

ADVANCED D & D™

Player Character Sheet

Character's Name

Player's Name

CLASS: _____ LEVEL: _____ ALIGNMENT: _____ SECONDARY SKILL: _____
 RACE: _____ MAX. LEVEL: _____ DEITY: _____ PLACE OF ORIGIN: _____

ABILITIES:

STR:		% Hit Adj	Dmg Adj	Open Stuck Doors	Open Locked Doors	Bend Bars	%
INT:		Additional Languages	Chance to Know Spell	% Min. # of Spells/Level	Max. # of Spells/Level		
WIS:		Magical Attack Adjustment	Spell Bonuses	1st Lev	2nd Lev	3rd Lev	4th Lev
DEX:		Reaction Adjustment	Missile Adjustment	Defensive Adjustment	Chance of Spell Failure	%	
CON:		Hit Point Adj / Lev	System Shock	% Resurrection Survival	% Max. # Resurrections	# of Resurrections	
CHA:		Maximum # of Henchmen	Loyalty Base	% Reaction Adjustment	%		

SAVING THROWS

Paralyzation, Poison, or Death Magic		
Petrification or Polymorph*		* excluding polymorph wand attacks.
Rod, Staff or Wand		
Breath Weapon**		** excluding petrification or polymorph.
Spells***		*** excluding above saving throw types.

SAVING THROW ADJUSTMENTS/RESISTANCES

COMBAT

HIT POINTS

1st	16th
2nd	17th
3rd	18th
4th	19th
5th	20th
6th	21st
7th	22nd
8th	23rd
9th	24th
10th	25th
11th	26th
12th	27th
13th	28th
14th	29th
15th	30th

Hit Points Gained / Level

Wounds

ARMOR CLASS

Armor Type	AC Base	Magic Adj.	Condition	Shield Type	Magic Adj.	Condition
Helmet Type	AC Base	AC	Head AC	Other Magical Adjustments	Total	
AC Base	AC	Other Magic Adj.	Rear AC	Dexterity Adj.	Shieldless AC	Shield Adj.*
						Maximum AC

* per round.

MOVEMENT

☐ Normal: _____ ☐ V. Heavy Gear: _____
☐ Heavy Gear: _____ ☐ Encumbered: _____

Weapons of Proficiency

Number Non-Proficiency Penalty

SURPRISE

Surprised on: _____
 Opponents surprised on: _____

WEAPONS

Weapon in Hand _____
 Number of Attacks / Round Rear Attack Adjustment

Combat Adjustments

Hand Held Weapons	Mag. Adj.	Str. Adj.	Space Required	Speed	Damage vs. Size S-M/L	Dam. Adj.	Ranged Weapons	Mag. Adj.	Dex. Adj.	Fire Rate	S	M	L	Damage vs. Size S-M/L

OTHER ABILITIES:

LANGUAGES _____ _____ _____ _____ _____ _____ _____ _____ _____	SENSES Vision: _____ Range _____ Hearing: _____ Range _____ DETECTIONS _____ _____ _____ Item _____ Range _____ Chance _____	SPELLS USABLE PER LEVEL <table border="1"> <tr> <th>Type</th> <th>1st</th> <th>2nd</th> <th>3rd</th> <th>4th</th> <th>5th</th> <th>6th</th> <th>7th</th> <th>8th</th> <th>9th</th> </tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Type	1st	2nd	3rd	4th	5th	6th	7th	8th	9th																																																																																											TURNING UNDEAD <table border="1"> <tr> <td>Skeleton</td> <td>Zombie</td> <td>Ghoul</td> </tr> <tr> <td>Shadow</td> <td>Wight</td> <td>Ghost</td> </tr> <tr> <td>Wraith</td> <td>Mummy</td> <td>Spectre</td> </tr> <tr> <td>Vampire</td> <td>Ghost</td> <td></td> </tr> <tr> <td>Lich</td> <td>Special</td> <td></td> </tr> </table>	Skeleton	Zombie	Ghoul	Shadow	Wight	Ghost	Wraith	Mummy	Spectre	Vampire	Ghost		Lich	Special	
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PSIONICS Attack Strength Defence Strength Psionic Ability Minor Disciplines _____ Major Disciplines _____ Points Used	THIEVING SKILLS <table border="1"> <tr> <td>Pick Pockets</td> <td>Open Locks*</td> <td>Remove/Find Trap*</td> <td>Move Silently</td> <td>Hide in Shadows</td> <td>Hear Noise</td> <td>Climb Walls</td> <td>Read Language</td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </table> * 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									SPECIAL ABILITIES _____ _____ _____ _____ _____ _____ _____ _____ _____ _____																																																																																																				
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EQUIPMENT CARRIED

[illegible]

ANIMALS

	Name	Move	A.C.	HP.	HD.	# Attacks	Damage
Mount							
Familiar /Pet							

COMPANIONS

[illegible]

NOTES

MAGIC ITEMS

[illegible]

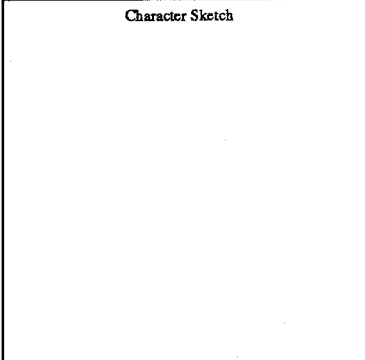
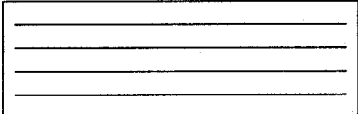
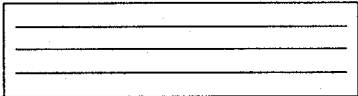
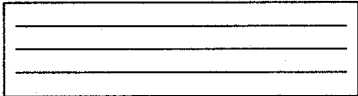
WEALTH

	Stored	Carried	GEMS
Platinum			
Gold			
Electrum			
Silver			
Copper			
Total Wealth Encumbrance			
MISCELLANEOUS			JEWELRY

EXPERIENCE

	Class:	Level:	Class:	Level:	Class:	Level:
10% Bonus	Total Gained		Total Gained		Total Gained	
Yes ☐	Next Level		Next Level		Next Level	
No ☐						

PERSONAL INFORMATION

True Age:		Height:		Character Sketch 
Apparent Age:		Weight:		
Unnatural Aging:		Hair Color:		
Sex:		Eye Color:		
General Appearance: 				
Distinguishing Marks: 				Patron/Matron
Mannerisms: 				Church/Guild/Order/School
				Holy Symbol
				Tithings
				Tutor

Level ☐ Spell: _____
 Range: _____ Components: _____
 Duration: _____ Casting Time: _____
 Area of Effect: _____ Saving Throw: _____
 Material Components: _____

Description: _____

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