Character																	Δ	٨	/21	200	مما				
Class/Kit	Class/Kit Level												— Advanced — Dungeons Dragons												
Race	Race Alignment																								
Patron Deity/	Religio	on																2n	d Ed	ition					
Place of Origin	ı													_ =		PLA	YER	CH.	ARA	СТЕБ	REC	ORI)		
ABILITY SC	ORE	S											SA	VIN					,			1.0			
STR						leight Max Open Bend llow Press Doors Bars								alyzation, son/Deat	/	Start	Mod	Total	+/-		Mo	difier			
DEX	Surprise				Missil		Τ΄		Defe	Censive Rod, St															
CON	HP System Adj Shock				Adjustment					on Petrificat															
INT	Add Spell Profs Level				Lear Spe	m		Max #	# Spell				-	ith Weapo	n										
WIS	Magica Def Ad	1	Bonus Spells					Spell Failure	ľ	Spell S					İ										
CHA	Max # Hench		<u> </u>			Loyalty Reaction Base Adjustmen						Spell Resistance													
									(COM	ΙBΑ	T													
ARMOR	Surpri	sed A	AC			DI	EX Cl	iecks	}		ŀ	HIT PO	OIN	TS	Νι	umb	ed#				Wo	ound	s		
	Shield	less A	AC			Vi	sion (Chec	ks		Γ				Us	seles	s #								
	Rear A	AC				He	earing	g Che	ecks		L				M	ax D	eath	S							
CLĂSS	Type \	Worn	1			Hit Dice: d								d	Dε	eath	s to I	Date							
	_														_										
Target's AC	10	9	8	7		6	5	4	3	2	1	0	-1	l -2	4	-3	-4	-5	-6	-7	-8	-9	-10		
To Hit #								<u> </u>)	AT N	401														
To Hit Modi	Gana			_	. /	_						DIFII	LKS	+/-	1		CM	odifie					. /		
To Hit Modifiers					+/-	-	Damage Modifiers								-	A	C M	Jame	ers				+/-		
Non-proficiency penalty						4									┨										
				+											1							—			
								W	/FA1	PON	CO)MB/	ΛT		J										
W	eapon			T	#A'	Т	Size		ype	Spec				ıg Adj	Τ	Г	ama	ge		Rar	ige/S	pecia	al		
	oup or.	•		$^{+}$		_		-) P c	Spec		/			/										
				1									/		Ť		/								
												/					/								
				T									/		/										
											/			/			/								
													/				/								
													/				/								
													/				/								
						_				OFIC:	EN	CIES													
Proficiency			Slo	ts	Chk	ζ.	Pr	ofici	ency			Sl	ots	Chk		Pı	ofici	ency			S	Slots	Chk		
			_			4						\perp			-						\dashv				
			\bot			_															\bot				
			\bot	\downarrow		4						\perp			-						\bot				
				_		\dashv						\perp			-						+				
				\dashv		\dashv						+			$\frac{1}{2}$						+				
			+	\dashv		\dashv						+									+				
1			1	ı		- 1	1					ı		I	1	ı					1				

EQUIPMENT

rance								
rance								
rance								
rance								
rance								
rance								
rance								
rance						_		
rance								
rance								
rance								
rance								
rance								
			Moveme	ent Rate		•		
	•		EXPER	IENCE	•			
Rate	Total XPs			XPs Neede	d for Next	Leve		
	Kit Modifier			Ability Bonus				
	Subrace Modifier			Level Li	Level Limit			
k AC	Level Chang	es	Ву	At Leve				
y Penalty	THAC0							
_	Saving Throv	WS						
_	Weapon Prof	ficienc						
+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	Subrace Modifier k AC Level Changes 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		

CHARACT	ER CL	ASS/	KIT I	NFO	RMA	TIC	N	Н	ONOF	R/STAT	ION							
Special Power	rs/Benef	its:						- [Honor/	Birth:	į						
								╴╽┖		Station								
								-										
								╴╽┌		Base	React	ion	Adjust	ment:				
Special Hindr	ances:							- -					J					
•	_							- P.	SIONI	CS		R	ecovery	v Rates	Z•			
								-					alking					
								-	PSPs				esting		our (1/t	urn)		
								-	1010				_					
Class/Kit Notes:								- Di	Sleeping 12/hour (2/turn) Disciplines:									
								- -										
								- -										
								- -	Science	/Devotio	n P	S	Scie	nce/D	evotion	PS		
								_										
THIEVING	ABILI	ΓΙΕS																
	Base	Skill	Race	Dex	Kit	Arm	or Tota	ıl										
Pick Pockets								%										
Open Locks								%										
Find Traps								%										
Move Silently								%										
Hide in Shadov	vs							%										
Detect Noise								%										
Climb Walls								%				1						
Read Language	s							%										
Backstab Dama		olier																
		7.0	Zon	nbie			•	Gl	nast		'	i	Vampi	re or 9	HD	l		
PRIEST		JS	Gho	ul or	2 HD			$- _{\mathbf{W}}$	Wraith or 6 HD				Ghost	or 10 F	ID			
UNL	DEAD		Sha	dow o	r 3-4 I	HD		_ M	ummy o	or 7 HD			Lich or	11+ H	ID			
Skeleton or 1	HD [- Wig	ht or	5HD			$- _{S_{\mathbf{F}}}$	ectre or			Special	l					
REPUTAT	ION		-		PA	ΓRO	NS			WIZARD & PRIEST SPELLS								
Title							Curre	nt		Spells per Level:								
	Perform	ance					Numb	er	Max	1st			6th	l				
Earnings		-									2nd			– 7th	l			
Spent on Rep	outation				Fans	}	1-10		attend	local	3rd			– 8th	l			
	shed Re		ons		Dieh	ards	11-12		attend	100 miles	4th			- 9th	l			
Index Tov	vn/City				Boos	ters	13-14		local +	5th Other								
					Enth	usias	sts 15		free wo	Spher	es A	vailabl	e/Oppo	osition S	chools			
					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 I			
PROPERTY OWNED)()						
Name # of Children									
YOUR FATHER, UNCLES	S AND A	UNTS	_						
) ()			_)(
Name # of Children									
YOU AND YOUR BROTH	IERS AN	D SIST	ERS		_				
) () (_)(
Name									
# of Children									
HENCHMEN/ANIMAL COMPANIONS									
Name	Race/C		AC	HD/Lvl	HP	# AT	THAC0	Damage	Abiltities
Notes				1		1 1		I	<u> </u>
Notes		I		<u> </u>				l	
Notes		Ī						1	
Notes		 							
Notes MARTIAL ARTS									
Style	#AT	AC	Princ	cipal Attacl			j Dama	ige	Weapons
Special Maneuvers									

NOTES