

Character Kyril BlackthorneClass / Kit DruidLevel 11Race Grugach ElfAlignment NeutralPatron Deity / Religion Skerrit

Place of Origin _____

Advanced Dungeons & Dragons

1st ~~2nd~~ Edition

PLAYER CHARACTER RECORD

ABILITY SCORES

STR	16	Hit Adj		Dmg Adj	+1	Weight Allow	+350	Max Press		Open Doors	1-3	Bend Bars	10%
DEX	18	Surprise Adjustment			+3	Missile Att Adjustment			+3	Defensive Adjustment			-4
CON	12	HP Adj		System Shock	80%	Resurrect Survival			85%	Poison Save		Regen	
INT	10	Add Profs		Spell Level		Learn Spell			Max # Spells		Spell Immun		
WIS	17	Magical Def Adj		+4	Bonus Spells	+2/+2/+1			Spell Failure		Spell Immun		
CHA	15	Max # of Henchmen		7	Loyalty Base				+15%	Reaction Adjustment			+15%

SAVING THROWS

	Start	Mod	Total	+/-	Modifier
Paralyzation / Poison / Death	6	1	5	1	
Rod, Staff, or Wand	10	1	9	1	
Petrification / Polymorph	9	1	8	1	
Breath Weapon	12	11	2	11	
Spell	11	1	10	1	
Spell Resistance					

COMBAT

ARMOR 0 CLASS	Surprised AC	4	DEX Checks		HIT POINTS	Numbered #		Wounds
	Shieldless AC	4	Vision Checks		76	Useless #		
	Rear AC	4	Hearing Checks			Max Deaths		
	Type Worn	+2 Leather/Displacement Cloak		Hit Dice: d8		Deaths to Date		

Target's AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
To Hit #	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

COMBAT MODIFIERS

To Hit Modifiers	+/-	Damage Modifiers	+/-	AC Modifiers	+/-
Non-proficiency penalty	-4				

WEAPON COMBAT

Weapon	#AT	Size	Type	Speed	Hit/Dmg Adj	Damage	Range/Special
Staff +3					+3 / +3	1-6 / 1-6	
Dagger					/	1-4 / 1-3	
Scimitar					/	1-8 / 1-8	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	

PROFICIENCIES

Proficiency	Slots	Chk	Proficiency	Slots	Chk	Proficiency	Slots	Chk
Staff								
Dagger								
Scimitar								

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Total Weight			Encumbrance			Movement Rate		

MOVEMENT

EXPERIENCE

Movement	Rate	Movement	Rate	Total XPs		XPs Needed for Next Level	
Base	12	Run (x 5)					
Jog (x 2)		Day					
Run (x 3)				Kit Modifier		Ability Bonus	
Run (x 4)				Subrace Modifier		Level Limit	
Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty	Level Changes	By	At Levels
Light ($\frac{2}{3}$ MV)			–	–	THAC0		
Moderate ($\frac{1}{2}$ MV)			- 1	–	Saving Throws		
Heavy ($\frac{1}{3}$ MV)			- 2	+1	Weapon Proficiencies		
Severe (MV=1)		1	- 4	+3	Non-weapon Proficiencies		

MAGIC ITEMS

Defender Staff +3	Cloak of Displacement
Staff of the Woodlands (13 charges)	+1 Ring of Protection
Khopesh Sword (+3)	+2 Leather Armor
2 Daggers +1	

TREASURE / OTHER POSSESSIONS

Tome of the Wyvernwater Circle	Potion of Gaseous Form
Scroll (Locate Animals, Warp Woord)	Potion of Clairvoyance
Scroll (Neutralize Poison, FireTrap, Know Alignment, Warp Wood)	Potion of Deep One Control
Scroll (Call Lightning, Insect Plague)	Oil of Elemental Resistance (Fire)
	5 Jars of Royal Jelly
Gem of Interstellar Satyr	
Idol of Hamali Celanil	Continual Light Torch (from Creel's Tower) - covered in backpack