

ADVANCED D & D™

SPILTRÆF

PLAYER NAME

Permanent Character Record

CAMPAIGN

HERG VÆSELKLO

50 år

STENBAKKERNE

CHARACTER NAME

PLACE OF ORIGIN

CLASS TYV LEVEL 7

RACE HOBBIT

ALIGNMENT NEUTRAL

RELIGION DRUIDISK

PATRON DEITY(S) _____

Alignment of _____

ABILITIES:

9	S	HIT ADJ	DAM ADJ	WT ADJ	OPEN DOOR	BEND BARS
STRENGTH						
12	I	ADD LANG	% KNOW SPELL	MINIMUM # SPELLS LVL	MAXIMUM # SPELLS LVL	
INTELLIGENCE						
13	W	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE		
WISDOM						
18	D	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ		
DEXTERITY						
15	C	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
CONSTITUTION						
11	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ		
CHARISMA						

SAVING THROW ADJUSTMENTS:

+4	DODGE	CONDITION
+2	Magisk Læder	CONDITION
+3	Con-bonus ER ind-regnet	CONDITION

MOVEMENT:

NORMAL = 12"
 —Speed versus Encumbrance—

HEAVY (x 3/4) = _____

LOADED (x 1/2) = _____

MAXIMUM (x 1/4) = _____

POISON	PETRIFY	ROBS ET. AL.	BREATH	SPELL
8	11	8	15	8

RESISTANCES

DETECTION _____

LANGUAGES Kommonisk, Skovtrold, Trold, Hobbit

COMBAT



WEAPONS of PROFICIENCY:

To magiske daggert NON-PROFICIENCY PENALTY

+1/+3 vs humanoider

+1/+4 vs reptiler

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

AC: 2 Magisk +2 Læderrustning

COMBAT ADJUSTMENTS:

Totals:		"TO HIT" ADJ	DAMAGE ADJ
+4	to hit ved Backstab	CONDITION	CONDITION
	Skade x3 ved Backstab	CONDITION	CONDITION

To hit i melee	AP mod.	8	9	10	11	12	13	14	15	16	Dam. S/L
Daggert	0/+4	+3	+1	+1	0	0	-2	-2	-3	-3	D4 / D3
Missil to hit		5	6	7	8	9	10	11	12	13	
Slyng	+6	+3	+1	+2	0	0	0	-1	-2	-2	D4+1/ D6+1

WEAPONS MAG. ADJ. SPACE REQUIRED / RANGES SPEED 10 9 8 7 6 5 4 3 2 S-M/L WEAPON ADJUSTMENT VS. ARMOR CLASS DAMAGE VS. SIZE

HIT POINTS 36 CONST. ADJ +1 HIT DIE TYPE (D6)

HIT POINTS GAINED PER LEVEL: 1 6 2 7 3 3 4 5 5 7 6 2 7 6 8 9 10 11 +

SCARRING AND MAIMING:

NUVFRENDE HP:			

DESCRIPTION: 13/4 BIRTHDAY M SEX 95 cm HEIGHT 32 kg WEIGHT

COLOR OF: Rødbrunt HAIR Grønne EYES

GENERAL APPEARANCE: _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

DISTINGUISHING MARKS: _____

MANNERISMS: _____

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	65 %	OPEN LOCKS	57 %	REMOVE/ FIND TRAP	55 %	MOVE SILENTLY	65 %	HIDE IN SHADOWS	58 %	HEAR NOISE	30 %	CLIMB WALLS	79 %	READ LANGUAGE	30 %
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ADVANCED D & D™

SPILTÆF

PLAYER NAME

Permanent Character Record

CAMPAIGN

HIRNA GRANKVIST 68 år

HØGSBAKKERNE

CHARACTER NAME
 CLASS DRUIDE LEVEL 7
 ALIGNMENT NEUTRAL
 PATRON DEITY(S) _____

PLACE OF ORIGIN
 RACE SKOVFOLKET (HOBITTER)
 RELIGION DRUIDISK
 Alignment of _____

ABILITIES: Spell 6-6-3-1

9	S	HIT ADJ	DAM ADJ	WT ADJ	OPEN DOOR	BEND BARS
14	I	ADD LANG	% KNOW SPELL	MINIMUM # SPELLS LVL	MAXIMUM # SPELLS LVL	
17	W	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE		
15	D	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ		
11	C	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
17	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ		

CHARISMA _____

SAVING THROW ADJUSTMENTS:

+2	DODGE	CONDITION
+2	mod ild og lyn	CONDITION
+2	VILJESTYRKE	CONDITION
+/-		CONDITION

MOVEMENT:

NORMAL = 12"
 —Speed versus Encumbrance—
 HEAVY (x 1/4) = _____
 LOADED (x 1/2) = _____
 MAXIMUM (x 3/4) = _____

POISON	PETRIFY	RODS ET. AL.	BREATH	SPELL
5	11	9	13	9

RESISTANCES _____

DETECTION: _____

LANGUAGES _____

COMBAT



AC: 6 type 8 (Læderrustning)

WEAPONS of PROFICIENCY: _____
 NON-PROFICIENCY PENALTY _____

+2 Sling of Seeking

SURPRISE / DEX ADJ _____ DEFENSIVE ADJ _____
 DEX ADJ / MAGICAL ADJ _____

COMBAT ADJUSTMENTS:

Totals:		TO HIT ADJ	DAMAGE ADJ
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

To hit	AP mod.	6	7	8	9	10	11	12	13	14	Dam. S/L
Scimitar 2-H	0/+1	+3	+1	+1	0	0	-1	-2	-3	-4	D8 / D8
Slynge	+5	+3	+1	+2	0	0	0	-1	-2	-2	D4+1/ D6+1

WEAPONS MAG. ADJ. SPACE REQUIRED / RANGES SPEED 10 9 8 7 6 5 4 3 2 S-M/L
 WEAPON ADJUSTMENT VS. ARMOR CLASS DAMAGE VS. SIZE

HIT POINTS 39 CONST. ADJ. (D8) HIT DIE TYPE
 HIT POINTS GAINED PER LEVEL: 1 7 2 6 3 3 4 8 5 4 6 6 7 5 8 9 10 11 +

SCARRING AND MAIMING:

NUVÆRENDE HP:			

DESCRIPTION: 23/6 Q 80 cm 28 kg
 BIRTHDAY SEX HEIGHT WEIGHT

GENERAL APPEARANCE: _____ COLOR OF: Brunt Brune
 HAIR EYES

DISTINGUISHING MARKS: _____ SOCIAL CLASS (IF ANY) STANDING (IF ANY)

MANNERISMS: _____

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	OPEN LOCKS	REMOVE FTND TRAP	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGE
0%	0%	0%	0%	0%	0%	0%	0%

ADVANCED D & D™

SPILTRÆF

PLAYER NAME

Permanent Character Record

CAMPAIGN

THORSTEIN HARALDSSØN 23 år

FALSLET

CHARACTER NAME

PLACE OF ORIGIN

CLASS KRIGER LEVEL 5

RACE MENNESKE

ALIGNMENT NEUTRAL (CHATOTIC) GOOD

RELIGION NORDISK

PATRON DEITY(S) THOR

Alignment of

ABILITIES:

18	S	83	HIT ADJ	+2	DAM ADJ	+4	WT ADJ		OPLN DOOR	1-4	BEND BARS	30%
STRENGTH												
8	I		ADD LANG		% KNOW SPELL		MINIMUM # SPELLS LVL		MAXIMUM # SPELLS LVL			
INTELLIGENCE												
11	W		MAGICAL ATK ADJ		SPELL BONUS		% SPELL FAILURE					
WISDOM												
16	D		REACTION ADJ		MISSILE ADJ		DEFENSE ADJ					
DEXTERITY												
17	C		HIT POINT ADJ		SYSTEM SHOCK		RESURRECT SURVIVAL		# OF TIMES RESURRECT			
CONSTITUTION												
11	CH		MAXIMUM # HENCHMEN		LOYALTY BASE		REACTION ADJ					
CHARISMA												

SAVING THROW ADJUSTMENTS:

+2	DODGE
+/-	CONDITION
+/-	CONDITION
+/-	CONDITION
+/-	CONDITION

MOVEMENT:

NORMAL = 9"
 —Speed versus Encumbrance—
 HEAVY (x 3/4) = _____
 LOADED (x 1/2) = _____
 MAXIMUM (x 1/4) = _____

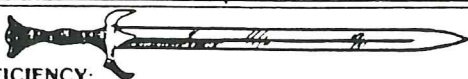
POISON	PETRIFY	RODS ET. AL.	BREATH	SPELL
12	13	14	14	14

RESISTANCES

DETECTION: _____

LANGUAGES Kommonisk

COMBAT



AC: 1/3 Chain m/u skjold

WEAPONS OF PROFICIENCY:

+2 hånd & kasteøkse
 "Tordenslange" +2 dragedræber bastard økse (m indlagt prot. from lightning)

COMBAT ADJUSTMENTS:

Totals: +2		+4	
TO HIT ADJ.		DAMAGE ADJ.	
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

To hit i melee		AP mod.		6	7	8	9	10	11	12	13	14			
Bastard-økse 1-H		+2/-1		+2	+1	+1	0	0	-1	-1	-2	-3		D8	/ D8
Bastard-økse 2-H		+2/0		+2	+2	+1	+1	0	0	-1	-1	-2		2D4	/ D8+2
Håndøkse		0/+4		+1	+1	+1	0	0	-1	-2	-2	-3		D6	/ D4
Missilangreb				5	6	7	8	9	10	11	12	13			
Kasteøkse		+4		+1	0	0	0	-1	-1	-2	-3	-4		D6	/ D4

WEAPONS MAG. ADJ. SPACE REQUIRED SPEED WEAPON ADJUSTMENT VS. ARMOR CLASS DAMAGE VS. SIZE

45	+3	(D10)	HIT POINTS	CONST. ADJ.	HIT DIE TYPE	HIT POINTS GAINED PER LEVEL:	1	2	3	4	5	6	7	8	9	10	11	+
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SCARRING AND MAIMING:

NUYFRENDE HP:																			

DESCRIPTION: 19/9 BIRTHDAY M SEX 1,80 HEIGHT 80 kg WEIGHT COLOR OF: rødtt HAIR blå EYES

GENERAL APPEARANCE: SOCIAL CLASS (IF ANY) STANDING (IF ANY)

DISTINGUISHING MARKS: MANNERISMS:

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	0%	OPEN LOCKS	0%	REMOVE/ FIND TRAP	0%	MOVE SILENTLY	0%	HIDE IN SHADOWS	0%	HEAR NOISE	0%	CLIMB WALLS	0%	READ LANGUAGE	0%
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ADVANCED D & D™

SPILTRÆF

PLAYER NAME

Permanent Character Record

CAMPAIGN

BJARKE (TROLDETAMPER) ULLFURSON 75 år

SVARTALÅN SENERE TALGSTEDT NU FALSLET

CHARACTER NAME

PLACE OF ORIGIN

CLASS RANGER LEVEL 7

RACE MENNESKE

ALIGNMENT CHAOTIC GOOD

RELIGION NORDISK

PATRON DEITY(S) ODIN

Alignment of _____

ABILITIES:

14	S	HIT ADJ	DAM ADJ	WT ADJ	OPEN DOOR	1-2	BEND BARS	7%
STRENGTH								
15	I	ADD LANG	% KNOW SPLI	MINIMUM # SPELLS LVL	MAXIMUM # SPELLS LVL			
INTELLIGENCE								
17	W	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE				
WISDOM								
12	D	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ				
DEXTERITY								
13	C	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT			
CONSTITUTION								
13	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ				
CHARISMA								

SAVING THROW ADJUSTMENTS

+2	VILJESTYRKE	CONDITION
+2	Ring	CONDITION
+/-	CONDITION	
+/-	CONDITION	

MOVEMENT:

NORMAL = 9"
 —Speed versus Encumbrance—

HEAVY (x 1/2) = _____
 LOADED (x 1/3) = _____
 MAXIMUM (x 1/4) = _____

POISON	PETRIFY	POIS ET. AL.	BREATH	SPELL
10	11	12	12	13

RESISTANCES

DETECTION: _____

LANGUAGES Kommonisk, Runemål, Dværgisk, Ildjætte, Frostjætte, Skovtrold, Ork

COMBAT



AC: 1/3 Chain & +2 ring m/u Skjold

WEAPONS of PROFICIENCY:

- +2 Slagsværd
- +1 Langbue

COMBAT ADJUSTMENTS:

Totals: _____		TO HIT ADJ	DAMAGE ADJ
+7	i skade mod humanoider	CONDITION	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

To Hit	AP mod.	4	5	6	7	8	9	10	11	12	Dam. S/L
Slagsværd	+1/0	+2	+1	+1	+1	0	0	-1	-2	-3	2D4 / D6+1
Tohåndssværd	+2/-2	0	+1	+3	+3	+3	+2	+2	+2	+2	2D6 / 3D6
Daggert	-1/+3	+3	+1	+1	0	0	-2	-2	-3	-3	D4 / D3
Langbue	+3	+3	+3	+3	+2	+1	0	0	-1		D6 / D6

WEAPONS MAG. ADJ. SPACE REQUIRED /RANGES SPEED 10 9 8 7 6 5 4 3 2 S-M/L WEAPON ADJUSTMENT VS. ARMOR CLASS DAMAGE VS. SIZE

48	(D8)	HIT POINTS GAINED PER LEVEL:	7,6	27	35	43	56	68	76	8	9	10	11	+
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SCARRING AND MAIMING:

NUVÆRENDE WP:			

DESCRIPTION: 13/4 M 1,80 70 kg

COLOR OF: Hvidt Grå

GENERAL APPEARANCE:

SOCIAL CLASS (IF ANY) STANDING (IF ANY)

DISTINGUISHING MARKS:

MANNERISMS:

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	OPEN LOCKS	REMOVE/ FIND TRAP	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGE
0%	0%	0%	0%	0%	0%	0%	0%

ADVANCED D & D™

SPLITRÆF

PLAYER NAME

Permanent Character Record

CAMPAIGN

APPOLODORUS KRYSALGIATES, 62 år

CHARACTER NAME

CLASS: PRÆST LEVEL: 7

ALIGNMENT: CHAOTIC GOOD

PATRON DEITY(S): APOLLON - FJERRAMMEREN

PLACE OF ORIGIN

RACE "Palagani m/ koynosisk blod"

RELIGION "Kulturen baner vejen"

Alignment of

ABILITIES: SPELLS : 5 - 5 - 3 - 1

12	S	HIT ADJ	DAM ADJ	WT ADJ	OPEN DOOR	BEND BARS
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10	I	ADD LANG	% KNOW SPELL	MINIMUM # SPELLS LVL	MAXIMUM # SPELLS LVL
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17	W	MAGICAL ATK ADJ	SPELL BONUS	+2 +2 +1	% SPELL FAILURE
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9	D	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ
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15	C	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT
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12	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ
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12	CH	CHARISMA
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SAVING THROW ADJUSTMENTS:

+4	VILJESTYRKE	CONDITION
+/-		CONDITION
+/-		CONDITION
+/-		CONDITION
+/-		CONDITION

MOVEMENT:

NORMAL = 6"

—Speed versus Encumbrance—

HEAVY (x 1/4) =

LOADED (x 1/2) =

MAXIMUM (x 1/4) =

POISON	PETRIFY	RODS E.T. AL.	BREATH	SPELL
8	11	12	13	12

RESISTANCES - NOT A GOOD GLASS OF VINE

DETECTION:

LANGUAGES: Kommonisk, Oldkoynosisk, Ghoul, lidt Runemål



AC: -1 (Platemail & Skjold+2)

WEAPONS of PROFICIENCY:

Flametongue Spyd +1 +2 mod regenererende, +3 mod kolde, +4 mod udøde

COMBAT ADJUSTMENTS:

Totals:		"TO HIT" ADJ.	DAMAGE ADJ.
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

To hit i melee	AP mod.	6	7	8	9	10	11	12	13	14	Dam.	S/L
Spyd	+1/-1	0	0	0	0	0	-1	-1	-1	-2	D6 / D8	
Mace	-1/0											
Langbue	+3	+3	+3	+3	+2	+1	0	0	-1		D6 / D6	

WEAPONS MAG. ADJ. SPACE REQUIRED SPEED 10 9 8 7 6 5 4 3 2 S-M/L

42	+1	(D8)	HIT POINTS	CONST. ADJ.	HIT DIE TYPE	HIT POINTS GAINED PER LEVEL:	1	8	26	39	44	56	65	78	88	93	102	11	+
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SCARRING AND MAIMING:

NUVÆRENDE HP:	Mistede	6lvs	af vampyr på spøgelses skib
	Dårlig lever	7 års	ekstensiv depressionens druk
	INJURY	DATE	EXPLANATION

DESCRIPTION: 25/10 BIRTHDAY M SEX 1,70 HEIGHT 80 WEIGHT gråt m. sort brune COLOR OF: HAIR EYES

GENERAL APPEARANCE: DISTINGUISHING MARKS: SOCIAL CLASS (IF ANY) STANDING (IF ANY)

MANNERISMS:

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	0/10	OPEN LOCKS	0/10	REMOVE FIND TRAP	0/10	MOVE SILENTLY	0/10	HIDE IN SHADOWS	0/10	HEAR NOISE	0/10	CLIMB WALLS	0/10	READ LANGUAGE	0/10
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ADVANCED D & D™

SPILTREÆ

PLAYER NAME

Permanent Character Record

CAMPAIGN

FRIEDRICH DER KRIEGER 29 år

CHARACTER NAME

PLACE OF ORIGIN

CLASS KRIGER LEVEL 7

RACE MENNESKE

ALIGNMENT CHAOTIC NEUTRAL

RELIGION

PATRON DEITY(S)

Alignment of

ABILITIES:

18	S	1-7	HIT ADJ	+1	DAM ADJ	+3	WT ADJ		OPEN DOOR	1-4	BEND BARS	20%
STRENGTH												
13	I	ADD LANG		% KNOW SPELL		MINIMUM # SPELLS LVL		MAXIMUM # SPELLS LVL				
INTELLIGENCE												
10	W	MAGICAL ATK ADJ		SPELL BONUS		% SPELL FAILURE						
WISDOM												
17	D	REACTION ADJ		MISSILE ADJ		DEFENSE ADJ						
DEXTERITY												
12	C	HIT POINT ADJ		SYSTEM SHOCK		RESURRECT SURVIVAL		# OF TIMES RESURRECT				
CONSTITUTION												
14	CH	MAXIMUM # HENCHMEN		LOYALTY BASE		REACTION ADJ						
CHARISMA												

SAVING THROW ADJUSTMENTS:

+3	<u>DODGE</u>	CONDITION
+/-		CONDITION
+/-		CONDITION
+/-		CONDITION

MOVEMENT:

NORMAL = 9"
 —Speed versus Encumbrance—

HEAVY (x 1/2) = _____

LOADED (x 1/3) = _____

MAXIMUM (x 1/4) = _____

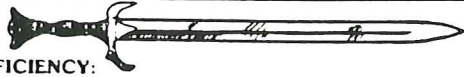
POISON	PETRIFY	RODS ET. AL.	BREATH	SPELL
10	11	12	12	13

RESISTANCES

DETECTION

LANGUAGES

COMBAT



AC: 0/2 Chain m/u skjold

WEAPONS of PROFICIENCY:

Langbue (spec) NON-PROFICIENCY PENALTY

Bastardsværd +1/+3 vs regenererende

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

COMBAT ADJUSTMENTS:

Totals: +1 TO HIT ADJ +3 DAMAGE ADJ

+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION
+/-	CONDITION	+/-	CONDITION

To hit i melee	AP mod.	4	5	6	7	8	9	10	11	12	Dam. S/L
Bastardsværd 1-H	+3/+4	+2	+1	0	0	0	0	0	-1	-2	D8 / D12
Missil to hit		0	1	2	3	4	5	6	7	8	
Langbue	+5	+3	+3	+3	+3	+2	+1	0	0	-1	D6+2 / D6+2

WEAPONS MAG. ADJ. SPACE REQUIRED / RANGES SPEED 10 9 8 7 6 5 4 3 2 S-M/L

HIT POINTS GAINED PER LEVEL: 1 2 3 4 5 6 7 8 9 10 11 +

WEAPON ADJUSTMENT VS. ARMOR CLASS DAMAGE VS. SIZE

HIT POINTS 44 CONST. ADJ. (D10) HIT DIE TYPE

SCARRING AND MAJMING:

NUVÆRENDE HP:			

DESCRIPTION: 27/5 BIRTHDAY M SEX 1,75 HEIGHT 75 kg WEIGHT

GENERAL APPEARANCE: COLOR OF: Sort HAIR Blå EYES

DISTINGUISHING MARKS: SOCIAL CLASS (IF ANY) STANDING (IF ANY)

MANNERISMS:

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	OPEN LOCKS	REMOVE FTND TRAP	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGE
0%	0%	0%	0%	0%	0%	0%	0%