

**Character Name:** **Lutha Cee**

## Advanced Dungeons & Dragons

Player Character Record Sheet

**Half-Elf**

*Race*

**Fighter/Mage**

*Class*

**Neutral/Good**

*Alignment*

**46**

*Age*

**5ft. 2in.**

*Height*

**138 lbs.**

*Weight*

STR :	<b>17</b>	Hit Adj. <b>+1</b>	Dmg Adj. <b>+1</b>	Wt Adj. <b>+500</b>	Open Doors <b>1-3</b>	Bend Bars <b>13%</b>
INT :	<b>12</b>	Add. Lang. <b>+3</b>	Know Spell <b>45%</b>	Min Spells <b>5</b>	Max Spells <b>7</b>	
WIS :	<b>14</b>	Mind Save <b>None</b>	Spell Fail <b>0%</b>	Bonus Spells <b>2-1</b>		
DEX :	<b>15</b>	Surprise Adj. <b>0</b>	Missile Adj. <b>0</b>	Defense Adj. <b>-1</b>		
CON :	<b>17</b>	H.P. Adj. <b>+2(+3)</b>	System Shock <b>97%</b>	Ressurrect Survival <b>98%</b>		
CHR :	<b>18</b>	Max # Hench <b>15</b>	Loyalty Base <b>+40%</b>	Reaction Adj. <b>+35%</b>		

SAVING THROWS			
Cause	Mod	Vs.	Base
		Paralyze/Poison	<b>14</b>
		Petrify Poly	<b>13</b>
		Rod, Staff or Wand	<b>11</b>
		Breath Weapon	<b>15</b>
		Spells	<b>12</b>

Hit Points	Armor Class	Surprised AC: Shieldless AC: Rear AC:	Movement	Hvy(x3/4): <b>90'</b>	Run(x10): <b>1200'</b>	Day <b>20mi.</b>	Special
<b>8</b>	<b>9</b>		<b>120'</b>	Load(x1/2): <b>60'</b>	Nrm(x5): <b>600'</b>	HiHz(x2/3): <b>80'</b>	
			Base Rate	Max(x1/4): <b>30'</b>	Crl(x1/2): <b>60'</b>	Swim: <b>60'</b>	

### Special Abilities - Race

Vision: **60' Infravision**

Notice secret door 1 in 6, find secret door 2 in 6, find concealed door 3 in use.

6. 30% resist sleep & charm spells.

### Special Abilities - Class

+10% earned exp. (fighter) May use any armor and weapon type. Spell