

ADVANCED D & D™

Player Character Sheet

Character's Name	Player Character Sheet	Player's Name
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CLASS: _____ LEVEL: _____ ALIGNMENT: _____ SECONDARY SKILL: _____
 RACE: _____ MAX. LEVEL: _____ DEITY: _____ PLACE OF ORIGIN: _____

ABILITIES:

STR:	<input type="text"/>	% Hit Adj	Dmg Adj	Open Stuck Doors	Open Locked Doors	Bend Bars	%
INT:	<input type="text"/>	Additional Languages	Chance to Know Spell	% Min. # of Spells/Level		Max. # of Spells/Level	
WIS:	<input type="text"/>	Magical Attack Adjustment	Spell Bonuses	1st Lev	2nd Lev	3rd Lev	4th Lev
DEX:	<input type="text"/>	Reaction Adjustment	Missile Adjustment	Defensive Adjustment		Chance of Spell Failure	%
CON:	<input type="text"/>	Hit Point Adj / Lev	System Shock	% Resurrection Survival	% Max. # Resurrections	# of Resurrections	
CHA:	<input type="text"/>	Maximum # of Henchmen	Loyalty Base	% Reaction Adjustment	%		

SAVING THROWS

Paralyzation, Poison, or Death Magic	<input type="radio"/>	_____
Petrification or Polymorph*	<input type="radio"/>	_____
<small>* excluding polymorph wand attacks.</small>		
Rod, Staff or Wand	<input type="radio"/>	_____
Breath Weapon**	<input type="radio"/>	_____
<small>** excluding petrification or polymorph.</small>		
Spells***	<input type="radio"/>	_____
<small>*** excluding above saving throw types.</small>		

SAVING THROW ADJUSTMENTS/RESISTANCES

COMBAT

HIT POINTS <input style="width: 100px; height: 40px;" type="text"/> Hit Points Gained / Level <table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 50%;">1st</td><td style="width: 50%;">16th</td></tr> <tr><td>2nd</td><td>17th</td></tr> <tr><td>3rd</td><td>18th</td></tr> <tr><td>4th</td><td>19th</td></tr> <tr><td>5th</td><td>20th</td></tr> <tr><td>6th</td><td>21st</td></tr> <tr><td>7th</td><td>22nd</td></tr> <tr><td>8th</td><td>23rd</td></tr> <tr><td>9th</td><td>24th</td></tr> <tr><td>10th</td><td>25th</td></tr> <tr><td>11th</td><td>26th</td></tr> <tr><td>12th</td><td>27th</td></tr> <tr><td>13th</td><td>28th</td></tr> <tr><td>14th</td><td>29th</td></tr> <tr><td>15th</td><td>30th</td></tr> </table> Wounds <input style="width: 100px; height: 40px;" type="text"/>	1st	16th	2nd	17th	3rd	18th	4th	19th	5th	20th	6th	21st	7th	22nd	8th	23rd	9th	24th	10th	25th	11th	26th	12th	27th	13th	28th	14th	29th	15th	30th	ARMOR CLASS <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;">Armor Type</td> <td style="width: 10%;">AC Base</td> <td style="width: 10%;">+ Magic Adj.</td> <td style="width: 10%;">=</td> <td style="width: 10%;">Condition</td> <td style="width: 10%;">Head AC</td> </tr> <tr> <td>Helmet Type</td> <td>AC Base</td> <td>+ Magic Adj.</td> <td>=</td> <td></td> <td></td> </tr> <tr> <td>AC Base</td> <td>+ Magic Adj.</td> <td>+ Other Magic Adj.</td> <td>=</td> <td>Rear AC</td> <td>+ Dexterity Adj.</td> </tr> <tr> <td></td> <td></td> <td></td> <td>=</td> <td>Shieldless AC</td> <td>+ Shield Adj.*</td> </tr> <tr> <td colspan="5"></td> <td style="text-align: right;">Maximum AC</td> </tr> </table> <p style="text-align: center;"><small>* per round.</small></p>	Armor Type	AC Base	+ Magic Adj.	=	Condition	Head AC	Helmet Type	AC Base	+ Magic Adj.	=			AC Base	+ Magic Adj.	+ Other Magic Adj.	=	Rear AC	+ Dexterity Adj.				=	Shieldless AC	+ Shield Adj.*						Maximum AC	MOVEMENT <input type="checkbox"/> Normal: _____ <input type="checkbox"/> V. Heavy Gear: _____ <input type="checkbox"/> Heavy Gear: _____ <input type="checkbox"/> Encumbered: _____ Weapons of Proficiency Number <input type="text"/> Non-Proficiency Penalty <input type="text"/> _____ _____ _____ _____																								
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OTHER ABILITIES:

LANGUAGES _____ _____ _____ _____ _____	SENSES Vision: _____ Range _____ Hearing: _____ Range _____	SPELLS USABLE PER LEVEL <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Type</th> <th>1st</th> <th>2nd</th> <th>3rd</th> <th>4th</th> <th>5th</th> <th>6th</th> <th>7th</th> <th>8th</th> <th>9th</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>	Type	1st	2nd	3rd	4th	5th	6th	7th	8th	9th																					TURNING UNDEAD <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Skeleton</td> <td>Zombie</td> <td>Ghoul</td> </tr> <tr> <td>Shadow</td> <td>Wight</td> <td>Ghast</td> </tr> <tr> <td>Wraith</td> <td>Mummy</td> <td>Spectre</td> </tr> <tr> <td>Vampire</td> <td>Ghost</td> <td></td> </tr> <tr> <td>Lich</td> <td>Special</td> <td></td> </tr> </table>	Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre	Vampire	Ghost		Lich	Special	
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PSIONICS Attack Strength <input type="text"/> Defence Strength <input type="text"/> Psionic Ability <input type="text"/> Minor Disciplines _____ Major Disciplines _____ Points Used <input type="text"/>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Attack Modes</th> <th>Point Cost</th> <th>Ranges S M L</th> <th>Defence Modes</th> <th>Point Cost</th> <th>Area Protected</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>	Attack Modes	Point Cost	Ranges S M L	Defence Modes	Point Cost	Area Protected																																									
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Spell Book

Character: _____

Page: _____

Level _____ Spell: _____
 Range: _____ Components: _____
Duration: _____ Casting Time: _____
Area of Effect: _____ Saving Throw: _____
Material Components: _____

Description: _____

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