


ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #1 _____

CLASS: 14th Level Magic-User

RACE: Human ALIGNMENT: Chaotic Good


 12" MOVE BASE
 9" CONCEALED Alchemist SECONDARY SKILL
 6" CLIMBING standard VISION
 none SPECIAL MOVE 2 in 20 (10%) LISTENING



ABILITIES:

11 S -- % HIT ADJ. +0 DAM ADJ. +0 OPEN DOORS 1-2 BEND BARS 2%
18 I ADD LANG 7 % KNOW SPELL 85% MIN # SPELLS 10 MAX # SPELLS All
10 W MAGICAL ATK ADJ. +0 SPELL BONUS none % SPELL FAILURE 15%
17 D REACTION ADJ. +2 MISSILE ADJ. +2 DEFENSE ADJ. -3
15 C HIT POINT ADJ. +1 SYSTEM SHOCK 91% RESURRECT SURVIVAL 94%
12 CH MAX # HENCHMEN 5 LOYALTY BASE +0 REACTION ADJ. +0

SAVING THROW ADJUSTMENTS:
 +3 vs. attacks that can be dodged (fireball, etc.)

SAVING THROWS:

- Paralyzation/Poison— (11)
- Petrification/Polymorph— (9)
- Rod, Staff or Wand— (7)
- Breath Weapon— (11)
- Spells— (8)

RESISTANCES: normal

DETECTION: normal

LANGUAGES: Common Tongue, Chaotic Good, Brass Dragon, Dryad, Gargoyle, Lizardfolk, Medusian, Minotaur, Xorn

PSIONICS: none

WEAPONS OF PROFICIENCY: 3 NUMBER -5 NON-PROFICIENCY PENALTY

COMBAT



none AC 10 none
 ARMOR WORN AC BASE CONDITION OF ARMOR
 -3 -3 AC 4 AC 7
 DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC
 +1 (d4)
 CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS
 Wounds: _____

COMBAT ADJUSTMENTS:

+0 +0
 "TO HIT" ADJ. DAMAGE ADJ.



MAGIC ITEMS

displacer cloak, +1 ring of protection
 +2 dagger
 wand of magic missiles



WEAPON	MAG. ADJ.	SPACE REQUIRED/ RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS													DAMAGE VS SIZE S-M / L
				10	9	8	7	6	5	4	3	2	1	0	-1	-2	
+2 dagger	+2	1'	1	4	5	6	7	8	9	10	11	12	13	14	15	16	1d4+2 / 1d3+2
+2 dgr thrown	+2	1'	1	2	3	4	5	6	7	8	9	10	11	12	13	14	1d4+2 / 1d4+1

#ATTACKS 1

SPECIAL ABILITIES:



SPELLS MEMORIZED PER LEVEL:

5	5	5	4	4	2	1	0	0
1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

1st Level: Detect Magic (x2), Feather Fall, Read Magic, Spider Climb

2nd Level: Detect Evil (x2), Knock (x2), Levitate

3rd Level: Dispel Magic (x2), Fly, Gust Of Wind, Haste

4th Level: Dimension Door, Remove Curse (x2), Wizard Eye

5th Level: Transmute Rock To Mud, Telekinesis, Teleport

6th Level: Disintegrate, Globe Of Invulnerability

7th Level: Limited Wish

TURNING UNDEAD: --

--	SKELETON
--	--
ZOMBIE	GHOUL
--	--
SHADOW	WIGHT
--	--
GRAY	WRAITH
--	--
MUMMY	SPECTRE
--	--
VAMPIRE	GHOST
--	--
LICH	SPECIAL

THIEVING SKILLS:

PICK POCKETS 0% OPEN LOCKS* 0% REMOVE/FIND TRAP* 0% MOVE SILENTLY 0% HIDE IN SHADOWS 0% HEAR NOISE 10% CLIMB WALLS 0% READ LANGUAGE 0%

*TRY ONCE ONLY PER LOCK OR TRAP