

# Advanced Dungeons & Dragons

Character Name : \_\_\_\_\_ Class : \_\_\_\_\_  
 Alignment : \_\_\_\_\_ Race : \_\_\_\_\_  
 Player Name : \_\_\_\_\_ Level : \_\_\_\_\_  
 Sex : \_\_\_\_\_ Hair : \_\_\_\_\_ Eyes : \_\_\_\_\_ Age : \_\_\_\_\_  
 Height : \_\_\_\_\_ Weight : \_\_\_\_\_ Skin : \_\_\_\_\_ Deity : \_\_\_\_\_  
  
 HP : \_\_\_\_\_ / \_\_\_\_\_ Hit Dice Type : \_\_\_\_\_ d8 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 :						
_____	_____	_____	_____	_____	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="font-size: small;">Short</td> <td style="font-size: small;">Medium</td> <td style="font-size: small;">Long</td> </tr> <tr> <td style="width: 33px; height: 15px;"></td> <td style="width: 33px; height: 15px;"></td> <td style="width: 33px; height: 15px;"></td> </tr> </table>	Short	Medium	Long			
Short	Medium	Long									
_____	_____	_____	_____	_____	ROF : _____						
_____	_____	_____	_____	_____	_____						
_____	_____	_____	_____	_____	_____						
_____	_____	_____	_____	_____	_____						
_____	_____	_____	_____	_____	_____						

Backpack					
Object	Amount	Object	Amount	Object	Amount

Turn Undead	
Skeleton or 1 HD : _____	Mummy or 7 HD : _____
Zombie : _____	Spectre or 8 HD : _____
Ghoul or 2 HD : _____	Vampire or 9 HD : _____
Shadow or 3-4 HD : _____	Ghost or 10 HD : _____
Wight or 5 HD : _____	Lich or 11+ HD : _____
Ghast : _____	Special : _____
Wraith or 6 HD : _____	

Clerical Spheres	Spells / Level
Major : _____	1st : _____
_____	2nd : _____
_____	3rd : _____
Minor : _____	4th : _____
_____	5th : _____
_____	6th : _____
_____	7th : _____

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

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

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

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

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