

# ADVANCED D & D™

## Player Character Sheet

Character's Name	Player Character Sheet	Player's Name
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CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_ SECONDARY SKILL: \_\_\_\_\_  
 RACE: \_\_\_\_\_ MAX. LEVEL: \_\_\_\_\_ DEITY: \_\_\_\_\_ PLACE OF ORIGIN: \_\_\_\_\_

### ABILITIES:

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

### SAVING THROWS

Paralyzation, Poison, or Death Magic <input type="radio"/> _____  Petrification or Polymorph* <input type="radio"/> _____  Rod, Staff or Wand <input type="radio"/> _____  Breath Weapon** <input type="radio"/> _____  Spells*** <input type="radio"/> _____	<b>SAVING THROW ADJUSTMENTS/RESISTANCES</b>  _____  _____  _____  _____  _____  _____
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\* excluding polymorph wand attacks.  
\*\* excluding petrification or polymorph.  
\*\*\* excluding above saving throw types.

## COMBAT

<b>HIT POINTS</b>  <input type="text"/>  Hit Points Gained / Level <table style="width: 100%; border-collapse: collapse;"> <tr><td>1st</td><td>16th</td></tr> <tr><td>2nd</td><td>17th</td></tr> <tr><td>3rd</td><td>18th</td></tr> <tr><td>4th</td><td>19th</td></tr> <tr><td>5th</td><td>20th</td></tr> <tr><td>6th</td><td>21st</td></tr> <tr><td>7th</td><td>22nd</td></tr> <tr><td>8th</td><td>23rd</td></tr> <tr><td>9th</td><td>24th</td></tr> <tr><td>10th</td><td>25th</td></tr> <tr><td>11th</td><td>26th</td></tr> <tr><td>12th</td><td>27th</td></tr> <tr><td>13th</td><td>28th</td></tr> <tr><td>14th</td><td>29th</td></tr> <tr><td>15th</td><td>30th</td></tr> </table> <b>Wounds</b>  <input type="text"/>	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	<b>ARMOR CLASS</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">           Armor Type _____ AC Base _____ Magic Adj. _____ Condition _____             Helmet Type _____ AC Base _____ Magic Adj. _____ Head AC _____             AC Base _____ Magic Adj. _____ Other Magic Adj. _____ Rear AC _____ Dexterity Adj. _____ Shieldless AC _____            *___per round. Maximum AC _____         </td> <td style="width: 50%;">           Shield Type _____ Magic Adj. _____ Condition _____             +/- _____ +/- _____ +/- _____            Other Magical Adjustments _____ Total _____         </td> </tr> </table>	Armor Type _____ AC Base _____ Magic Adj. _____ Condition _____  Helmet Type _____ AC Base _____ Magic Adj. _____ Head AC _____  AC Base _____ Magic Adj. _____ Other Magic Adj. _____ Rear AC _____ Dexterity Adj. _____ Shieldless AC _____ *___per round. Maximum AC _____	Shield Type _____ Magic Adj. _____ Condition _____  +/- _____ +/- _____ +/- _____ Other Magical Adjustments _____ Total _____	<b>MOVEMENT</b> <input type="checkbox"/> Normal: _____ <input type="checkbox"/> V. Heavy Gear: _____ <input type="checkbox"/> Heavy Gear: _____ <input type="checkbox"/> Encumbered: _____  <b>Weapons of Proficiency</b> Number <input type="text"/> Non-Proficiency Penalty <input type="text"/>  _____ _____ _____ _____																																																										
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<b>SURPRISE</b> Surprised on: _____ Opponents surprised on: _____	<b>WEAPONS</b> Weapon in Hand _____ Number of Attacks / Round <input type="text"/> Rear Attack Adjustment <input type="text"/>  <table style="width: 100%; border-collapse: collapse;"> <tr> <th>Hand Held Weapons</th> <th>Mag. Adj.</th> <th>Str. Adj.</th> <th>Space Required</th> <th>Speed</th> <th>Damage vs. Size S-M/L</th> <th>Dam. Adj.</th> </tr> <tr><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></tr> <tr><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></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>	Hand Held Weapons	Mag. Adj.	Str. Adj.	Space Required	Speed	Damage vs. Size S-M/L	Dam. Adj.																																				<b>Combat Adjustments</b> +/- Condition _____ +/- Condition _____  <table style="width: 100%; border-collapse: collapse;"> <tr> <th>Ranged Weapons</th> <th>Mag. Adj.</th> <th>Dex. Adj.</th> <th>Fire Rate</th> <th>S</th> <th>M</th> <th>L</th> <th>Damage vs. Size S-M/L</th> </tr> <tr><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></tr> <tr><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></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>	Ranged Weapons	Mag. Adj.	Dex. Adj.	Fire Rate	S	M	L	Damage vs. Size S-M/L																																								
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## OTHER ABILITIES:

<b>LANGUAGES</b> _____ _____ _____ _____ _____	<b>SENSES</b> Vision: _____ Range _____ Hearing: _____ Range _____  <b>DETECTIONS</b> _____ _____ _____ Item _____ Range _____ Chance _____	<b>SPELLS USABLE PER LEVEL</b> <table style="width: 100%; border-collapse: collapse;"> <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> </table>	Type	1st	2nd	3rd	4th	5th	6th	7th	8th	9th											<b>TURNING UNDEAD</b> <table style="width: 100%; border-collapse: collapse;"> <tr><td>Skeleton</td><td>Zombie</td><td>Ghoul</td></tr> <tr><td>Shadow</td><td>Wight</td><td>Ghast</td></tr> <tr><td>Wraith</td><td>Mummy</td><td>Spectre</td></tr> <tr><td>Vampire</td><td>Ghost</td><td>Lich</td></tr> <tr><td>Special</td><td> </td><td> </td></tr> </table>	Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre	Vampire	Ghost	Lich	Special		
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<b>PSIONICS</b> Attack Strength <input type="text"/> Defence Strength <input type="text"/> Psionic Ability <input type="text"/>  Minor Disciplines _____ Major Disciplines _____  Points Used <input type="text"/>	<b>THIEVING SKILLS</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <th>Pick Pockets</th> <th>Open Locks*</th> <th>Remove/Find Trap*</th> <th>Move Silently</th> <th>Hide in Shadows</th> <th>Hear Noise</th> <th>Climb Walls</th> <th>Read Language</th> </tr> <tr> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> </tr> </table> <p style="font-size: small;">* Try once only per Lock or Trap</p>		Pick Pockets	Open Locks*	Remove/Find Trap*	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Language	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>SPECIAL ABILITIES</b> _____ _____ _____ _____ _____																			
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# Spell Book

Character: \_\_\_\_\_

Page: \_\_\_\_\_

Level \_\_\_\_\_ Spell: \_\_\_\_\_  
 Range: \_\_\_\_\_ Components: \_\_\_\_\_  
Duration: \_\_\_\_\_ Casting Time: \_\_\_\_\_  
Area of Effect: \_\_\_\_\_ Saving Throw: \_\_\_\_\_

Material Components: \_\_\_\_\_

Description: \_\_\_\_\_  
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