


ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #4 _____

CLASS: 13th Level Ranger

RACE: Human ALIGNMENT: Neutral Good

 12" MOVE BASE

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



ABILITIES:

16	S	--	% HIT ADJ.	+0	DAM ADJ.	+1	OPEN DOORS	1-3	BEND BARS	10%
STRENGTH										
15	I	ADD LANG	4	% KNOW SPELL	65%	MIN SPELLS	7	MAX SPELLS	11	
INTELLIGENCE										
14	W	MAGICAL ATK ADJ.	+0	SPELL BONUS	1st lvl	% SPELL FAILURE	0%			
WISDOM										
17	D	REACTION ADJ.	+2	MISSILE ADJ.	+2	DEFENSE ADJ.	-3			
DEXTERITY										
18	C	HIT POINT ADJ.	+2	SYSTEM SHOCK	99%	RESURRECT SURVIVAL	100%			
CONSTITUTION										
16	CH	MAX # HENCHMEN	8	LOYALTY BASE	+20%	REACTION ADJ.	+25%			
CHARISMA										

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

SAVING THROWS:

Paralyzation/Poison—	5
Petrification/Polymorph—	6
Rod, Staff or Wand—	7
Breath Weapon—	5
Spells—	8

RESISTANCES: normal

DETECTION: normal

LANGUAGES: Common Tongue, Neutral Good, Centaur, Lizardfolk, Satyr, Troll

PSIONICS: none

WEAPONS OF PROFICIENCY: 6 NUMBER -2 NON-PROFICIENCY PENALTY

COMBAT



AC	-1	splint mail	AC 4	good		
		ARMOR WORN	AC BASE	CONDITION OF ARMOR		
		-3	-2	AC -1	AC 2	
		DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC	
		100	+2	(d8)		
		HIT POINTS	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS	

Wounds: _____

COMBAT ADJUSTMENTS:

+0	+1
"TO HIT" ADJ.	DAMAGE ADJ.
+13 damage vs. "giant class"	



MAGIC ITEMS

+2 splint mail
+1 longsword
+2 longbow



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		
+1 longsword	+1	3.5'	5	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	1d8+2 / 1d12+2	
+2 longbow	+2			-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	1d6+2 / 1d6+2	

#ATTACKS 3/2

SPECIAL ABILITIES:

Surprise 50% of time
Only surprised 16% of time
Track observed targets (~50%)
Can use non-written magic items for clairaudience, clairvoyance, ESP and telepathy



SPELLS MEMORIZED PER LEVEL:

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

DRUID SPELLS

1st Level: Entangle, Faerie Fire
2nd Level: Warp Wood

MAGIC-USER SPELLS

1st Level: Feather Fall, Spider Climb
2nd Level: Rope Trick

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%
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*TRY ONCE ONLY PER LOCK OR TRAP