

# ADVANCED DUNGEONS & DRAGONS


## Player Character Record

CHARACTER NAME \_\_\_\_\_ TEMPLATE #5 \_\_\_\_\_

CLASS: 11th Level Magic-User / 5th Level Fighter

RACE: Elf ALIGNMENT: Lawful Neutral




 12" MOVE BASE  
 9" CONCEALED Hunter SECONDARY SKILL  
 6" CLIMBING infravision 60' VISION  
 none SPECIAL MOVE 3 in 20 (15%) LISTENING

### ABILITIES:

**17 S** -- % HIT ADJ. +1 DAM ADJ. +1 OPEN DOORS 1-3 BEND BARS 13%  
**18 I** ADD LANG 7 % KNOW SPELL 85% MIN # SPELLS 10 MAX # SPELLS All  
**12 W** MAGICAL ATK ADJ. +0 SPELL BONUS none % SPELL FAILURE 5%  
**15 D** REACTION ADJ. +0 MISSILE ADJ. +0 DEFENSE ADJ. -1  
**15 C** HIT POINT ADJ. +1 SYSTEM SHOCK 91% RESURRECT SURVIVAL 94%  
**14 CH** MAX # HENCHMEN 6 LOYALTY BASE +5% REACTION ADJ. +10%  
 CHARISMA

**SAVING THROW ADJUSTMENTS:**  
 +1 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: 90% resistance to sleep and charm spells

DETECTION: 17% passing secret doors, 33% active search

LANGUAGES: Common Tongue, Lawful Neutral, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Brass Dragon

PSIONICS: none

WEAPONS OF PROFICIENCY: 5 NUMBER -2 NON-PROFICIENCY PENALTY

### \*COMBAT\*



chainmail AC 5 good  
 ARMOR WORN AC BASE CONDITION OF ARMOR  
 -1 DEX. ADJ. -1 MAGICAL ADJ. AC 3 SHIELDLESS AC AC 4 REAR AC  
 +1 CONST. ADJ. d4/q10 HIT DIE TYPE SPECIAL ADJUSTMENTS  
 Wounds: \_\_\_\_\_

**COMBAT ADJUSTMENTS:**  
 +1 "TO HIT" ADJ. +1 DAMAGE ADJ.  
 +1 w/ shortbow, longbow  
 +1 w/ short sword, longsword



+1 chain mail  
 +2 short sword  
 scroll of 4 spells (burning hands, disintegrate, dispel magic, levitate)



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 short sword	+2	1'	3	3	4	5	6	7	8	9	10	11	12	13	14	15	1d6+3 / 1d8+3

#ATTACKS 1



SPELLS MEMORIZED PER LEVEL:

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

TURNING UNDEAD:

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

### SPECIAL ABILITIES:

66% chance to surprise if moving silently alone  
 1st Level: Detect Magic (x2), Feather Fall, Read Magic  
 2nd Level: Invisibility, Knock, Levitate  
 3rd Level: Dispel Magic (x2), Fly, Haste  
 4th Level: Dimension Door, Polymorph, Remove Curse  
 5th Level: Distance Distortion, Cone of Cold, Teleport

### THIEVING SKILLS:

PICK POCKETS 0% OPEN LOCKS\* 0% REMOVE/FIND TRAP\* 0% MOVE SILENTLY 0% HIDE IN SHADOWS 0% HEAR NOISE 15% CLIMB WALLS 0% READ LANGUAGE 0%

\*TRY ONCE ONLY PER LOCK OR TRAP