

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

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

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

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

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 : _____

