

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: + ___ %

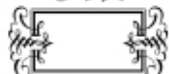


STR

% Hit Adj: _____ Dam Adj: _____

Open Doors: _____ Bend Bars: _____

Strength

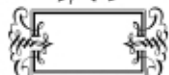


INT

Add Lang: _____ % Know Spell: _____

Min/Max Spells per Level: _____ / _____

Intelligence

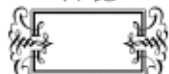


WIS

Magical Adj: _____ % Spell Fails: _____

Spell Bonus: 1st _____ 2nd _____ 3rd _____ 4th _____

Wisdom

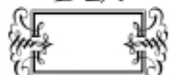


DEX

Reaction/Attacking Adj: _____

Defensive Adjustment: _____

Dexterity

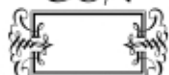


CON

HP Adj: _____ System Shock: _____

Resurrection Survival: _____

Constitution



CHA

Maximum # of Henchmen: _____

Loyalty: _____ Reaction: _____

Charisma

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

Hit Points

 _____ Hit Die Type
Weapons of Proficiency # _____

 +/- Condition +/- Condition Non-Prof. Penalty

Secondary Skill _____ Vision _____ Listening _____



Weaponless Combat

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

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

Weapon	10	9	8	7	6	5	4	3	2	S-M/L

Arrows/bolts fired

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Current Hit Points

Character



Portrait