

ADVANCED D & D

Player Character Record Sheet

This documents the adventuring career of _____ /
Character Name

a(n) _____ belonging to the race of _____.
Class Race

Having earned _____ experience points, thereby achieving level _____ and thus the
Current XP Experience Level

title of _____, he now requires a total of _____ to attain to the next level.
Level Title Next Level Goal

Standing _____ tall and weighing _____, with _____ hair and _____ eyes, he hails from
Height Weight Hair Color Eye Color

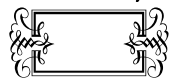
the town/city/region of _____, where he was born _____ years ago, and has since learned
Place of Origin Age

to speak the languages of _____.
Languages Known

Aligned _____, he worships the god/dess _____ of the _____ religion.
Alignment Patron Deity Religion

Primary Abilities

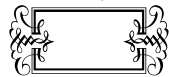
XP Bonus: + ___ %



STR

% Hit Adj: _____ Dam Adj: _____
 Open Doors: _____ Bend Bars: _____

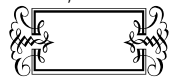
Strength



INT

Add Lang: _____ % Know Spell: _____
 Min/Max Spells per Level: _____ / _____

Intelligence



WIS

Magical Adj: _____ % Spell Fails: _____
 Spell Bonus: 1st _____ 2nd _____ 3rd _____ 4th _____

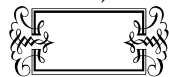
Wisdom



DEX

Reaction/Attacking Adj: _____
 Defensive Adjustment: _____

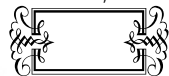
Dexterity



CON

HP Adj: _____ System Shock: _____
 Resurrection Survival: _____

Constitution



CHA

Maximum # of Henchmen: _____
 Loyalty: _____ Reaction: _____

Charisma

Secondary Skill _____ Vision _____ Listening _____



Special Abilities

Resistances

Saving Throws

Paralyzation/Poison—
 Petrification/Polymorph—
 Rod, Staff or Wand—
 Breath Weapon—
 Spells—
 Adjustments: _____
 +/- _____ Condition

Combat

Armor Worn _____
 Shieldless AC _____ Rear AC _____ AC Base _____
Armor Class
 Combat Adjustments _____ Totals: _____ To Hit Adj. _____ Damage Adj. _____
 +/- _____ Condition +/- _____ Condition Non-Prof. Penalty _____

Hit Points

(_____) _____
 Hit Die Type _____
 Weapons of Proficiency # _____
 Non-Prof. Penalty _____

Weaponless Combat

	Attack Adj.	Damage Adj.	Defense Adj.
Pummeling:	_____	_____	_____
Grappling:	_____	_____	_____
Overbearing:	_____	_____	_____

Weapon	Mag. Adj.	Range/Space Req.	Speed	Adjusted To Hit Armor Class										Damage S-M/L		
				10	9	8	7	6	5	4	3	2				
_____	_____	_____	_____													
_____	_____	_____	_____													
_____	_____	_____	_____													

Missiles Fired

Wounds

Character

Portrait

