

# Advanced Dungeons & Dragons

Character Name : \_\_\_\_\_ Class : \_\_\_\_\_  
 Alignment : \_\_\_\_\_ Race : \_\_\_\_\_  
 Player Name : \_\_\_\_\_ Level : \_\_\_\_\_  
 Sex : \_\_\_\_\_ Hair : \_\_\_\_\_ Eyes : \_\_\_\_\_ Age : \_\_\_\_\_  
 Height : \_\_\_\_\_ Weight : \_\_\_\_\_ Skin : \_\_\_\_\_ Deity : \_\_\_\_\_  
  
 HP : \_\_\_\_\_ / \_\_\_\_\_ Hit Dice Type : \_\_\_\_\_ d6 \_\_\_\_\_ Attack per Round : \_\_\_\_\_  
 THACØ : \_\_\_\_\_ Movement Rate : \_\_\_\_\_

Armor Class :  
 Front : \_\_\_\_\_ Flank : \_\_\_\_\_ Rear : \_\_\_\_\_

<p style="text-align: center;"><b><u>Strength :</u></b></p> <p>           Hit Probability : _____            Damage Adjustment : _____            Weight Allowed : _____            Max. Press. : _____            Open Door : _____            Bend Bars / Lift Gate : _____         </p>	<p style="text-align: center;"><b><u>Dexterity :</u></b></p> <p>           Reaction Adjustment : _____            Missile Adjustment : _____            Defensive Adjustment : _____         </p>
<p style="text-align: center;"><b><u>Constitution :</u></b></p> <p>           Hit Point Adjustment : _____            System Shock : _____            Resurrection Survival : _____            Poison Save : _____            Regeneration : _____         </p>	<p style="text-align: center;"><b><u>Intelligence :</u></b></p> <p>           Number of Language : _____            Spell Level : _____            Chance to Learn Spell : _____            Max. # of Spell / Level : _____            Spell Immunity : _____         </p>
<p style="text-align: center;"><b><u>Wisdom :</u></b></p> <p>           Magical Defense Adj. : _____            Bonus Spell : _____            Chance of Spell Failure : _____            Spell Immunity : _____         </p>	<p style="text-align: center;"><b><u>Charisma :</u></b></p> <p>           Max. # of Henchmen : _____            Loyalty Base : _____            Reaction Adjustment : _____         </p>

Weapon and Armor	
Right Hand : _____ Left Hand : _____ Head : _____ Body : _____ Arms : _____	Legs : _____ Feet : _____ Back : _____ Fingers : _____ Neck : _____



Food		
Water / Wine □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Rations □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Grain / Oats □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Ammunition													
	#		Used :		DMG :	~	Range :		Short	Medium	Long	ROF :	
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Backpack					
Object	Amount	Object	Amount	Object	Amount

Belt : \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Torch : \_\_\_\_\_  
 Oil : \_\_\_\_\_  
 Rope : \_\_\_\_\_

Thieving Skill Abilities										
Abilities	Base Score	Dex. Adj.	Armor Adj.	Total	Level Bonus					Total
					lvl 1				lvl 9	
PP (Pick Pocket)										
OL (Open Lock)										
F/RM (Find/R Trap)										
MS (Move Silently)										
HS (Hide in Shadow)										
DN (Detect Noise)										
CW (Climb Wall)										
RL (Read Language)										

Class Specialty : \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Note, Misc. : \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Language : \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_