

# Advanced Dungeons & Dragons

Character Name : \_\_\_\_\_ Class : \_\_\_\_\_  
 Alignment : \_\_\_\_\_ Race : \_\_\_\_\_  
 Player Name : \_\_\_\_\_ Level : \_\_\_\_\_  
 Sex : \_\_\_\_\_ Hair : \_\_\_\_\_ Eyes : \_\_\_\_\_ Age : \_\_\_\_\_  
 Height : \_\_\_\_\_ Weight : \_\_\_\_\_ Skin : \_\_\_\_\_ Deity : \_\_\_\_\_  
  
 HP : \_\_\_\_\_ / \_\_\_\_\_ Hit Dice Type : \_\_\_\_\_ d10 \_\_\_\_\_ 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 : _____<br/>           Damage Adjustment : _____<br/>           Weight Allowed : _____<br/>           Max. Press. : _____<br/>           Open Door : _____<br/>           Bend Bars / Lift Gate : _____         </p> | <p style="text-align: center;"><b><u>Dexterity :</u></b></p> <p>           Reaction Adjustment : _____<br/>           Missile Adjustment : _____<br/>           Defensive Adjustment : _____         </p>  |
| <p style="text-align: center;"><b><u>Constitution :</u></b></p> <p>           Hit Point Adjustment : _____<br/>           System Shock : _____<br/>           Resurrection Survival : _____<br/>           Poison Save : _____<br/>           Regeneration : _____         </p>                                | <p style="text-align: center;"><b><u>Intelligence :</u></b></p> <p>           Number of Language : _____<br/>           Spell Level : _____<br/>           Chance to Learn Spell : _____<br/>           Max. # of Spell / Level : _____<br/>           Spell Immunity : _____         </p> |
| <p style="text-align: center;"><b><u>Wisdom :</u></b></p> <p>           Magical Defense Adj. : _____<br/>           Bonus Spell : _____<br/>           Chance of Spell Failure : _____<br/>           Spell Immunity : _____         </p>  | <p style="text-align: center;"><b><u>Charisma :</u></b></p> <p>           Max. # of Henchmen : _____<br/>           Loyalty Base : _____<br/>           Reaction Adjustment : _____         </p>   |

| Weapon and Armor  |   |
|---|---|
| Right Hand : _____<br>Left Hand : _____<br>Head : _____<br>Body : _____<br>Arms : _____ | Legs : _____<br>Feet : _____<br>Back : _____<br>Fingers : _____<br>Neck : _____ |



| Food   |   |  |
|--|---|--|
| Water / Wine<br>□□□□ □□□□ □□□□<br>□□□□ □□□□ □□□□ | Rations<br>□□□□ □□□□ □□□□<br>□□□□ □□□□ □□□□ | Grain / Oats<br>□□□□ □□□□ □□□□<br>□□□□ □□□□ □□□□ |

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

| Backpack |        |        |        |        |        |
|----------|--------|--------|--------|--------|--------|
| Object   | Amount | Object | Amount | Object | Amount |
|          |        |        |        |        |        |
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|          |        |        |        |        |        |

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

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

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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

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\_\_\_\_\_

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

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