


ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #11

CLASS: 9th Level Thief / 7th Level Magic-User

RACE: Elf ALIGNMENT: Chaotic Good

 12" MOVE BASE

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



ABILITIES:

11	S	--	HIT ADJ.	+0	DAM ADJ.	+0	OPEN DOORS	1-2	BEND BARS	2%
STRENGTH										
16	I	ADD LANG	4	% KNOW SPELL	65%	MIN SPELLS	7	MAX SPELLS	11	
INTELLIGENCE										
10	W	MAGICAL ATK ADJ.	+0	SPELL BONUS	none	% SPELL FAILURE	15%			
WISDOM										
18	D	REACTION ADJ.	+3	MISSILE ADJ.	+3	DEFENSE ADJ.	-4			
DEXTERITY										
15	C	HIT POINT ADJ.	+1	SYSTEM SHOCK	91%	RESURRECT SURVIVAL	94%			
CONSTITUTION										
16	CH	MAX # HENCHMEN	8	LOYALTY BASE	+20%	REACTION ADJ.	+25%			
CHARISMA										

SAVING THROW ADJUSTMENTS:

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

SAVING THROWS:

Paralyzation/Poison—	11
Petrification/Polymorph—	10
Rod, Staff or Wand—	9
Breath Weapon—	13
Spells—	10

RESISTANCES: 90% resistance to sleep and charm spells

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

LANGUAGES: Common Tongue, Chaotic Good, Thieves Cant, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll

PSIONICS: none

WEAPONS OF PROFICIENCY: _____

NUMBER _____ NON-PROFICIENCY PENALTY _____

COMBAT



1	magic bracers	AC 5	good
AC	ARMOR WORN	AC BASE	CONDITION OF ARMOR
	-4	AC 5	AC 1
	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
	+1	d6/d4	REAR AC
44	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS
HIT POINTS	Wounds: _____		

COMBAT ADJUSTMENTS:

+0	+0
"TO HIT" ADJ.	DAMAGE ADJ.
+1 w/ shortbow, longbow	
+1 w/ short sword, longsword	



MAGIC ITEMS

bracers of defense AC 5
+2 dagger
wand of lightning



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

#ATTACKS 1



SPELLS MEMORIZED PER LEVEL:

4	3	2	1	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

SPECIAL ABILITIES:

Backstab for x4 damage	1st Level: Detect Magic (x2), Feather Fall, Read Magic
66% chance to surprise if moving silently alone	2nd Level: Knock, Levitate, Locate Object
	3rd Level: Clairvoyance, Dispel Magic
	4th Level: Polymorph Self
	--
	--
	--

THIEVING SKILLS:

PICK POCKETS	85%	OPEN LOCKS*	72%	REMOVE/FIND TRAP*	65%	MOVE SILENTLY	85%	HIDE IN SHADOWS	76%	HEAR NOISE	35%	CLIMB WALLS	98%	READ LANGUAGE	45%
--------------	-----	-------------	-----	-------------------	-----	---------------	-----	-----------------	-----	------------	-----	-------------	-----	---------------	-----

*TRY ONCE ONLY PER LOCK OR TRAP