

ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #7 _____

CLASS: 11th Level Thief

RACE: Halfling ALIGNMENT: Chaotic Neutral



24" MOVE BASE

6" CONCEALED Animal Breeder SECONDARY SKILL

3" CLIMBING infravision 30' VISION

magic boots SPECIAL MOVE 3 in 20 (15%) LISTENING

ABILITIES:

10	S	--	HIT ADJ.	+0	DAM ADJ.	+0	OPEN DOORS	1-2	BEND BARS	2%
STRENGTH										
11	I	ADD LANG	2	% KNOW SPELL	45%	MIN # SPELLS	5	MAX # SPELLS	7	
INTELLIGENCE										
12	W	MAGICAL ATK ADJ.	+0	SPELL BONUS	none	% SPELL FAILURE	5%			
WISDOM										
18	D	REACTION ADJ.	+3	MISSILE ADJ.	+3	DEFENSE ADJ.	-4			
DEXTERITY										
16	C	HIT POINT ADJ.	+2	SYSTEM SHOCK	95%	RESURRECT SURVIVAL	96%			
CONSTITUTION										
12	CH	MAX # HENCHMEN	5	LOYALTY BASE	+0	REACTION ADJ.	+0			
CHARISMA										

SAVING THROW ADJUSTMENTS:

+4 vs. attacks that can be dodged (fireball, etc.)

+5 versus poison

SAVING THROWS:

Paralyzation/Poison— (11)

Petrification/Polymorph— (10)

Rod, Staff or Wand— (5)

Breath Weapon— (14)

Spells— (7)

RESISTANCES: normal

DETECTION: normal

LANGUAGES: Common Tongue, Chaotic Neutral, Thieves Cant, Halfling, Dwarven, Elven, Gnome, Goblin, Halfling, Orcish

PSIONICS: none

WEAPONS OF PROFICIENCY: 4 NUMBER -3 NON-PROFICIENCY PENALTY

COMBAT



AC	-1	leather armor	AC 7	good	
		ARMOR WORN	AC BASE	CONDITION OF ARMOR	
		-4	-4	AC -1	AC 5
		DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC
		+2	(d6)		
		CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS	
		52			
		HIT POINTS	Wounds:		

COMBAT ADJUSTMENTS:

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



MAGIC ITEMS

+1 leather armor

+1 ring of protection

+1 dagger

boots of speed



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 dagger	+1	1'	1	5	6	7	8	9	10	11	12	13	14	15	16	17	1d4+1 / 1d4	
+1 dgr thrown	+1	1'	1	2	3	4	5	6	7	8	9	10	11	12	13	14	1d4+1 / 1d4	

#ATTACKS 1



SPELLS MEMORIZED PER LEVEL:

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

TURNING UNDEAD:

SKELETON --

ZOMBIE --

SHADOW --

GHOST --

MUMMY --

VAMPIRE --

LICH --

GHUL --

WIGHT --

WRAITH --

SPECTRE --

GHOST --

SPECIAL --

SPECIAL ABILITIES:

Backstab for x4 damage

66% chance to surprise

if moving silently alone

THIEVING SKILLS:

PICK POCKETS	105%	OPEN LOCKS*	92%	REMOVE/FIND TRAP*	80%	MOVE SILENTLY	106%	HIDE IN SHADOWS	95%	HEAR NOISE	40%	CLIMB WALLS	104%	READ LANGUAGE	70%
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*TRY ONCE ONLY PER LOCK OR TRAP