Advanced D&D

Player Character Record

Character _____ Player _____ Alignment _____

Class _____ Race _____ Sex _____

Eyes _____ Hair _____ Height _____ Weight _____ Handedness _____ Age _____

Ability Scores

	Scores	Modifiers					
STR		Hit	Dmg.	Wt. Allow	Max Press	Open Doors	BB/LG
DEX		Reaction Adj.		Missile Attack Adj.		Defensive Adj.	
CON		HP Adj.	System Shock		Res. Survival	Poison Save	
INT		# Lang.	Spell Lvl.	Chance Learn Spl.		Max Spells/Lvl.	
WIS		Magic Def. Adj.		Bonus Spells		Chance Spell Fail.	
CHA		Max # Henchmen		Loyalty Base		Reaction Adj.	

Saving Throws

Modifiers

Paralyzation, Poison, or Death	
Rod, Staff, or Wand	
Petrification or Polymorph	
Breath Weapon	
Spells	

Vitals

HP	*AC*	*Move*

Weapon Mastery

THAC0[1] _____

Weapon	*#AT*	*Hit Adj.*	*Damage (S-M / L)*	*Range/Special*

Ammunition

_____ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

_____ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Level/XP

Level _____

XP Total _____

For Next Level _____

XP Bonus _____

Allegiances

Religion _____

Fealty _____

Land of Origin _____

[1] *"To Hit Armor Class 0" is the number needed to roll on a twenty-sided die (1d20) to hit an opponent of Armor Class 0, as determined by level and class on Table 53 (p. 91).*

Thief Skills

Climb Walls		Move Quietly	
Find Traps		Open Locks	
Hear Noise		Pick Pockets	
Hide in Shadows		Read Langs	

Languages

Spellbook