

# ADVANCED DUNGEONS & DRAGONS

## Player Character Record

CHARACTER NAME \_\_\_\_\_ TEMPLATE #17 \_\_\_\_\_

CLASS: 7th Level Paladin

RACE: Human ALIGNMENT: Lawful Good

12" MOVE BASE

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



### ABILITIES:

14	S	--	HIT ADJ.	+0	DAM ADJ.	+0	OPEN DOORS	1-2	BEND BARS	7%
<b>STRENGTH</b>										
10	I	ADD LANG	2	% KNOW SPELL	45%	MIN # SPELLS	5	MAX # SPELLS	7	
<b>INTELLIGENCE</b>										
10	W	MAGICAL ATK ADJ.	+0	SPELL BONUS	none	% SPELL FAILURE	15%			
<b>WISDOM</b>										
15	D	REACTION ADJ.	+0	MISSILE ADJ.	+0	DEFENSE ADJ.	-1			
<b>DEXTERITY</b>										
15	C	HIT POINT ADJ.	+1	SYSTEM SHOCK	91%	RESURRECT SURVIVAL	94%			
<b>CONSTITUTION</b>										
17	CH	MAX # HENCHMEN	10	LOYALTY BASE	+30%	REACTION ADJ.	+30%			
<b>CHARISMA</b>										

SAVING THROW ADJUSTMENTS:  
+1 vs. attacks that can be dodged (fireball, etc.)

SAVING THROWS:

Paralyzation/Poison—	8
Petrification/Polymorph—	9
Rod, Staff or Wand—	10
Breath Weapon—	10
Spells—	11

RESISTANCES: normal  
DETECTION: normal  
LANGUAGES: Common Tongue, Lawful Good, Storm Giant, Titan  
PSIONICS: none  
WEAPONS OF PROFICIENCY: \_\_\_\_\_  
NUMBER \_\_\_\_\_ NON-PROFICIENCY PENALTY \_\_\_\_\_

### \*COMBAT\*



chainmail	AC 5	good
ARMOR WORN	AC BASE	CONDITION OF ARMOR
-1	-2	AC 2
DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
+1	(d10)	AC 3
CONST. ADJ.	HIT DIE TYPE	REAR AC
58		SPECIAL ADJUSTMENTS
HIT POINTS	Wounds:	

COMBAT ADJUSTMENTS:

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



MAGIC ITEMS  
+1 chain mail, ring of protection +1  
crossbow and 12 +2 bolts  
potion of healing



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		
light crossbow	+2	60' / 120' / 190'	5	2	3	4	5	6	7	8	9	10	11	12	13	14	1d4+2 / 1d4+2	
longsword	--	3.5'	5	4	5	6	7	8	9	10	11	12	13	14	15	16	1d8 / 1d12	

#ATTACKS 3/2

### SPECIAL ABILITIES:

Detect Evil 60' at will	--
Immune to all disease	--
Heal 14 hit points w/ touch	--
Cure disease 2/week	--
Protection From Evil 10' radius (always on)	--
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### 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:

T	T
SKELETON	GHOUL
ZOMBIE	7
4	WIGHT
10	13
GRAY	WEALTH
16	20
MUMMY	SPECTRE
--	--
VAMPIRE	GHOST
--	--
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%
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\*TRY ONCE ONLY PER LOCK OR TRAP