

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME \_\_\_\_\_

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN \_\_\_\_\_



CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
MOVE BASE \_\_\_\_\_ SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_

### ABILITIES:

|                          |    |                   |              |                    |              |
|--------------------------|----|-------------------|--------------|--------------------|--------------|
| <input type="checkbox"/> | S  | % HIT ADJ.        | DAM ADJ.     | OPEN DOORS         | BEND BARS    |
| STRENGTH                 |    |                   |              |                    |              |
| <input type="checkbox"/> | I  | ADD LANG.         | % KNOW SPELL | MIN # SPELLS       | MAX # SPELLS |
| INTELLIGENCE             |    |                   |              |                    |              |
| <input type="checkbox"/> | W  | MAGICAL ATK. ADJ. | SPELL BONUS  | % SPELL FAILURE    |              |
| WISDOM                   |    |                   |              |                    |              |
| <input type="checkbox"/> | D  | REACTION ADJ.     | MISSILE ADJ. | DEFENSE ADJ.       |              |
| DEXTERITY                |    |                   |              |                    |              |
| <input type="checkbox"/> | C  | HIT POINT ADJ.    | SYSTEM SHOCK | RESURRECT SURVIVAL |              |
| CONSTITUTION             |    |                   |              |                    |              |
| <input type="checkbox"/> | CH | MAX # HENCHMEN    | LOYALTY BASE | REACTION ADJ.      |              |
| CHARISMA                 |    |                   |              |                    |              |

SAVING THROW ADJUSTMENTS:

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

### SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

### \*COMBAT\*



ARMOR WORN \_\_\_\_\_ AC BASE \_\_\_\_\_ CONDITION OF ARMOR \_\_\_\_\_

AC \_\_\_\_\_ DEX. ADJ. \_\_\_\_\_ MAGICAL ADJ. \_\_\_\_\_ SHIELDLESS AC \_\_\_\_\_ REAR AC \_\_\_\_\_

HIT POINTS \_\_\_\_\_ CONST. ADJ. \_\_\_\_\_ HIT DIE TYPE \_\_\_\_\_ SPECIAL ADJUSTMENTS \_\_\_\_\_

Wounds: \_\_\_\_\_

SURPRISE \_\_\_\_\_ DEX. ADJUST. \_\_\_\_\_ REAR ATTACKS ADJUST. \_\_\_\_\_

### COMBAT ADJUSTMENTS:

Totals: \_\_\_\_\_ "TO HIT" ADJ. \_\_\_\_\_ DAMAGE ADJ. \_\_\_\_\_

+/- CONDITION +/- CONDITION



WEAPON IN HAND \_\_\_\_\_

WEAPONLESS COMBAT:  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. \_\_\_\_\_

PUMMELING \_\_\_\_\_

GRAPPLING \_\_\_\_\_

OVERBEARING \_\_\_\_\_

| WEAPON | MAG. ADJ. | SPACE REQUIRED/RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |  | DAMAGE VS SIZE<br>S-M-L |  |
|--------|-----------|----------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|--|-------------------------|--|
|        |           |                      |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |
|        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                         |  |

### MORALE MODIFIER

PATRON: \_\_\_\_\_

LADY: \_\_\_\_\_

% THINGS ALIGNMENT \_\_\_\_\_

STATUS \_\_\_\_\_

MOUNT: \_\_\_\_\_

NAME HD AC H.P. #AT DAMAGE

MAGIC COMPONENTS: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

### SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

|  | 1ST | 2ND | 3RD | 4TH/1ST | 2ND |
|--|-----|-----|-----|---------|-----|
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
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|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |

### TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

FIGHTER BANNER PALADIN

**POSSESSIONS:**

| LEFT SIDE |          |        | CENTER OR BACK |          |        | RIGHT SIDE |          |        |
|-----------|----------|--------|----------------|----------|--------|------------|----------|--------|
| ITEM      | LOCATION | WEIGHT | ITEM           | LOCATION | WEIGHT | ITEM       | LOCATION | WEIGHT |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |

ENCUMBRANCE:                      LOAD VS. MOVE RATE:                      Total Weight Carried                     

STR. ADJ.                      NORMAL = 1    HEAVY = 1/2    LOADED = 1/4    MAXIMUM = 1/8

Provisions:                      SUPPLY    USED    CARRYING CAPACITY:                      CONTAINER    MAX VOL    LOAD

Water:                      SUPPLY    USED    CONTAINER    MAX VOL    LOAD

                     CONTAINER    MAX VOL    LOAD

                     CONTAINER    MAX VOL    LOAD

                     CONTAINER    MAX VOL    LOAD

| WEALTH:   |  | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS: |         |       | NEXT LEVEL GOAL                                     |
|-----------|--|--------------|----------------|--------------------|---------|-------|---|
| COPPER-   |  |              | GEMS-          | TREASURE-          | COMBAT- | OTHER | TOTAL: + <u>                    </u> <sup>1/8</sup> |
| SILVER-   |  |              | JEWELS-        |                    |         |       |   |
| ELECTRUM- |  |              | MISCELLANEOUS- |                    |         |       |   |
| GOLD-     |  |              |                |                    |         |       |   |
| PLATINUM- |  |              |                |                    |         |       |   |

DEBTS OWED/OBLIGATIONS                     

**DESCRIPTION:** AGE                      APPARENT AGE                      UNNATURAL AGING                      COLOR OF:                      HAIR                      EYES                     

GENERAL APPEARANCE:                     

SEX                     

WEIGHT                      DISTINGUISHING MARKS:                     

HEIGHT                      MANNERISMS:                     

SOCIAL CLASS (if any)                      STANDING (if any)                      WEAKNESSES/FEAR                     

HATREDS/FOES                      DESIRES/LOVES                     

COMPATRIOTS: Followers/Hirelings - Associates/Relatives

| # | NAME | CLASS | LEVEL | RACE | NOTE | # | NAME | CLASS | LEVEL | RACE | NOTES |
|---|------|-------|-------|------|------|---|------|-------|-------|------|-------|
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |

LOCALES FREQUENTED/RESIDENCE:

| LOCATION  | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|-----------|----------------|---------|----------|----------------|---------|
| RESIDENCE |                |         |          |                |         |
| LOCATION  |                |         |          |                |         |
|           |                |         |          |                |         |

NOTES:                     

WILL: I                      do hereby

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME: \_\_\_\_\_

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_  
 RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_  
 PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_  
 PLACE OF ORIGIN: \_\_\_\_\_



CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
 MOVE BASE \_\_\_\_\_ SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_

### ABILITIES:

|                          |    |                  |               |                    |              |
|--------------------------|----|------------------|---------------|--------------------|--------------|
| <input type="checkbox"/> | S  | % HIT ADJ.       | DAM ADJ.      | OPEN DOORS         | BEND BARS    |
| <b>STRENGTH</b>          |    |                  |               |                    |              |
| <input type="checkbox"/> | I  | ADD LANG.        | % KNOW SPELLS | MIN # SPELLS       | MAX # SPELLS |
| <b>INTELLIGENCE</b>      |    |                  |               |                    |              |
| <input type="checkbox"/> | W  | MAGICAL ATK ADJ. | SPELL BONUS   | % SPELL FAILURE    |              |
| <b>WISDOM</b>            |    |                  |               |                    |              |
| <input type="checkbox"/> | D  | REACTION ADJ.    | MISSILE ADJ.  | DEFENSE ADJ.       |              |
| <b>DEXTERITY</b>         |    |                  |               |                    |              |
| <input type="checkbox"/> | C  | HIT POINT ADJ.   | SYSTEM SHOCK  | RESURRECT SURVIVAL |              |
| <b>CONSTITUTION</b>      |    |                  |               |                    |              |
| <input type="checkbox"/> | CH | MAX # HENCHMEN   | LOYALTY BASE  | REACTION ADJ.      |              |
| <b>CHARISMA</b>          |    |                  |               |                    |              |

SAVING THROW ADJUSTMENTS:

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

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR.    ATTACK MODES    DEFENSE MODES

MAJOR DISCIPLINES: \_\_\_\_\_

MINOR DISCIPLINES: \_\_\_\_\_

### \*COMBAT\*



ARMOR WORN \_\_\_\_\_ AC BASE \_\_\_\_\_ CONDITION OF ARMOR \_\_\_\_\_

AC \_\_\_\_\_ DEX. ADJ. \_\_\_\_\_ MAGICAL ADJ. \_\_\_\_\_ SHIELDLESS AC \_\_\_\_\_ REAR AC \_\_\_\_\_

CONST. ADJ. \_\_\_\_\_ HIT DIE TYPE \_\_\_\_\_ SPECIAL ADJUSTMENTS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ Wounds: \_\_\_\_\_

SURPRISE \_\_\_\_\_ / \_\_\_\_\_ DEX. ADJUST. \_\_\_\_\_ / \_\_\_\_\_ REAR ATTACKS ADJUST. \_\_\_\_\_

WEAPONS OF PROFICIENCY:

|        |                         |
|--------|-------------------------|
| NUMBER | NON-PROFICIENCY PENALTY |
|        |                         |
|        |                         |

COMBAT ADJUSTMENTS:

Totals: \_\_\_\_\_

"TO HIT" ADJ. \_\_\_\_\_ DAMAGE ADJ. \_\_\_\_\_

+/- \_\_\_\_\_ CONDITION +/- \_\_\_\_\_ CONDITION

| WEAPON IN HAND                       | WEAPON | MAG. ADJ. | SPACE REQUIRED/<br>RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   | DAMAGE VS SIZE<br>S-M/L |
|--------------------------------------|--------|-----------|--------------------------|-------|-----------------------------|---|---|---|---|---|---|---|-------------------------|
|                                      |        |           |                          |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 |                         |
| WEAPONLESS COMBAT:                   |        |           |                          |       |                             |   |   |   |   |   |   |   |                         |
| ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ. |        |           |                          |       |                             |   |   |   |   |   |   |   |                         |
| PUMMELING                            |        |           |                          |       |                             |   |   |   |   |   |   |   |                         |
| GRAPPLING                            |        |           |                          |       |                             |   |   |   |   |   |   |   |                         |

OVERBEARING \_\_\_\_\_

GUILD/ORDER: \_\_\_\_\_

MORALE MODIFIER \_\_\_\_\_ SUPERIOR: \_\_\_\_\_

Rank in Guild/Order: \_\_\_\_\_

CONTACTS: \_\_\_\_\_

NAME OR PSEUDONYM \_\_\_\_\_ OCCUPATION \_\_\_\_\_

NAME OR PSEUDONYM \_\_\_\_\_ OCCUPATION \_\_\_\_\_

DISGUISES: \_\_\_\_\_

SPECIAL TOOLS: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

SPECIAL IMMUNITIES: \_\_\_\_\_

### THIEVING SKILLS:

|              |                          |             |                          |                   |                          |               |                          |                 |                          |            |                          |             |                          |               |                          |
|--------------|--------------------------|-------------|--------------------------|-------------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------------|--------------------------|---------------|--------------------------|
| PICK POCKETS | <input type="checkbox"/> | OPEN LOCKS* | <input type="checkbox"/> | REMOVE/FIND TRAP* | <input type="checkbox"/> | MOVE SILENTLY | <input type="checkbox"/> | HIDE IN SHADOWS | <input type="checkbox"/> | HEAR NOISE | <input type="checkbox"/> | CLIMB WALLS | <input type="checkbox"/> | READ LANGUAGE | <input type="checkbox"/> |
|--------------|--------------------------|-------------|--------------------------|-------------------|--------------------------|---------------|--------------------------|-----------------|--------------------------|------------|--------------------------|-------------|--------------------------|---------------|--------------------------|

\*TRY ONCE ONLY PER LOCK OR TRAP

THIEF ASSASSIN WARRIOR

**POSSESSIONS:**

| LEFT SIDE |          |        | CENTER OR BACK |          |        | RIGHT SIDE |          |        |
|-----------|----------|--------|----------------|----------|--------|------------|----------|--------|
| ITEM      | LOCATION | WEIGHT | ITEM           | LOCATION | WEIGHT | ITEM       | LOCATION | WEIGHT |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |

ENCUMBRANCE:      **LOAD VS. MOVE RATE:**                                      Total Weight Carried

STR. ADJ.      NORMAL = 1      HEAVY = 1/2      LOADED = 1/4      MAXIMUM = 1/8

Provisions:      SUPPLY      USED      CARRYING CAPACITY:      CONTAINER      MAX. VOL      LOAD      CONTAINER      MAX. VOL      LOAD

Water:      SUPPLY      USED      CONTAINER      MAX. VOL      LOAD      CONTAINER      MAX. VOL      LOAD



| WEALTH:   |                | TOTAL WEIGHT | TOTAL VALUE | EXPERIENCE POINTS: |         |       | NEXT LEVEL GOAL                |
|-----------|----------------|--------------|-------------|--------------------|---------|-------|--------------------------------|
| COPPER-   | GEMS-          |              |             | TREASURE-          | COMBAT- | OTHER | TOTAL: + <u>  </u> / <u>  </u> |
| SILVER-   | JEWELS-        |              |             |                    |         |       |                                |
| ELECTRUM- | MISCELLANEOUS- |              |             |                    |         |       |                                |
| GOLD-     |                |              |             |                    |         |       |                                |
| PLATINUM- |                |              |             |                    |         |       |                                |

DEBTS OWED/OBLIGATIONS   

**DESCRIPTION:**      AGE-       APPARENT AGE      UNNATURAL AGING      COLOR OF:      HAIR      EYES

SEX      GENERAL APPEARANCE:   

WEIGHT      DISTINGUISHING MARKS:   

HEIGHT      MANNERISMS:   

SOCIAL CLASS (if any)      STANDING (if any)      WEAKNESSES/FEAR

HATREDS/FOES      DESIRES/LOVES

| COMPATRIOTS: Followers/Hirelings—Associates/Relatives |      |       |       |      |      |   |      |       |       |      |       |
|---|------|-------|-------|------|------|---|------|-------|-------|------|-------|
| #   | NAME | CLASS | LEVEL | RACE | NOTE | # | NAME | CLASS | LEVEL | RACE | NOTES |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |

LOCALES FREQUENTED/RESIDENCE:

LOCATION      TIME/CONDITION      DETAILS      LOCATION      TIME/CONDITION      DETAILS

RESIDENCE      LOCATION      DETAILS

NOTES:   

WILL:   I   do hereby

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME \_\_\_\_\_

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_

### ABILITIES:

|                          |           |                   |              |                    |              |
|--------------------------|-----------|-------------------|--------------|--------------------|--------------|
| <input type="checkbox"/> | <b>S</b>  | % HIT ADJ.        | DAM. ADJ.    | OPEN DOORS         | BEND BARS    |
| <input type="checkbox"/> | <b>I</b>  | ADD LANG.         | % KNOW SPELL | MIN # SPELLS       | MAX # SPELLS |
| <input type="checkbox"/> | <b>W</b>  | MAGICAL ATK. ADJ. | SPELL BONUS  | % SPELL FAILURE    |              |
| <input type="checkbox"/> | <b>D</b>  | REACTION ADJ.     | MISSILE ADJ. | DEFENSE ADJ.       |              |
| <input type="checkbox"/> | <b>C</b>  | HIT POINT ADJ.    | SYSTEM SHOCK | RESURRECT SURVIVAL |              |
| <input type="checkbox"/> | <b>CH</b> | MAX # HENCHMEN    | LOYALTY BASE | REACTION ADJ.      |              |

CHARISMA \_\_\_\_\_

SAVING THROW ADJUSTMENTS:

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

### SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR.    ATTACK MODES    DEFENSE MODES

MAJOR DISCIPLINES \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

### \*COMBAT\*

ARMOR WORN \_\_\_\_\_ AC BASE \_\_\_\_\_ CONDITION OF ARMOR \_\_\_\_\_

AC \_\_\_\_\_ DEX. ADJ. \_\_\_\_\_ MAGICAL ADJ. \_\_\_\_\_ SHIELDLESS AC \_\_\_\_\_ REAR AC \_\_\_\_\_

CONST. ADJ. \_\_\_\_\_ HIT DIE TYPE \_\_\_\_\_ SPECIAL ADJUSTMENTS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ Wounds: \_\_\_\_\_

SURPRISE \_\_\_\_\_ DEX. ADJUST. \_\_\_\_\_ REAR ATTACKS ADJUST. \_\_\_\_\_

### WEAPONS OF PROFICIENCY:

NUMBER \_\_\_\_\_ NON-PROFICIENCY PENALTY \_\_\_\_\_

COMBAT ADJUSTMENTS: Totals: \_\_\_\_\_

"TO HIT" ADJ. \_\_\_\_\_ DAMAGE ADJ. \_\_\_\_\_

+/- \_\_\_\_\_ CONDITION +/- \_\_\_\_\_ CONDITION



WEAPON IN HAND \_\_\_\_\_  
WEAPONLESS COMBAT:  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING \_\_\_\_\_  
GRAPPLING \_\_\_\_\_  
OVERBEARING \_\_\_\_\_

MORALE MODIFIER \_\_\_\_\_ MASTER: \_\_\_\_\_  
FAMILIAR/PET: \_\_\_\_\_ SCHOOL: \_\_\_\_\_  
SPECIAL ABILITIES: \_\_\_\_\_

MAGIC COMPONENTS \_\_\_\_\_

| WEAPON | MAG. ADJ. | SPACE REQUIRED/<br>RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   | DAMAGE VS SIZE<br>S-M/L |   |
|--------|-----------|--------------------------|-------|-----------------------------|---|---|---|---|---|---|---|-------------------------|---|
|        |           |                          |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 |                         | 2 |
|        |           |                          |       |                             |   |   |   |   |   |   |   |                         |   |
|        |           |                          |       |                             |   |   |   |   |   |   |   |                         |   |
|        |           |                          |       |                             |   |   |   |   |   |   |   |                         |   |

### SPELLS—KNOWN

### SPELLS MEMORIZED PER LEVEL:

| 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
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|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |

MAGIC-USER  
ILLUSIONIST

# POSSESSIONS:

| LEFT SIDE |          |        | CENTER OR BACK |          |        | RIGHT SIDE |          |        |
|-----------|----------|--------|----------------|----------|--------|------------|----------|--------|
| ITEM      | LOCATION | WEIGHT | ITEM           | LOCATION | WEIGHT | ITEM       | LOCATION | WEIGHT |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |

ENCUMBRANCE:          STR. ADJ.          LOAD VS. MOVE RATE:          NORMAL = 1          HEAVY = ¼          LOADED = ¼          MAXIMUM = ¼          Total Weight Carried         

Provisions:          SUPPLY          USED          CARRYING CAPACITY:          CONTAINER          MAX VOL          LOAD          CONTAINER          MAX VOL          LOAD          CONTAINER          MAX VOL          LOAD         

Water:          SUPPLY          USED          CONTAINER          MAX VOL          LOAD          CONTAINER          MAX VOL          LOAD          CONTAINER          MAX VOL          LOAD         



|              |               |  |                    |        |                              |
|--------------|---------------|--|--------------------|--------|------------------------------|
| WEALTH:      |               |  | EXPERIENCE POINTS: |        |                              |
| TOTAL WEIGHT | TOTAL VALUE   |  | TREASURE           | COMBAT | OTHER                        |
| COPPER       | GEMS          |  |                    |        | TOTAL: + <u>        </u> / ¼ |
| SILVER       | JEWELS        |  |                    |        |                              |
| ELECTRUM     | MISCELLANEOUS |  |                    |        |                              |
| GOLD         |               |  |                    |        |                              |
| PLATINUM     |               |  |                    |        |                              |

DEBTS OWED/OBLIGATIONS         

**DESCRIPTION:** AGE          APPARENT AGE          UNNATURAL AGING          COLOR OF: HAIR          EYES         

GENERAL APPEARANCE:         

SEX         

WEIGHT         

HEIGHT         

DISTINGUISHING MARKS:         

MANNERISMS:         

SOCIAL CLASS (if any)          STANDING (if any)          WEAKNESSES/FEAR         

HATREDS/FOES          DESIRES/LOVES         

COMPATRIOTS: Followers/Hirelings—Associates/Relatives

| # | NAME | CLASS | LEVEL | RACE | NOTE | # | NAME | CLASS | LEVEL | RACE | NOTES |
|---|------|-------|-------|------|------|---|------|-------|-------|------|-------|
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |

LOCALES FREQUENTED/RESIDENCE:         

| LOCATION | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|----------|----------------|---------|----------|----------------|---------|
|          |                |         |          |                |         |
|          |                |         |          |                |         |
|          |                |         |          |                |         |
|          |                |         |          |                |         |

RESIDENCE          LOCATION          DETAILS         

NOTES:         

WILL: I          do hereby

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME: \_\_\_\_\_

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED CLIMBING SPECIAL MOVE

SECONDARY SKILL VISION LISTENING

### ABILITIES:

|                          |           |                  |               |                    |              |
|--------------------------|-----------|------------------|---------------|--------------------|--------------|
| <input type="checkbox"/> | <b>S</b>  | % HIT ADJ.       | DAM ADJ.      | OPEN DOORS         | BEND BARS    |
| <input type="checkbox"/> | <b>I</b>  | ADD LANG.        | % KNOW SPELL. | MIN # SPELLS       | MAX # SPELLS |
| <input type="checkbox"/> | <b>W</b>  | MAGICAL ATK ADJ. | SPELL BONUS   | % SPELL FAILURE    |              |
| <input type="checkbox"/> | <b>D</b>  | REACTION ADJ.    | MISSILE ADJ.  | DEFENSE ADJ.       |              |
| <input type="checkbox"/> | <b>C</b>  | HIT POINT ADJ.   | SYSTEM SHOCK  | RESURRECT SURVIVAL |              |
| <input type="checkbox"/> | <b>CH</b> | MAX # HENCHMEN   | LOYALTY BASE  | REACTION ADJ.      |              |

CHARISMA \_\_\_\_\_

SAVING THROW ADJUSTMENTS:

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

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR.    ATTACK MODES    DEFENSE MODES

### \*COMBAT\*

ARMOR WORN \_\_\_\_\_ AC BASE \_\_\_\_\_ CONDITION OF ARMOR \_\_\_\_\_

AC \_\_\_\_\_ DEX. ADJ. \_\_\_\_\_ MAGICAL ADJ. \_\_\_\_\_ SHIELDLESS AC \_\_\_\_\_ REAR AC \_\_\_\_\_

CONST. ADJ. \_\_\_\_\_ HIT DIE TYPE \_\_\_\_\_ SPECIAL ADJUSTMENTS \_\_\_\_\_

HIT POINTS \_\_\_\_\_ Wounds: \_\_\_\_\_

SURPRISE \_\_\_\_\_ DEX. ADJUST. \_\_\_\_\_ REAR ATTACKS ADJUST. \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

WEAPONS OF PROFICIENCY:

| NUMBER | NON-PROFICIENCY PENALTY |
|--------|-------------------------|
|        |                         |

COMBAT ADJUSTMENTS: Totals: \_\_\_\_\_

"TO HIT" ADJ. \_\_\_\_\_ DAMAGE ADJ. \_\_\_\_\_

+/- CONDITION +/- CONDITION

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING \_\_\_\_\_

GRAPPLING \_\_\_\_\_

OVERBEARING \_\_\_\_\_

| WEAPON | MAG. ADJ. | SPACE REQUIRED/RANGE | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |  | DAMAGE VS SIZE S-M/L |  |
|--------|-----------|----------------------|-----------------------------|---|---|---|---|---|---|---|---|--|----------------------|--|
|        |           |                      | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |  |                      |  |
|        |           |                      |                             |   |   |   |   |   |   |   |   |  |                      |  |
|        |           |                      |                             |   |   |   |   |   |   |   |   |  |                      |  |
|        |           |                      |                             |   |   |   |   |   |   |   |   |  |                      |  |
|        |           |                      |                             |   |   |   |   |   |   |   |   |  |                      |  |

MORALE MODIFIER \_\_\_\_\_

PARISH: \_\_\_\_\_

HOLY SYMBOL: \_\_\_\_\_

TITHINGS STATUS IN \_\_\_\_\_

Church's Influence: \_\_\_\_\_

CHURCH \_\_\_\_\_

SPELLS KNOWN

SPELLS ACQUIRED PER LEVEL:

| SPELLS KNOWN | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH |
|--------------|-----|-----|-----|-----|-----|-----|-----|
|              |     |     |     |     |     |     |     |
|              |     |     |     |     |     |     |     |
|              |     |     |     |     |     |     |     |
|              |     |     |     |     |     |     |     |
|              |     |     |     |     |     |     |     |
|              |     |     |     |     |     |     |     |
|              |     |     |     |     |     |     |     |

SPECIAL ABILITIES: \_\_\_\_\_

MAGIC COMPONENTS: \_\_\_\_\_

TURNING UNDEAD:

|          |        |         |         |       |       |
|----------|--------|---------|---------|-------|-------|
| SKELETON | ZOMBIE | GHOUL   | SHADOW  | WIGHT | GHAST |
| WRAITH   | MUMMY  | SPECTRE | VAMPIRE | GHOST | LICH  |
|          |        |         |         |       |       |

CLERIC  
DRUID

**POSSESSIONS:**

| LEFT SIDE |          |        | CENTER OR BACK |          |        | RIGHT SIDE |          |        |
|-----------|----------|--------|----------------|----------|--------|------------|----------|--------|
| ITEM      | LOCATION | WEIGHT | ITEM           | LOCATION | WEIGHT | ITEM       | LOCATION | WEIGHT |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |

ENCUMBRANCE: \_\_\_\_\_ **LOAD VS. MOVE RATE:** \_\_\_\_\_ **Total Weight Carried**  

STR. ADJ. \_\_\_\_\_ **PROVISIONS:** \_\_\_\_\_ **CARRYING CAPACITY:** \_\_\_\_\_ **CONTAINER:** \_\_\_\_\_ **MAX VOL:** \_\_\_\_\_ **LOAD:** \_\_\_\_\_



| WEALTH:   |                | TOTAL WEIGHT | TOTAL VALUE | EXPERIENCE POINTS: |         |       | NEXT LEVEL GOAL |
|-----------|----------------|--------------|-------------|--------------------|---------|-------|-----------------|
| COPPER-   | GEMS-          |              |             | TREASURE-          | COMBAT- | OTHER | TOTAL: + _____  |
| SILVER-   | JEWELS-        |              |             |                    |         |       |                 |
| ELECTRUM- | MISCELLANEOUS- |              |             |                    |         |       |                 |
| GOLD-     |                |              |             |                    |         |       |                 |
| PLATINUM- |                |              |             |                    |         |       |                 |

**DEBTS OWED/OBLIGATIONS** \_\_\_\_\_

**DESCRIPTION:** AGE   **APPARENT AGE** \_\_\_\_\_ **UNNATURAL AGING** \_\_\_\_\_ **COLOR OF:** \_\_\_\_\_ **HAIR** \_\_\_\_\_ **EYES** \_\_\_\_\_

**GENERAL APPEARANCE:** \_\_\_\_\_ **SEX** \_\_\_\_\_

**WEIGHT** \_\_\_\_\_ **DISTINGUISHING MARKS:** \_\_\_\_\_

**HEIGHT** \_\_\_\_\_ **MANNERISMS:** \_\_\_\_\_

**SOCIAL CLASS (if any)** \_\_\_\_\_ **STANDING (if any)** \_\_\_\_\_ **WEAKNESSES/FEAR** \_\_\_\_\_

**HATREDS/FOES** \_\_\_\_\_ **DESIRES/LOVES** \_\_\_\_\_

**COMPATRIOTS:** Followers/Hirelings—Associates/Relatives

| # | NAME | CLASS | LEVEL | RACE | NOTE | # | NAME | CLASS | LEVEL | RACE | NOTES |
|---|------|-------|-------|------|------|---|------|-------|-------|------|-------|
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |
|   |      |       |       |      |      |   |      |       |       |      |       |

**LOCALES FREQUENTED/RESIDENCE:** \_\_\_\_\_

**LOCATION** \_\_\_\_\_ **TIME/CONDITION** \_\_\_\_\_ **DETAILS** \_\_\_\_\_

**RESIDENCE** \_\_\_\_\_ **LOCATION** \_\_\_\_\_ **DETAILS** \_\_\_\_\_

**NOTES:** \_\_\_\_\_

**WILL:** I \_\_\_\_\_ do hereby \_\_\_\_\_



PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME \_\_\_\_\_

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_

### ABILITIES:

|                          |    |                   |               |                    |               |
|--------------------------|----|-------------------|---------------|--------------------|---------------|
| <input type="checkbox"/> | S  | % HIT ADJ.        | DAM ADJ.      | OPEN DOORS         | BEND BARS     |
| <input type="checkbox"/> | I  | ADD. LANG.        | % KNOW SPELL. | MIN. # SPELLS      | MAX. # SPELLS |
| <input type="checkbox"/> | W  | MAGICAL ATK. ADJ. | SPELL BONUS   | % SPELL FAILURE    |               |
| <input type="checkbox"/> | D  | REACTION ADJ.     | MISSILE ADJ.  | DEFENSE ADJ.       |               |
| <input type="checkbox"/> | C  | HIT POINT ADJ.    | SYSTEM SHOCK  | RESURRECT SURVIVAL |               |
| <input type="checkbox"/> | CH | MAX. # HENCHMEN   | LOYALTY BASE  | REACTION ADJ.      |               |

CHARISMA \_\_\_\_\_

SAVING THROW ADJUSTMENTS:

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

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR.    ATTACK MODES    DEFENSE MODES

### \*COMBAT\*

ARMOR WORN \_\_\_\_\_ AC BASE \_\_\_\_\_ CONDITION OF ARMOR \_\_\_\_\_

DEX. ADJ. + MAGICAL ADJ.    SHIELDLESS AC    REAR AC

CONST. ADJ.    HIT DIE TYPE    SPECIAL ADJUSTMENTS

Wounds: \_\_\_\_\_

SURPRISE /    DEX. ADJUST.    REAR ATTACKS ADJUST. \_\_\_\_\_

MAJOR DISCIPLINES \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

WEAPONS OF PROFICIENCY: \_\_\_\_\_

NUMBER    NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals: \_\_\_\_\_

\_\_\_\_\_ "TO HIT" ADJ.    DAMAGE ADJ.

\_\_\_\_\_

\_\_\_\_\_

+/-    CONDITION    +/-    CONDITION

| WEAPON IN HAND                       | WEAPON | MAG. ADJ. | SPACE REQUIRED/<br>RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |  | DAMAGE VS SIZE<br>S-M/L |  |  |  |
|--------------------------------------|--------|-----------|--------------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|--|-------------------------|--|--|--|
|                                      |        |           |                          |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |  |                         |  |  |  |
| WEAPONLESS COMBAT:                   |        |           |                          |       |                             |   |   |   |   |   |   |   |   |  |                         |  |  |  |
| ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. |        |           |                          |       |                             |   |   |   |   |   |   |   |   |  |                         |  |  |  |
| PUMMELING                            |        |           |                          |       |                             |   |   |   |   |   |   |   |   |  |                         |  |  |  |
| GRAPPLING                            |        |           |                          |       |                             |   |   |   |   |   |   |   |   |  |                         |  |  |  |
| OVERBEARING                          |        |           |                          |       |                             |   |   |   |   |   |   |   |   |  |                         |  |  |  |

MORALE MODIFIER \_\_\_\_\_ PATRON: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

MAGIC COMPONENTS: \_\_\_\_\_

SPELLS KNOWN

SPELLS MEMORIZED PER LEVEL:

|  | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|  |     |     |     |     |     |     |     |     |     |
|  |     |     |     |     |     |     |     |     |     |
|  |     |     |     |     |     |     |     |     |     |

TURNING UNDEAD: \_\_\_\_\_ SKELETON    ZOMBIE    GHOUL    SHADOW    WIGHT    GRAY

THIEVING SKILLS: \_\_\_\_\_ WRATH    HURRY    SPECTRE    VAMPIRE    GHOST    LICH    SPECIAL

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

\*TRY ONCE ONLY PER LOCK OR TRAP

MULTI-GLASSED BARD

POSSESSIONS:

| LEFT SIDE |          |        | CENTER OR BACK |          |        | RIGHT SIDE |          |        |
|-----------|----------|--------|----------------|----------|--------|------------|----------|--------|
| ITEM      | LOCATION | WEIGHT | ITEM           | LOCATION | WEIGHT | ITEM       | LOCATION | WEIGHT |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |
|           |          |        |                |          |        |            |          |        |

ENCUMBRANCE:          **LOAD VS. MOVE RATE:**          **STR. ADJ.**          **NORMAL = 1** **HEAVY = 1/2** **LOADED = 1/3** **MAXIMUM = 1/4** **Total Weight Carried**         

Provisions:          **SUPPLY**          **USED** **CARRYING CAPACITY:**          **CONTAINER**          **MAX VOL**          **LOAD**          **CONTAINER**          **MAX VOL**          **LOAD**         

Water:          **SUPPLY**          **USED** **CARRYING CAPACITY:**          **CONTAINER**          **MAX VOL**          **LOAD**          **CONTAINER**          **MAX VOL**          **LOAD**         



| WEALTH:   | TOTAL WEIGHT | TOTAL VALUE | EXPERIENCE POINTS: | NEXT LEVEL GOAL |
|-----------|--------------|-------------|--------------------|-----------------|
| COPPER-   |              |             | TREASURE-          |                 |
| SILVER-   |              |             | COMBAT-            |                 |
| ELECTRUM- |              |             | OTHER              |                 |
| GOLD-     |              |             | TOTAL: +           |                 |
| PLATINUM- |              |             |                    |                 |
|           |              |             |                    |                 |
|           |              |             |                    |                 |
|           |              |             |                    |                 |

DEBTS OWED/OBLIGATIONS         

**DESCRIPTION:** AGE-          **APPARENT AGE**          **UNNATURAL AGING**          **COLOR OF:** **HAIR**          **EYES**         

**GENERAL APPEARANCE:**         

**SEX**         

**WEIGHT**          **DISTINGUISHING MARKS:**         

**HEIGHT**          **MANNERISMS:**         

**SOCIAL CLASS (if any)**          **STANDING (if any)**          **WEAKNESSES/FEAR**         

| COMPATRIOTS: Followers/Hirelings - Associates/Relatives |      |       |       |      | DESIRES/LOVES |   |      |       |       |      |       |
|---|------|-------|-------|------|---------------|---|------|-------|-------|------|-------|
| #   | NAME | CLASS | LEVEL | RACE | NOTE          | # | NAME | CLASS | LEVEL | RACE | NOTES |
|   |      |       |       |      |               |   |      |       |       |      |       |
|   |      |       |       |      |               |   |      |       |       |      |       |

**LOCALES FREQUENTED/RESIDENCE:**

| LOCATION | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|----------|----------------|---------|----------|----------------|---------|
|          |                |         |          |                |         |
|          |                |         |          |                |         |

**RESIDENCE**          **LOCATION**          **DETAILS**         

NOTES:         

WILL: I          do hereby