


ADVANCED DUNGEONS & DRAGONS

Player Character Record

CHARACTER NAME _____ TEMPLATE #19 _____

CLASS: 6th Level Fighter

RACE: Human ALIGNMENT: Neutral

 **12"** MOVE BASE

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



ABILITIES:

18	S	00	HIT ADJ.	+3	DAM ADJ.	+6	OPEN DOORS	1-5	BEND BARS	40%
STRENGTH										
11	I	ADD LANG	2	% KNOW SPELL	45%	MIN SPELLS	5	MAX SPELLS	7	
INTELLIGENCE										
10	W	MAGICAL ATK ADJ.	+0	SPELL BONUS	none	% SPELL FAILURE	15%			
WISDOM										
12	D	REACTION ADJ.	+0	MISSILE ADJ.	+0	DEFENSE ADJ.	+0			
DEXTERITY										
14	C	HIT POINT ADJ.	+0	SYSTEM SHOCK	88%	RESURRECT SURVIVAL	92%			
CONSTITUTION										
13	CH	MAX # HENCHMEN	5	LOYALTY BASE	+0	REACTION ADJ.	+5%			
CHARISMA										

SAVING THROW ADJUSTMENTS:
+0 vs. attacks that can be dodged (fireball, etc.)

SAVING THROWS:

- Paralyzation/Poison— (11)
- Petrification/Polymorph— (12)
- Rod, Staff or Wand— (13)
- Breath Weapon— (13)
- Spells— (14)

RESISTANCES: normal

DETECTION: normal

LANGUAGES: Common Tongue, Neutral, Storm Giant, Titan

PSIONICS: none

WEAPONS OF PROFICIENCY: _____
NUMBER NON-PROFICIENCY PENALTY

COMBAT


 **0** AC

plate + shield AC 2 good
ARMOR WORN AC BASE CONDITION OF ARMOR

+0 -2 AC 2 AC 4
DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

44 Wounds: _____
CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

COMBAT ADJUSTMENTS:

+3	+6
"TO HIT" ADJ.	DAMAGE ADJ.



- +1 plate mail, +1 shield
- +1 hammer
- potion of flying
- 2 javelins 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		
+1 hammer	+1	5'	6	2	3	4	5	6	7	8	9	10	11	12	13	14	1d6+7 / 1d6+7	
2 javelins of lightning	+2			8	9	10	11	12	13	14	15	16	17	18	19	20	1d6+20	

#ATTACKS 1

SPECIAL ABILITIES:



SPELLS MEMORIZED PER LEVEL:

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

TURNING UNDEAD:

--	SKELETON
--	--
ZOMBIE	GHOUL
--	--
SHADOW	WIGHT
--	--
GHOST	WRAITH
--	--
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