

Advanced Dungeons & Dragons

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

Armor Class :
 Front : _____ Flank : _____ Rear : _____

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|--|--|
| <p style="text-align: center;"><u>Strength :</u></p> <p>Hit Probability : _____ Damage Adjustment : _____ Weight Allowance : _____ Maximum Press : _____ Open Doors : _____ Bend Bars / Lift Gates : _____</p> | <p style="text-align: center;"><u>Dexterity :</u></p> <p>Reaction Adjustment : _____ Missile Attack 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 Languages : _____ Spell Level : _____ Chance to Learn Spell : _____ Max. # of Spells / Level : _____ Spell Immunity : _____</p> |
| <p style="text-align: center;"><u>Wisdom :</u></p> <p>Magical Defense Adj. : _____ Bonus Spells : _____ 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> |

| Weapons, Armors and Equipment | |
|--|---|
| Right Hand : _____ Left Hand : _____ Head : _____ Body : _____ Arms : _____ (if applicable) Wings : _____ | Legs : _____ Feet : _____ Back : _____ Fingers : _____ Neck : _____ (if applicable) Tail : _____ |

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|-----------------------|------|------|---------|------|------|-------------|------|------|
| Food | | | | | | | | |
| Water / Other Liquids | | | Rations | | | Grain / Oat | | |
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| Ammunitions | | | | | | | |
|-------------|--------|------|----------------------------------|-------|--------|------|-----|
| Type | Amount | Used | Damage Small / Medium ~ Large | Range | | | ROF |
| | | | | Short | Medium | Long | |
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| Backpack | | | | | |
|----------|--------|--------|--------|--------|--------|
| Object | Amount | Object | Amount | Object | Amount |
| | | | | | |
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| Thieving Skills | | | | | | | | | | | |
|-----------------|------------|-----------|------------|-------|-------------|--|--|--|--|-------|-------|
| Ability | Base Score | Dex. Adj. | Armor Adj. | Total | Level Bonus | | | | | | Total |
| | | | | | lvl 1 | | | | | lvl 9 | |
| Pick Pockets | | | | | | | | | | | |
| Open Locks | | | | | | | | | | | |
| Find / R. Traps | | | | | | | | | | | |
| Move Silently | | | | | | | | | | | |
| Hide in Shadows | | | | | | | | | | | |
| Detect Noise | | | | | | | | | | | |
| Climb Walls | | | | | | | | | | | |
| Read Languages | | | | | | | | | | | |

Belt : _____ Torch : _____
 _____ Oil : _____
 _____ Rope : _____

Racial Benefits : _____

Class Specialties : _____

Notes, Misc. : _____ Languages : _____

