Advantunce Dank and Doon	Name:	
Adventures Dark and Deep™	Race:	
Player:	Class:	
Ability Scores	Gender:	Alignment:
7 tollity ocores	Social Class:	Age:
STR	Height:	Weight:
"to hit" / damage / open doors	Special Abilities	Saving Throws
INT (max. add'l languages / max. spell level		Paralyzation, Poison, Death
wis ()		Petrification, Polymorph
mag. atk. adj. / spell bonus / spell failure DEX		Rod, Staff, Wand
initiative adj. / missile adj. / AC adj.		Breath
CON HP adj / system shock / resurrection		Spell◀
CHA max. henchmen / morale adj. / reaction		(Roll this number or higher to save)
Combat <		Experience
Weapon Speed	d Dmg (s/m) Dmg (l)	Level 10% bonus
	 	
Armor Class Armor Worn	 	Experience Point Total
		Languages
Hit Points Wounds		Languages
Attack Initiative Surprise Column Mod Mod Word Mod Word Mod Surprise Word Mod Word Mod Mod Mod Mod Mod Mod Mod Mod Mod Mo		
Skills, Class Abilities, etc.		

Adventures Dark and Deep™	Equipment and Possessions	
Supplies		
Torches Oil		
Food COCCO C		
Food Water W	Total Base Move Rate	
Magic Items	Estates, Titles, Non-Mobile Property	
	Mount	
	Name Type HP AC	
Sp	ells	
Max. Spells Memorized per Level	Spell Components	
1st 2nd 3rd 4th 5th 6th 7th 8th 9th		