Character																		Δ		V.	ar	1	ec	4		
Class/Kit								Level							_ _n	A T	ın	T I		) I V	S	Q.T	)r	age	n	S
Race								Align	men	t							411	3			-	1.00	2	13	JII	3
Patron Deity/	_	on													_ =					2nd	Edi	ition	1			
Place of Origin	1																PLA	YEI	RC	HA	RAG	CTE	R RE	COR	D	-
ABILITY SC	ORE	S					SAVI								VIN	NG THROWS  Start Mod Total +/- Modifier										
STR	Hit Adj	Dmg Adj	g i	Weig Allo	ght		Max Press		Open Doors		Bend Bars				lyzation/ on/Death	Т	Start	Mod		otai	+/-			viodiner		٦
DEX	Surpr Adjustr	ise			Missi Adjus			•		ensive stment				Roo	d, Staff, Wand											Π
CON	HP Adj	Syst				surrec			ison ave	Reg	en				ification/ ymorph	T			T							٦
INT	Add Profs		evel		Lea Sp			Max # Spells		Spe Imr			B	reatl	h Weapoi	n			Ī							
WIS	Magica Def Ad		Bonus Spells					Spell Failure		Spe Imn				9	Spell											
CHA	Max # Henchi					alty ase				action stment					Spell sistance											
										CON	1BA	T														
ARMOR	Surpri	sed A	\C			DI	EX C	necks	3		ŀ	HIT I	POI	N'	ΓS	Nι	umb	ed#	ŧ				V	Jound	ls	
	Shield	less A	AC			Vi	sion	Chec	ks							Us	seles	s#								
	Rear A	лС				Н	earin	g Che	ecks		] <u>L</u>				╛	M	ax D	eath	ns							
CLASS	Type V	Norn	ı								I	lit I	Dice	: d	-	D€	eaths	s to ]	Dat	te						
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Target's AC	10	9	8	7		6	5	4	3	2	1	0	)	<b>-1</b>	-2		-3	-4	-	.5	<b>-6</b>	-7	-8	3 -9	-1	0
To Hit #									1					200												
	4.			_		_	_			AT I		DIF	TEF	₹S		1									1 .	_
To Hit Modi				+/-			Damage Modifiers							_	+/-		A	C M	.odi	ifier	S				+/-	_
Non-proficie	ency p	enalt	<u>y</u>	_		4								4											-	_
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W	eapon			Т	# A	Т	Siz		ype	Spe					g Adj	Τ		ama	100			Ra	nge /	'Spec	ial	٦
,,	сироп			$^{+}$					JPC_	ope			·, D	/	<u> </u>	$\dagger$		/	<u> </u>				rige,	Брес		$\exists$
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Proficiency			Slo	ts	Ch	k	Pı	ofici	ency				Slot	ts	Chk		Pr	ofic	ien	.cy				Slots	Chl	Κ
				[		$\perp$																				
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## EQUIPMENT

Total Weight  MOVE  Movement  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance  Category  Carri	Rur	Encur Ement In (x 5)		nce			Moveme	nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate		
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						nt Rate	+	
MOVE  Movement Rate  Base  Jog (x 2)  Run (x 3)  Run (x 4)  Encumbrance Weig	Mov Rur	rement						iii Nate		
Movement Rate  Base Jog (x 2) Run (x 3) Run (x 4) Encumbrance Weig	Mov Rur	n (x 5)		Rate			EXPERI	ENCE		
Base Jog (x 2) Run (x 3) Run (x 4) Encumbrance Weig	Rur	n (x 5)		Rate	Tak	al XPs	EXIEN	XPs Neede	d for No	T
Jog (x 2) Run (x 3) Run (x 4) Encumbrance Weig	+		- 1		100	ai APS		APS Neede	a for Ne	Xt L
Run (x 3) Run (x 4) Encumbrance Weig	L	Jav	+							
Run (x 4) Encumbrance Weig			_							
Encumbrance Weig					Kit Modifi			Ability B		
	<u> </u>		<u> </u>	ı	Subrace Mod			Level L		
Category Carri			ack		Level Chang	ges		Ву	At L	evel
	ied R	late Pen	alty	Penalty	THAC0					
Light (¾ MV)		-	-	_	Saving Thro					
Moderate (½ MV)		-	1	_	Weapon Pro	ficienc	cies			
Heavy (1/3 MV)		-	2	+1	Non-weapor	n Profi	ciencies			
Severe (MV=1)		1 -	4	+3						
·	•	·	N	MAGIC	ITEMS					

CHARACTE	R CL	ASS/	KIT I	NFO	RMA	TIC	N	H	IONOF	R/STAT	ION					
Special Powers,								- [ - [		Honor/ Station	Birth	n: _				
								-  -  <sub>-</sub>  [		Base	Read	ction	ı Adjust	ment:		
Special Hindrar	nces: _							-   -   -	SIONIO PSPs	CS		V F	Valking Resting	6/hou	r (1/tu	
Class/Kit Notes	5:							- D	iscipline	es:		S	leeping	12/ho	ur (2/ti	urn)
								_	Science	/Devotio	n l	PS	Scie	nce/Dev	otion	PS
THIEVING A	BILI	ΓΙES														
	Base	Skill	Race	Dex	Kit	Arm	or Tota	al								
Pick Pockets								%								
Open Locks								%								
Find Traps								%								
Move Silently								%								
Hide in Shadows								%								
Detect Noise								%								
Climb Walls								%								
Read Languages								%								
Backstab Damage	Multip	olier														
PRIEST V	EDCI	IC.	Zon	nbie			-	G	hast				Vampi	re or 9 H	D	•
UNDE		)5	Gho	oul or	2 HD			W	/raith or	6 HD			Ghost	or 10 HD	) [	
CNDI			Sha	dow o	or 3-4 H	HD		M	lummy o	or 7 HD			Lich or	11+ HD		
Skeleton or 1 H	D [		Wig	tht or	5HD			Sı	pectre or	· 8 HD			Special	L		
REPUTATIO	DΝ				PAT	ΓRO	NS				WIZ	ZAI	RD & I	PRIEST	SPELI	LS
Title _							Curre	nt			Spel	lls p	er Leve	l:		
Last Po	erform	ance _					Numb	er	Max	imum	1st			6th		
Earnings									_		2nd			7th		
Spent on Repu	tation				Fans	1	1-10		attend 1	local	3rd			8th		
Establish	ned Re	putati	ons		Dieh	ards	11-12		attend 1	100 miles	4th			9th		
Index Town	/City				Boos	sters	13-14		local +	1d6 friends	5th			Othe:	r	
							sts 15		free wo	ork	Sphe	eres	Availabl	e/Opposi	tion Sch	nools
					Supp		rs 16			p/d12 months						
					Zeal		17		follow							
					Defe				follow	& defend						
					Extre		s 19		mimic							
					Fana	tics	20		mimic (	(25% kill)	1					

## CHARACTER DESCRIPTION

Character Name			Pla	ıyer Nam	ie		
Birth Date		Birth Rank	Ag	;e		Sex	
Alignment	Deity	'		ight		Weight	
Race	Natio	nality	На			Eyes	
Racial Abilities			Ski	in		Vision	
			На	ndednes	s	Class	
			Ori	igin			
Personality:			<u> </u>	-	Cł	naracter Sketch	
· ·							
				_			
				_			
Hit Points by Level:							
BACK	GROU	JND/HISTORY/I	NOTEWOR	THY E	VENTS		
		,					
_							

FAMILY CHART						FAMILY N	JAME		
HEAD OF FAMILY AND	HIS BRC	THER	S AND	SISTERS		FAMILY H			
PROPERTY OWNED									
Name # of Children									
YOUR FATHER, UNCLES	AND A	UNTS							
	)		)						
Name # of Children									
YOU AND YOUR BROTH	ERS AN	D SIST	ERS						
	)		)			$\bigcup ($			
Name									
# of Children									
	Т	IFNIC	T TX 4T	'N T / A N TIN	TAT A		VIIONIC		
Name	Race/C		AC	HD/Lvl	HP	COMPAI	THAC0	Damage	Abiltities
Tunic	Tucc, c	Siass	710	TID/ EVI		" 111	1111100	Dumage	Tiontities
Notes		!		1		1 1		<u> </u>	
Notes				1		,		1	
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Notes		1		1				1	
Notes		l							
Notes						. '			
				MARTIA					
Style	#AT	AC	Princ	cipal Attacl	K Hit	/Dmg Adj	Dama	ige	Weapons
Special Maneuvers									

## **NOTES**

Advanc	ad	Camp	aign:		SPELLS MEMORIZED	Per Level:								
Advanc Dungeons	eu	_				1	st 2r	nd 3rd	4th	5th	6th	7th	8th	9tl
Dungeons	nagon	Dung	eon M	aster:										
2nd Edition	l 	_	_		_									
ADVENTURE RE	CORD	Adve	nture I	Dates:										
Character Name														
Player Name					_									
Class/Kit		Level			_									
Race		Alignme	nt		_									
F	ELLOW ADV	- ENTURERS	<u> </u>											
Name	Race/Class	HD/Lvl	Notes	6										
						MAC	IC I	ГЕМЅ						
					Item	Des	cripti	ion			Cha	rges/	Amo	oun
	COMB													
ARMOR Surprised AC		K Checks		THAC0										
Shieldless AC		on Checks			_									
Rear AC	Hea	ring Checks	3	HIT POINTS										
CLASS Type Worn														
SAVING THROWS		mbed #		Useless #	AMMUNITION									
Paralyzation/Poison/Deat	:h	woun	us/Curren	t Hit Points				_						
Rod, Staff or Wand								-						
Petrification/Polymorph								-	LICE		<sup>L</sup>		ш	
Breath Weapon						SPECIAL	ABIL	ITIES	USE					
Spell					41									
MODIFIERS														

Special Information Acquired:	Treasure Items Acq	uired:				
	Current Encumbran	ice =				
Non-Player Characters of Note:	Movement	Rate	Moveme	ent	Rate	XPs Earned
	Base		Run (x !	5)		
	Jog (x 2)		Day			
	Run (x 3)					
	Run (x 4)					
	Encumbrance	Weigh		Attack	1	
	Category	Carrie	d Rate	Penalty	Penalty	
Narrative:	Light (¾ MV)				_	
	Moderate (½ MV)			- 1	_	
	Heavy (1/3 MV)			- 2	+1	
	Severe (MV=1)			- 4	+3	2.1 7/98 by Patrick M. Murph
	Notes:		•		Te record rev	