ADVANCED D&D™

Permanent Character Record

PLAYER NAME _____ CAMPAIGN _____

CHARACTER NAME

HEIGHT/WEIGHT: _____

AGE: _____

CLASS: _____ CLASS: _____ CLASS: _____

EXP: _____ EXP BONUS: _____ LEVEL(S): _____

BACKGROUND: _____ RACE: _____

S	HIT MOD		DMG MOD		MIN TEST		MAJ TEST		CLIMB %	
I	ADD LANG		LITERACY		SEARCH %		CHAOS %			
W	MENTAL SAVE		SPELL BONUS		SPELL FAILURE		LAW %			
D	RANGED MOD		SURPRISE MOD		AC MOD					
C	HIT POINT MOD		RAISE DEAD SURVIVAL							
CH	MAXIMUM RETAINERS		LOYALTY MOD		REACTION MOD					

MOVEMENT:

ARMOURED: _____

UNARMOURED: _____

ENCOUNTER: _____

EXPLORATION: _____

VISION: _____

RESISTANCES: _____

SAVING THROWS:

Paralyzation/ Poison - ◯

Petrification/ Polymorph - ◯

Rod, Staff or Wand - ◯

Breath Weapon - ◯

Spells - ◯

DETECTION: _____

LANGUAGES: _____

COMBAT

AC

REAR AC _____ SHIELDLESS AC _____ SURPIRSE AC _____ MAGIC MODIFIER _____

WEAPONS of PROFICIENCY: _____ # _____ NON-PROFICIENCY PENALTY

THAC0: _____ - ENEMY AC = NUMBER NEEDED ON D20

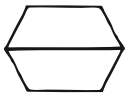
COMBAT ADJUSTMENTS:

Totals: "TO HIT" ADJ. _____ DAMAGE ADJ. _____

+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

WEAPONS	# ATK	MAG. MOD	SPACE REQUIRED / RANGES	SPEED FACTOR	10	9	8	7	6	5	4	3	2	WEAPONS

WEAPON ADJUSTMENT VS. ARMOR CLASS

HP  HIT DIE TYPE _____

HIT POINTS GAINED PER LEVEL:

1	2	3	4	5	6	7	8	9	10	11	+

ITEM	WEIGHT	CONTAINER	DESCRIPTION	ITEM	WEIGHT	CONTAINER	DESCRIPTION

ARCHI-TECTURE		FORAGING		SEARCH		SLEIGT OF HAND		SNEAK ATTACK		READ LANGUAGES		STEALTH		TINKER	

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TURNING THE UNDEAD

SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST	WRAITH	MUMMY	SPECTRE	VAMPIRE	GHAST	LICH	SPECIAL

SPELLS

NAME	LEVEL	RANGE	CAST TIME	DURATION	AREA OF EFFECT	DESCRIPTION

NAME	LEVEL	RANGE	CAST TIME	DURATION	AREA OF EFFECT	DESCRIPTION

NAME	LEVEL	RANGE	CAST TIME	DURATION	AREA OF EFFECT	DESCRIPTION