

ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #10 _____

CLASS: 7th Lvl Ranger / 6th Lvl Magic-User / 5th Lvl Cleric

RACE: Half-Elf ALIGNMENT: Neutral Good



9" CONCEALED
Carpenter
6" CLIMBING
infravision 60'
levitation SPECIAL MOVE
2 in 20 (10%)
LISTENING



ABILITIES:

18	S	62	HIT ADJ.	+2	DAM ADJ.	+4	OPEN DOORS	1-4	BEND BARS	30%
STRENGTH										
15	I	ADD LANG	4	% KNOW SPELL	65%	MIN SPELLS	7	MAX SPELLS	11	
INTELLIGENCE										
17	W	MAGICAL ATK ADJ.	+3	SPELL BONUS	3rd lvl	% SPELL FAILURE	0%			
WISDOM										
16	D	REACTION ADJ.	+1	MISSILE ADJ.	+1	DEFENSE ADJ.	-2			
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:
+2 vs. attacks that can be dodged (fireball, etc.)
+3 vs. mental attacks (charm, fear, illusion, suggestion, etc.)

SAVING THROWS:

Paralyzation/Poison—	9
Petrification/Polymorph—	11
Rod, Staff or Wand—	9
Breath Weapon—	12
Spells—	10

RESISTANCES: 30% resistance to sleep and charm spells

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

LANGUAGES: Common Tongue, Neutral Good, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll

PSIONICS: none

WEAPONS OF PROFICIENCY: _____
NUMBER NON-PROFICIENCY PENALTY

COMBAT



1	chainmail	AC 5	good
ARMOR WORN		AC BASE	CONDITION OF ARMOR
-2	-2	AC 1	AC 3
DEX. ADJ. MAGICAL ADJ.		SHIELDLESS AC	REAR AC
42	+2	(d4)	
CONST. ADJ.		HIT DIE TYPE	SPECIAL ADJUSTMENTS
Wounds: _____			

COMBAT ADJUSTMENTS:

+2	+4
"TO HIT" ADJ.	DAMAGE ADJ.
+7 damage vs. "giant class"	



MAGIC ITEMS

+2 chain mail
+1 mace
levitation boots



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 mace	+1	2.5'	7	3	4	5	6	7	8	9	10	11	12	13	14	15	1d6+4 / 1d6+3	

#ATTACKS 3/2



SPELLS MEMORIZED PER LEVEL:

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

TURNING UNDEAD:

T	T
SKELETON	GHOU
ZOMBIE	7
4	WIGHT
SHADOW	13
10	WRAITH
GRAY	16
16	20
MUMMY	SPECTRE
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VAMPIRE	GHOST
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LICH	SPECIAL

SPECIAL ABILITIES:

Surprise 50% of time	Magic-User 1st Level: Detect Magic (x2), Magic Missile, Read Magic
Only surprised 16% of time	Magic-User 2nd Level: Knock, Levitate
Track observed targets (~50%)	Magic-User 3rd Level: Dispel Magic, Haste
	Cleric 1st Level: Cure Light Wounds, Detect Evil, Detect Magic
	Cleric 2nd Level: Find Traps, Know Alignment, Snake Charm
	Cleric 3rd Level: Remove Curse

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