

PLAYER NAME _____

DATE CHARACTER BEGAN _____

ADVANCED D & D™

Player Character Record

CAMPAIGN # _____

CHARACTER NAME

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____ XP: _____



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							
☐	CM	RESPONSE					
COMELINESS							

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.

THACO / REAR ATTACKS ADJUST.



MORALE
MODIFIER

ATTACKS: _____

PATRON: _____

LADY: _____

MOUNT: _____

TITHINGS
ALIGNMENT

STATUS

SPECIAL ABILITIES: _____

NAME HD AC H.P. #AT DAMAGE



SPELLS—
KNOWN

SPELLS MEMORIZED PER LEVEL:

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

TURNING
UNDEAD:

SKELETON

ZOMBIE

GHOUL

SHADOW

WIGHT

GHOST

WRAITH

MUMMY

SPECTRE

VAMPIRE

GHOST

LICH

SPECIAL

CHARACTER SKETCH

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:

+/-	CONDITION	+/-	CONDITION

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

WEAPON	MAG. ADJ.	SPACE REQUIRED/ RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS											DAMAGE VS SIZE	
				10	9	8	7	6	5	4	3	2	1	0	S-M/L	

ATTACKS: _____

MORALE

MODIFIER

TITHINGS

ALIGNMENT

STATUS

SPECIAL ABILITIES: _____

SPECIAL ABILITIES: _____

SPECIAL ABILITIES: _____

SPECIAL ABILITIES: _____

SPECIAL ABILITIES: _____

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SPECIAL ABILITIES: _____

POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

ENCUMBRANCE: _____ **LOAD VS. MOVE RATE:** _____ **STR. ADJ.** _____ **NORMAL = 1** _____ **HEAVY = ¾** _____ **LOADED = ½** _____ **MAXIMUM = ¼** _____ **Total Weight Carried** _____

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-
SILVER-		JEWELS-		OTHER _____
ELECTRUM-		MISCELLANEOUS-		TOTAL: + _____ %
GOLD-				
PLATINUM-				

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE _____ **APPARENT AGE** _____ **UNNATURAL AGING** _____ **COLOR OF:** _____ **HAIR** _____ **EYES** _____

GENERAL APPEARANCE: _____

SEX _____

WEIGHT _____

DISTINGUISHING MARKS: _____

HEIGHT _____

MANNERISMS: _____

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

HATREDS/FOES					DESIRES/LOVES				
COMPATRIOTS: Followers/Hirelings—Associates/Relatives									
#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL

LOCALES FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE _____ **LOCATION** _____ **DETAILS** _____

NOTES: _____

WILL: *I* _____ *do hereby* _____

OPTIONAL RULES

Reputation:

Renown:

Neutral:

Scoundrel:

This is my own creation, though not entirely original. When a player is presented with a choice to act under notable circumstances, the player is informed as to how their act will be seen by society in general. It can be seen as positive, negative, or neutral. As such, the player may choose how they want to be seen by those members of society in general when dealing with them. Someone with more renown points will be received more favorably by royalty, but less favorably by the Thieves' Guild. Someone with more scoundrel points will earn the opposite reaction.

Non-Weapon Proficiencies

Points Available:

Points Used:

Proficiencies:

Points available can be the sum, average, maximum, or minimum of those gained from classes.

Use the drop-down list to determine how points are calculated for multi-class characters. The entries for the proficiencies take the format of PROFICIENCY NAME (ABILITY, DIE ROLL MODIFIER). Per the errata in Dragon 118 (<https://annarchive.com/files/Drmg118.pdf>), proficiencies in the Dungeoneering Survival Guide have their +/- reversed.