT DIE TYPE _____ SPECIAL ADJUSTMENTS _____

HIT POINTS _____ Wounds: _____

SURPRISE _____ / _____ DEX. ADJUST. _____ REAR ATTACKS ADJUST. _____



WEAPON IN HAND _____

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

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

MORALE MODIFIER _____ MASTER: _____ SCHOOL: _____

FAMILIAR/PET: _____

SPECIAL ABILITIES: _____

MAGIC COMPONENTS _____

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

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



SPELLS MEMORIZED PER LEVEL:

SPELLS— —KNOWN	SPELLS MEMORIZED PER LEVEL:								
	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

MAGIC-USER ILLUSIONIST

