

ADVANCED DUNGEONS & DRAGONS


Player Character Record

CHARACTER NAME _____ TEMPLATE #8 _____

CLASS: 8th Level Thief / 7th Level Fighter

RACE: Dwarf ALIGNMENT: Neutral




 MOVE BASE 9" CONCEALED 6" CLIMBING 3" SPECIAL MOVE none
 JEWELER Jeweler INFRAVISION 60' LISTENING 2 in 20 (10%)
 SECONDARY SKILL VISION

ABILITIES:

16	S	--	HIT ADJ.	+0	DAM ADJ.	+1	OPEN DOORS	1-3	BEND BARS	10%
STRENGTH										
12	I	ADD LANG	3	% KNOW SPELL	45%	MIN # SPELLS	5	MAX # SPELLS	7	
INTELLIGENCE										
9	W	MAGICAL ATK ADJ.	+0	SPELL BONUS	none	% SPELL FAILURE	20%			
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										
8	CH	MAX # HENCHMEN	3	LOYALTY BASE	-5%	REACTION ADJ.	+0			
CHARISMA										

SAVING THROW ADJUSTMENTS:

+3 vs. attacks that can be dodged (fireball, etc.)

+5 versus poison

SAVING THROWS:

Paralyzation/Poison— (10)

Petrification/Polymorph— (11)

Rod, Staff or Wand— (7)

Breath Weapon— (12)

Spells— (8)

RESISTANCES: normal

DETECTION: normal

LANGUAGES: Common Tongue, Neutral Good, Thieves Cant, Dwarven, Gnome, Goblin, Kobold, Orcish

PSIONICS: none

WEAPONS OF PROFICIENCY: _____
NUMBER NON-PROFICIENCY PENALTY

COMBAT



AC	shield	AC 9	good
	ARMOR WORN	AC BASE	CONDITION OF ARMOR
	-3	-4	AC 7
	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
	+2	d6/q10	AC 10
	CONST. ADJ.	HIT DIE TYPE	REAR AC
71	SPECIAL ADJUSTMENTS		
HIT POINTS	Wounds: _____		

COMBAT ADJUSTMENTS:

+0	+1
"TO HIT" ADJ.	DAMAGE ADJ.
+1 vs. half-orcs, orcs	
+1 vs. goblins, hobgoblins	
-4 to be attacked by ogres, trolls, ogre magi, giants, titans	



MAGIC ITEMS

cloak of protection +3, +1 shield

+1 short sword

ring of invisibility

+1 dagger



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 short sword	+1	1'	3	3	4	5	6	7	8	9	10	11	12	13	14	15	1d6+2 / 1d8+2	
+1 dagger	+1	1'	1	4	5	6	7	8	9	10	11	12	13	14	15	16	1d4+2 / 1d4+1	

#ATTACKS 3/2

SPECIAL ABILITIES:

Backstab for x3 damage

Underground detections...

75% grade, slope, construction

67% sliding/shifting walls

50% stonework traps, pits

50% depth underground



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

THIEVING SKILLS:

PICK POCKETS	70%	OPEN LOCKS*	77%	REMOVE/FIND TRAP*	70%	MOVE SILENTLY	67%	HIDE IN SHADOWS	54%	HEAR NOISE	25%	CLIMB WALLS	86%	READ LANGUAGE	35%
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*TRY ONCE ONLY PER LOCK OR TRAP