

Adventures Dark and Deep™

Player: _____

Ability Scores

STR	<input type="text"/>	"to hit" / damage / open doors
INT	<input type="text"/>	max. add'l languages / max. spell level
WIS	<input type="text"/>	mag. atk. adj. / spell bonus / spell failure
DEX	<input type="text"/>	initiative adj. / missile adj. / AC adj.
CON	<input type="text"/>	HP adj / system shock / resurrection
CHA	<input type="text"/>	max. henchmen / morale adj. / reaction

Name: _____

Race: _____

Class: _____

Gender: _____

Alignment: _____

Social Class: _____

Age: _____

Height: _____

Weight: _____

Special Abilities

Saving Throws

<input type="text"/>	Paralyzation, Poison, Death
<input type="text"/>	Petrification, Polymorph
<input type="text"/>	Rod, Staff, Wand
<input type="text"/>	Breath Weapon
<input type="text"/>	Spell

(Roll this number or higher to save)

Combat

<input type="text"/>	<input type="text"/>	Weapon	Speed	Dmg (s/m)	Dmg (l)
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				
<input type="text"/>	<input type="text"/>				

Armor Class: Armor Worn:

Hit Points: Wounds:

Attack Column: Initiative Mod: Surprise Mod:

Ammunition:

(Your initiative is your weapon speed or spell casting time plus 1d10 plus or minus your DEX modifier. The result is which segment you act on.)

Experience

Level:

10% bonus:

Experience Point Total:

Languages

Skills, Class Abilities, etc.

