

PLAYER NAME _____

ADVANCED D & D TM

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
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	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC
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	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS
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	HIT POINTS	WOUNDS:
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	SURPRISE	DEX. ADJUST.	THACO / REAR ATTACKS ADJUST.
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WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

+/- CONDITION

+/-

CONDITION

WEAPON

MAG.
ADJ.SPACE REQUIRED/
RANGE

SPEED

ADJUSTED TO HIT ARMOR CLASS

DAMAGE VS SIZE

S-M/L

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

PUMMELING

GRAPPLING

OVERBEARING

MORALE
MODIFIER

Rank in Guild/Order: _____

CONTACTS:

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES: _____

GUILD/ORDER: _____

SUPERIOR: _____

SPECIAL TOOLS: _____

SPECIAL ABILITIES: _____

SPECIAL IMMUNITIES: _____

THIEVING SKILLS:Factor in armor adjustments from *Unearthed Arcana*, page 22?

*TRY ONCE ONLY PER LOCK OR TRAP

PICK POCKETS	%	OPEN LOCKS*	%	REMOVE/FIND TRAP*	%	MOVE SILENTLY	%	HIDE IN SHADOWS	%	HEAR NOISE	%	CLIMB WALLS	%	READ LANGUAGE	%
TIGHTROPE WALKING	%	POLE VAULT	%	HIGH JUMPING	%	BROAD JUMP, STANDING	%	BROAD JUMP, RUNNING	%	TUMBLE ATTACK	%	TUMBLE EVASION	%	TUMBLE FALLING	%

THIEF ASSASSIN THIEF-ACROBAT MONK

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	RACE	NOTES

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.