

PLAYER NAME _____

ADVANCED D & D™

CAMPAIGN _____

DATE CHARACTER BEGAN _____

Player Character Record

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	%
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STRENGTH

☐ I	ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
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INTELLIGENCE

☐ W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE
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WISDOM

☐ D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.
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DEXTERITY

☐ C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL
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CONSTITUTION

☐ CH	MAX. # HENCHMEN	LOYALTY BASE	% REACTION ADJ.	%
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CHARISMA

☐ CM	RESPONSE
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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.

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPON IN HAND

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 _____

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

PATRON: _____

MORALE MODIFIER SPECIAL ABILITIES: _____

MAGIC COMPONENTS: _____

TURNING UNDEAD:

SKELETON

ZOMBIE

GHOUL

SHADOW

WIGHT

GHOST

THIEVING SKILLS:

WRAITH

MUMMY

SPECTRE

VAMPIRE

GHOST

LICH

SPECIAL

PICK POCKETS

%

OPEN LOCKS*

%

REMOVE/
FIND TRAP*

%

MOVE SILENTLY

%

HIDE IN SHADOWS

%

HEAR NOISE

%

CLIMB WALLS

%

READ LANGUAGE

%

*TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD

[illegible]

STK. ADD.			NORMAL T-1			HEAVY T-1			LOADED T-1			STANDARD T-1			
Provisions:	SUPPLY	USED	CARRYING CAPACITY:	CONTAINER	MAX. VOL.	LOAD	CONTAINER	MAX. VOL.	LOAD	CONTAINER	MAX. VOL.	LOAD	CONTAINER	MAX. VOL.	LOAD
Water:	SUPPLY	USED		CONTAINER	MAX. VOL.	LOAD	CONTAINER	MAX. VOL.	LOAD	CONTAINER	MAX. VOL.	LOAD	CONTAINER	MAX. VOL.	LOAD



WEALTH:		TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:		NEXT LEVEL GOAL	
COPPER-	GEMS-			TREASURE-	COMBAT-	OTHER	TOTAL: + %
SILVER-	JEWELS-						
ELECTRUM-	MISCELLANEOUS-						
GOLD-							
PLATINUM-							

DEBTS OWED/OBLIGATIONS _____

DESCRIPTION: AGE— APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

GENERAL APPEARANCE: _____

WEIGHT _____ **DISTINGUISHING MARKS:** _____

MANNERISMS: _____

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

HATREDS/FOES	DESIRES/LOVES
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COMPATRIOTS: Followers/Hirelings—Associates/Relatives

[illegible][illegible][illegible]

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.