Charac	ter																			Δ	٨	/21	n/	-0	1		
Class/1	Class/Kit Level												— Advanced —Dungeons Dragons														
Race Alignment																											
Patron	Deity	/Re	eligio	n																	2n	d Ed	litio	n			
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STR							/eight Max Open Bend Paralyza Allow Press Doors Bars Poison/1											Start	Mod	Total	+/-			Moc	lifier		
DEX		Surprise Adjustment				Т	Missi Adjus		i		Defe	Defensive				Rod, Staff, or Wand							1				
CON		HP System Adj Shock					Res	surre	ct		Adjustment Poison Regen					Petrification/ Polymorph											
INT		11	Add Spell Profs Level				Lea Sp	arn		Max Spell	x # Spell			1	Breath Weapon												
WIS		11	Magical Bonus Def Adj Spells					-		Spell Failur	T T	Spell Immun					Spell										
CHA		11	Max # Henchi		<u> </u>			alty ase			Reaction Adjustment						Spell esistance	T									
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Rate	Total XPs			XPs Neede	d for Next	Leve
	Kit Modifie	er		Ability B	onus	
	Subrace Modifier			Level Li	imit	
k AC	Level Chang	es		Ву	At Lev	els
y Penalty	THAC0					
_	Saving Throv					
_	Weapon Prof	ficienc	cies			
+1						
+3						
MAGIC	ITEMS					
E/OTH	ER POSSESS	ION	S			
	Penalty - +1 +3 MAGIC	Subrace Mod k AC Level Chang y Penalty THAC0 - Saving Throv - Weapon Prov +1 Non-weapon +3 MAGIC ITEMS	y Penalty THAC0 - Saving Throws - Weapon Proficience +1 Non-weapon Profit +3 MAGIC ITEMS	Subrace Modifier k AC Level Changes y Penalty THAC0 - Saving Throws - Weapon Proficiencies +1 Non-weapon Proficiencies +3	Subrace Modifier Level Li k AC Level Changes By Penalty THAC0 - Saving Throws - Weapon Proficiencies +1 Non-weapon Proficiencies +3 MAGIC ITEMS	Subrace Modifier Level Limit k AC Level Changes By At Level y Penalty THAC0 - Saving Throws - Weapon Proficiencies +1 Non-weapon Proficiencies +3 MAGIC ITEMS

CHARACTE	R CL	ASS/	KIT I	NFO	RMA	OIT	N	Н	ONOF	R/STAT	ION							
Special Powers	/Benef	its: _						- [Honor/	Birth:							
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Special Hindra	nces:							- -					Ū	_				
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Class/Kit Note	s:							- Di	Sleeping 12/hour (2/turn) Disciplines:									
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THIEVING ABILITIES																		
	Base	Skill	Race	Dex	Kit	Arm	or Tota	ıl										
Pick Pockets								%										
Open Locks								%										
Find Traps								%										
Move Silently								%										
Hide in Shadows	;							%										
Detect Noise								%										
Climb Walls								%										
Read Languages								%										
Backstab Damage	e Multip	olier																
DDIECTI	/EDCI	ıc	Zon	nbie				Gl	nast			ĪV	'ampir	e or 9 H	D	•		
PRIEST V UNDI)5	Gho	ul or	2 HD			_ w	raith or	6 HD		G	host o	r 10 HD				
UNDI	LAD		Sha	dow o	r 3-4 I	HD		_ M	ummy o		_ L	ich or	11+ HD					
Skeleton or 1 H	D [Wig	ht or	5HD			$- _{Sp}$	ectre or	8 HD		$- S_1 $	pecial					
REPUTATION	ON				PA	ΓRO	NS	-			WIZARD & PRIEST SPELLS							
Title							Curre	nt		Spells	s per	Level	:					
Last P	erform	ance					Numb	er	Max	imum	1st			6th				
Earnings		-									2nd			7th				
Spent on Repu	ıtation				Fans	;	1-10		attend 1	local	3rd			8th				
Establisl	hed Re	putati	ons		Dieh	ards	11-12		attend	100 miles	4th			9th				
Index Town	1/City				Boos	ters	13-14		local +	1d6 friends	5th		Other -					
					Enth	usias	sts 15		free wo	Spheres Available/Opposition Schools								
					Supp	orte	rs 16		lvlxd10 g	gp/d12 months								
					Zeal	ots	17		follow									
					Defe	nder	s 18		follow	& defend								
					Extr	emist	s 19		mimic									
					Fana	tics	20		mimic	(25% kill)								

CHARACTER DESCRIPTION

Character Name		Player Name							
Birth Date	Birth Rank	Age	Sex						
Alignment	Deity	Height	Weight						
Race	Nationality	Hair	Eyes						
Racial Abilities		Skin	Vision						
		Handedness	Class						
		Origin	•						
Personality:		(Character Sketch						
Hit Points by Level:	GROUND/HISTORY/NOTE	WORTHY EVENTS							

FAMILY CHART						FAMILY N	NAME		
HEAD OF FAMILY AND	HIS BRO	THER	S AND	SISTERS		FAMILY F		-	
PROPERTY OWNED									
Name # of Children									
YOUR FATHER, UNCLES	AND A	UNTS							
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Name									
# of Children YOU AND YOUR BROTH	ERS AN	D SIST	ERS						
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Name									
# of Children			_						
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Name	Race/C		AC	HD/Lvl	HP	# AT	THAC0	Damage	Abiltities
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Special Maneuvers									

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