


ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #16 _____

CLASS: 6th Level Cleric

RACE: Human ALIGNMENT: Lawful Good


 12" MOVE BASE
 CONCEALED: 9" CLIMBING: 6" SPECIAL MOVE: none
 Secondary Skill: Trader VISION: standard LISTENING: 2 in 20 (10%)



ABILITIES:

12	S	STR	HIT ADJ.	+0	DAM ADJ.	+0	OPEN DOORS	1-2	BEND BARS	4%
13	I	INT	ADD LANG	4	% KNOW SPELL	55%	MIN # SPELLS	6	MAX # SPELLS	9
18	W	WIS	MAGICAL ATK ADJ.	+4	SPELL BONUS	4th lvl	% SPELL FAILURE			0%
17	D	DEX	REACTION ADJ.	+2	MISSILE ADJ.	+2	DEFENSE ADJ.			-3
16	C	CON	HIT POINT ADJ.	+2	SYSTEM SHOCK	95%	RESURRECT SURVIVAL			96%
15	CH	CHA	MAX # HENCHMEN	7	LOYALTY BASE	+15%	REACTION ADJ.			+15%


SAVING THROW ADJUSTMENTS:
 +3 vs. attacks that can be dodged (fireball, etc.)
 +4 vs. mental attacks (charm, fear, illusion, suggestion, etc.)

SAVING THROWS:

Paralyzation/Poison—	9
Petrification/Polymorph—	12
Rod, Staff or Wand—	13
Breath Weapon—	15
Spells—	14

RESISTANCES: normal
 DETECTION: normal
 LANGUAGES: Common Tongue, Lawful Good, Gargoyle, Minotaur, Ogrish, Troll
 PSIONICS: none
 WEAPONS OF PROFICIENCY: _____

COMBAT


 scale + shield AC 5 good
 ARMOR WORN AC BASE CONDITION OF ARMOR
 -3 -2 AC 2 AC 5
 DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC
 +2 (d8)
 CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS
 HIT POINTS: 43 Wounds: _____

COMBAT ADJUSTMENTS:

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



+1 scale mail, +1 shield
 +1 mace
 cloak and boots of elvenkind



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	7	8	9	10	11	12	13	14	15	16	17	18	19	1d6+2 / 1d6+1			

#ATTACKS 1

SPECIAL ABILITIES:



SPELLS MEMORIZED PER LEVEL:

3	3	2	0	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: Find Traps, Know Alignment, Snake Charm

3rd Level: Dispel Magic, Remove Curse

TURNING UNDEAD:

D	SKELETON
T	ZOMBIE
4	GHUL
7	WIGHT
10	SHADOW
13	WIGHT
16	GHAST
20	WIGHT
--	SPECTRE
--	VAMPIRE
--	GHOST
--	LICH
--	SPECIAL

THIEVING SKILLS:

PICK POCKETS: 0% OPEN LOCKS*: 0% REMOVE/FIND TRAP*: 0% MOVE SILENTLY: 95% HIDE IN SHADOWS: Var. HEAR NOISE: 10% CLIMB WALLS: 0% READ LANGUAGE: 0%

*TRY ONCE ONLY PER LOCK OR TRAP