

# ADVANCED D & D

## Player Character Record Sheet

This documents the adventuring career of \_\_\_\_\_  
Character Name  
 a/n \_\_\_\_\_  
Class belonging to the race of \_\_\_\_\_  
Race

Having earned \_\_\_\_\_  
Current XP experience points, thereby achieving level \_\_\_\_\_  
Experience Level and thus the  
 title of \_\_\_\_\_  
Level Title, he now requires a total of \_\_\_\_\_  
Next Level Cost to attain to the next level.

Standing \_\_\_\_\_  
Height tall and weighing \_\_\_\_\_  
Weight, with \_\_\_\_\_  
Hair Color hair and \_\_\_\_\_  
Eye Color eyes, he hails from  
 the town/city/region of \_\_\_\_\_  
Place of Birth, where he was born \_\_\_\_\_  
Age years ago, and has since learned  
 to speak the languages of \_\_\_\_\_  
Languages Known

Aligned \_\_\_\_\_  
Alignment, he worships the god/dess \_\_\_\_\_  
Patron Deity of the \_\_\_\_\_  
Religion religion.

### Primary Abilities

	Hit Adj:	Dam Adj:	
	Open Doors:	Bend Bars:	
	Add Lang:	%Know Spell:	
	Min/Max Spells per Level:		
	Magical Adj:	%Spell Fails:	
	Spell Bonus:		
	Reaction/Attacking Adj:		
	Defensive Adjustment:		
	HP Adj:	System Shock:	
	Resurrection Survival:		
	Maximum # of Henchmen:		
	Loyalty:	Reaction:	

XP Bonus: + \_\_\_\_\_ %

### Special Abilities

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Saving Throws

Paralyzation/ Poison—	<input type="checkbox"/>
Petrification/ Polymorph—	<input type="checkbox"/>
Rod, Staff or Wand—	<input type="checkbox"/>
Breath Weapon—	<input type="checkbox"/>
Spells—	<input type="checkbox"/>
Adjustments:	_____

### Resistances

\_\_\_\_\_  
 \_\_\_\_\_

### Combat

	Shieldless AC	Rear AC	AC Base	
<b>Armor Class</b>				<b>Hit Points</b>
Combat Adjustments	Touch	To Hit Adj	Damage Adj	Hit Die Type
				Weapons of Proficiency #
				Use Prof Penalty



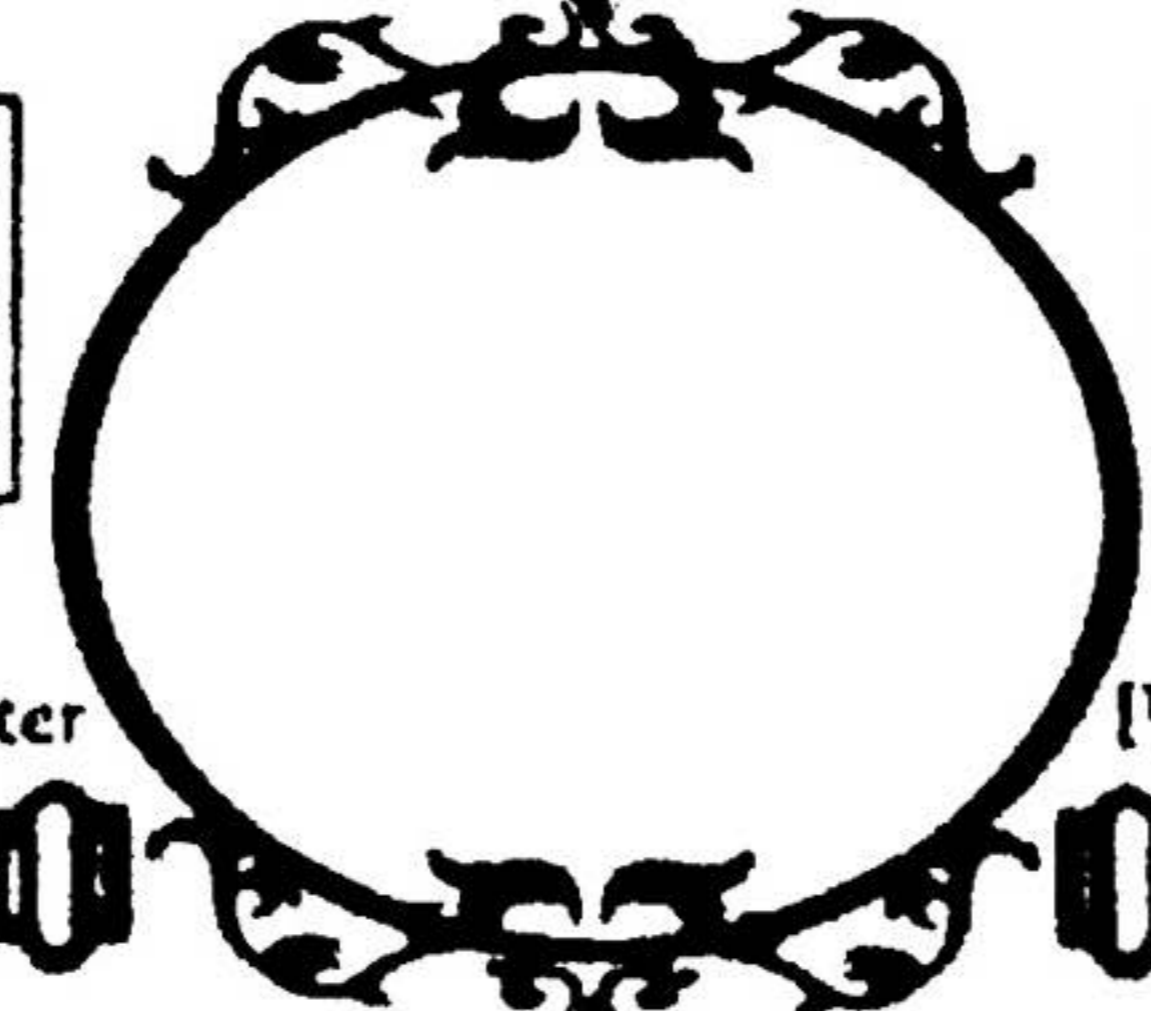
### Weaponless Combat

	Attack Adj	Damage Adj	Defense Adj
Pummeling:	_____	_____	_____
Grappling:	_____	_____	_____
Overbearing:	_____	_____	_____

Weapon	Mag. Adj	Range/Space	Req. Speed	Adjusted To Hit Armor Class										Damage S/M/L	
				10	9	8	7	6	5	4	3	2			

Arrows/Bolts fired

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Current Hit Points


Character

Portrait