Advanced Dungeon Dragons Character Sheet

First Edition - And Damn Proud Of It!

General Information

Players Name	
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Character Name	
Character Class	
Character Race	

Characters Name:		Characters Class:	
Characters Alias :		Characters Level Title:	
Family Name :		Sex:	_
Race:	Age:	Height:	.
Religion:	Alignment:	Weight:	.
Homeland:		Eye colour:	
Languages:		Hair colour:	
		Leige Patron:	
		Number of siblings:	
Visions:		Social Class:	Birth rank:
Father:		同	2.00
First Name:	Surname:		Age:
Profession:			Level:
Alignment:	Status:		
Mother:			
First Name:	Surname:		Age:
Profession:			Level:
Alignment:	Status:		
Relevant History:			

	Add Lang	Know Spell	Min Spells		Max Spells	000		HP Adj	Sy: Sh	nock	Ressu Surv	ival
WIS	Mental Save	Spell Failure	Bon Spe			CHR		Max # Henchmen	Loyalty Base		Reaction Adj	Cms Adj
e Log	Ex	perier	ice Po		rent Level				Modifiers	ng Th		
Current Experience Log					get 10% extra		F Polyi Rod /	alyse / Poison etrify / morph / Staff, Wand	Cause		Mod	— — —
	•	erial I	nform	nation	n		-	Breath eapon				
Imperial S	Status						S	pells / magic				
Honours A	∆warded											$ \bigcirc$
Honours A	Awarded											
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Hit Adj Dmg Adj Wt Adj Open Doors Bend Bars DEX

Surprise Adj Missile Adj Defence Adj

	3.00			Hi	t Po	oin	ts								-						lass	
Current Hit Points	3				Wounds											P	4C		Adju Armoui	r Type	AC	AC Adj
	5	Hit Points per level log												L								
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						V	Vea:	po	n	Со	m	ba	t		L							
Weapon		#AT	То Н	it Adj/	Dmg A	dj T	HACO	10	9	8	7	6	5	4	3	2	1	Dmg	vs. S	ize	Range /	Special
To Hit Aı	moı	ır (Clas	s Z	ero	(TF	HAC	O)	Cl	hai	rt			S	Бре	eci	al	Att	acl	KS		
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10 9 8 7 6 5	4	3 2	1	0 -	1 -2	-3	-4 -5	5 -6) -7	7 -8	- 9	-1	0	_								
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Style		Attac	k Fo	m	AC /	Adj	# A	T	То	Hit /		g A	dj ¯	THA	AC0	Da	ımaç	ge / E	ffect	Sį	oecial Ma	neuvers
Ammunition																						
Type:		_	Type							Гуре		70,							pe: _			
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		Treas	sure		Money Conversion
		Coi	ns		(Coins)
Ср	Sp	Ер	Gp	Pp	Copper (Cp) = 1/100 Gp Silver (Sp) = 1/10 Gp Electrum (Ep) = 1/2 Gp Gold (Gp) = 1/5 Pp Platinum (Pp) = 5Gp Adamantite* (Ap) = 10 Gp Orichlem* (Op) = 20 Gp Mithril* (Mp) = 50 Gp Chromenium* (ChP) = 100 Gp Tellon* (Tp) = 500 Gp * Imperial Currency, only accepted in Imperial Cities.
Ap	Ор	Mp	ChP	Тр	(Bars)
					Copper (Cb) = 50 Gp Silver (Sb) = 500Gp Electrum (Eb) = 5,000 Gp Gold (Gb) = 10,000 Gp Platinum (Pb) = 50,000Gp Adamantite* (Ab) = 100,000 Gp Orichlem* (Ob) = 200,000 Gp Mithril* (Mb) = 500,000 Gp
		Bar	rs		Chromenium* (ChB) = 1,000,000 Gp Tellon* (Tb) = 5,000,000 Gp
Сь	Sb	Eb	Gb	Pb	* Imperial Currency, only accepted in Imperial Cities.
					Magic Items
Ab	Ob	Mb	ChB	Tb	
		Gems /	′ Misc.		
		Gea	ar		Special Items
Item	Location	Size		Location S	Size
					— ———— ,
					Supplies
					Type
					Type:
					Type:

General Proficier	ncies			Weapon	Non-wea	pon	
Proficiency	Slots	Attrib	Mod	☐ Mathematics	1	Int	0
☐ Acting	1	Cha	-1	□ Merchant	2	Int	-1
☐ Agriculture ☐ Alertness	1 1	Int Wis	+1 +1	□ Miller □ Mime	1 1	Int Cha	0 +1
Animal handling	1	Wis	-1	☐ Mind over body	1	Wis	-2
Animal training	1	Wis	0	☐ Mining	2	Wis	-3
☐ Artistic ability	1	Wis	0	☐ Monster trivia	2	Int	-2
Balance	1	Dex	0	□ Mortician	1 d 1	Int Int	+1 0
□ Bargain□ Barkeeping	1 1	Wis Int	-2 0	☐ Navigation, underground ☐ Nightsight	1	Wis	-2
Barkeeping Bartending	2(3)	Special	Special	□ Observation	1	Int	0
Bee-keeping	1	Wis	0	Orienteering	2	Wis	0
Blacksmithing	1	Str	0	□ Persuasion	1	Cha	0
Blazoning	1	Int	+1	☐ Pharmacy	1	Int Cha	0
☐ Boasting☐ Boating	1 1	Cha Wis	+3 +1	☐ Poetry ☐ Poison	1 2	Int	Special
Boatwright	1	Int	-2	□ Pottery	1	Dex	-2
Body language	1	Wis	-2	☐ Psionic detection	1	Wis	-2
☐ Brewing	1	Int	0	☐ Riding, airborne	2	Wis	-2
Butcher	1	Int	+1	Riding, land based	1 2	Wis	+3
Candle making Carayanaar	1 1	Int Wis	0	☐ Riding, sea based ☐ Riding, space based	2	Wis Wis	-2 -3
☐ Caravaneer ☐ Carpentry	1	Str	0	Rope/net making	1	Dex	0
Carpentry (spelljammer)	1	Str	0	☐ Rope use	1	Dex	0
Cartography	1	Wis	0	☐ Sail manipulation	1	Dex	0
☐ Cartwright	1	Int	0	☐ Scribing	1	Dex	0
Catching	1	Dex	0	☐ Seamanship ☐ Seamstress/tailor	1 1	Dex Dex	+1 -1
☐ Chanting ☐ Cheese making	1 1	Wis Int	+3 0	Seduction	1	Cha	-1 -2
City lore 1	1	Int	+1	☐ Semaphore	1	Int	0
☐ City lore 2	2	Int	-2	☐ Shipwright	2	Int	-2
☐ City lore 3	2	Cha	-1	☐ Sign language	1	Int	+2
☐ City lore 4	2	Int	-2	□ Signaling	1	Int	+2
Cobbling	1	Dex	0	☐ Signaling, underground☐ Signaling, wildspace	1 1	Int Int	+2 +2
☐ Comedy ☐ Commerce 1	1 1	Cha Wis	0 -1	☐ Silversmithing	1	Dex	0
Commerce 2	2	Wis	-2		1	Cha	0
Cooking	1	Int	0	Skiing	1	Special	Special
☐ Craft instrument	2	Dex	0		1	Int	0
Crowd working	1	Cha	+2	Slow respirationSmelting	1 1	Con Int	0 -1
Cryptography Dairyman	1 1	Int Int	Special 0	□ Smetting □ Sound analysis	1	Wis	0
DairymanDancing	1	Dex	0	☐ Spacemanship	1	Dex	+1
Danger sense	2	Wis	-2	☐ Spell mimicry	2	Int	-2
□ Debate	1	Int	0	Spelljammer History	2	Int	-1
Differencing	1	Int	+2	☐ Spying	1	Int	0
Diplomacy	1 1	Cha	0	☐ Statecraft ☐ Stealth	1 1	Int Dex	0
Direction senseDisguise drunken/hangover	1	Wis Int	+1 -4	☐ Stewardship	i	Int	0
Distance sense	1	Wis	0	Stonemasonry	1	Str	-2
Diving	1	Dex	0	☐ Story telling	1	Cha	0
Draftsmanship	1	Dex	0	☐ Survival, wildspace	2	Wis	-3
Drinking/boozingDrinking skills/tricks	1 1	Special Dex	Special Special	☐ Swimming ☐ Teaching	1 1	Str Wis	0
Drinking skins/tricks Drover/shepherd	1	Int	+1	☐ Throwing/shooting	1	Dex	0
Dyer	1	Int	-1	☐ Toasting	1	Int	-2
Eavesdropping	1	Int	+1	□ Torture	1	Int	0
□ Etiquette	1	Cha	0	☐ Torture resistance	1	Con	-2
FalconryFarming	1 1	Wis Wis	-1 0	Weather senseWeaving	1 1	Wis Int	-1 -1
	1	Wis	+1	☐ Whistling/humming	1	Dex	+2
☐ Find water	1	Int	0	☐ Wine making	1	Wis	0
Fire building	1	Wis	-1	☐ Wine pouring	1	Wis	0
☐ Fire control	1	Dex	0	☐ Wine tasting	1	Wis	0
☐ Fishing	1	Wis	-1	□ Yelling □	1	Cha	0
☐ Freefall ☐ Fungi recognition	1 1	Dex Int	0 +3	0			_
Gaming	i	Cha	0	0			
Geography	2	Int	0	П			
Geology	2	Int	-1	0			
□ Glazier	2	Dex	0				
☐ Goldsmithing☐ Heat protection	1 1	Dex Int	0 -2	Class 1	Proficienci	es	
Heat protection Heraldry	1	Int	0				
☐ Hiding	2	Int	-1	O			_
History, family	1	Int	0	O			_
Intimidation	1	Special	0	0			
☐ Kissing	1	Cha	-2	0			
LaijutsuLanguages, modern	1 1	Dex Int	0	0			_
☐ Languages, modern	1	Int	0	O			
☐ Leatherworking	1	Int	0			_	_
☐ Masseur	1	Str	0	0		_	_
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Spells Available by l			1	2	_ 3	_4	. 5	_6	_7	_8	_9	10_	
Optional new levels for Ma Level of character:	gic User 20	^s. 21	22	23	24	25	26	27	28	29	Maximum Nur of Spell Lev	nber els	
No. of level 10 spells:	1	1	2	2	3	4	5	6	7	8	Chance to kr each listed spel	now I	%
Name of Spell	Lv	Cast	Rng	Dur	Area	Save	Dmg			Mem	Comp		p Consumed
				-						(No.)	(V,S,M)		(Y/N)
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Additional Notes / Spell Components

	Component No.	
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	 No. Component	
	No.	