


ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #14 _____

CLASS: 8th Level Cleric

RACE: Human ALIGNMENT: Lawful Neutral

 12" MOVE BASE
 9" CONCEALED Weaver SECONDARY SKILL
 6" CLIMBING standard VISION
 none SPECIAL MOVE 2 in 20 (10%) LISTENING



ABILITIES:

12	S	--	HIT ADJ. +0	DAM ADJ. +0	OPEN DOORS 1-2	BEND BARS 4%
STRENGTH						
14	I	4	% KNOW SPELL 55%	MIN # SPELLS 6	MAX # SPELLS 9	
INTELLIGENCE						
16	W	+2	MAGICAL ATK ADJ. +2	SPELL BONUS 2nd lv	% SPELL FAILURE 0%	
WISDOM						
17	D	+2	REACTION ADJ. +2	MISSILE ADJ. +2	DEFENSE ADJ. -3	
DEXTERITY						
15	C	+1	HIT POINT ADJ. +1	SYSTEM SHOCK 91%	RESURRECT SURVIVAL 94%	
CONSTITUTION						
18	CH	15	MAX # HENCHMEN 15	LOYALTY BASE +40%	REACTION ADJ. +35%	
CHARISMA						

SAVING THROW ADJUSTMENTS:

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

+2 vs. mental attacks (charm, fear, illusion, suggestion, etc.)

SAVING THROWS:

Paralyzation/Poison— (7)

Petrification/Polymorph— (10)

Rod, Staff or Wand— (11)

Breath Weapon— (13)

Spells— (12)

RESISTANCES: normal


DETECTION: normal

LANGUAGES: Common Tongue, Lawful Neutral, Lizardfolk, Manticore, Medusian, Minotaur

PSIONICS: none

WEAPONS OF PROFICIENCY: _____

COMBAT

 -1 AC
 plate + shield AC 2 good CONDITION OF ARMOR
 -3 DEX. ADJ. -2 MAGICAL ADJ. AC 1 SHIELDLESS AC AC 4 REAR AC
 +1 CONST. ADJ. (d8) HIT DIE TYPE SPECIAL ADJUSTMENTS
 49 HIT POINTS Wounds: _____

COMBAT ADJUSTMENTS:

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



+1 plate mail, +1 shield
staff of striking



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		
staff of striking	+3	3'	4	2	3	4	5	6	7	8	9	10	11	12	13	14	1d6+2 (+3/charge)	
mace	--	2.5'	7	5	6	7	8	9	10	11	12	13	14	15	16	17	1d6+2 / 1d6+1	

#ATTACKS 1

SPECIAL ABILITIES: _____



SPELLS MEMORIZED PER LEVEL:

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

1st Level: Cure Light Wounds, Detect Evil, Detect Magic

2nd Level: Augury, Find Traps, Know Alignment

3rd Level: Dispel Magic, Locate Object, Remove Curse

4th Level: Cure Serious Wounds, Neutralize Poison

TURNING UNDEAD:

D	D*
ZOMBIE	SKELETON
D	GHOUL
SHADOW	T
T	WIGHT
4	
GHOST	WRAITH
7	10
MUMMY	SPECTRE
13	16
VAMPIRE	GHOST
19	20
LICH	SPECIAL

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%

*TRY ONCE ONLY PER LOCK OR TRAP