ADVANCED D&D™

Non-Player Character Record Sheet

CAMPAIGN _____ NUMBER # _____

NAME _____ PRESENT EMPLOYER _____

CLASS: Cavalier | -- none -- | -- none --

LEVEL/HIT DICE: 0 0 0 HIT DIE TYPE: -- -- --

RACE: Human ALIGNMENT: Neutral

PATRON DEITY _____ RELIGION _____

XP 0

ABILITIES:

3	S	STRENGTH	0%	OPEN DOORS	1	BEND BARS/LIFT GATES	0
3	I	INTELLIGENCE	% KNOW SPELL	n/a	MIN SPELL	n/a	MAX SPELL n/a
3	W	WISDOM	SPELL BONUS	n/a	SPELL FAILURE	n/a	
3	D	DEXTERITY	REACTION ADJ.	-3	MISSILE ADJ.	-3	
3	C	CONSTITUTION	RESURRECT. SURVIVAL	40	SYSTEM SHOCK	35	
3	CH	CHARISMA	MAX HENCH	1	LOYAL BASE	-30	REACT ADJ. -25

MOVE 12 SPECIAL MOVE _____

MAGIC RESIST. _____

IMMUNITIES _____

SAVES ADJUSTMENTS:

+/- CONDITION _____

+/- CONDITION _____

+/- CONDITION _____

+/- CONDITION _____

SAVING THROWS

POISON 16

PETRIFY 17

RODS, ET AL 18

BREATH 20

SPELL 19

PSIONICS: 0 – 0 (ATK. STR./DEF. STR.) ATK/DEF MODES _____ DISCIPLINES _____

MORALE _____ LOYALTY/OBEDIENCE _____ LISTENING _____ VISION _____

DETECT: _____

LANGUAGES: _____

COMBAT

20.2 THAC0

AC

4 DEX. ADJ. 0 MAGIC ADJ. 10 BASE AC None ARMOR WORN

HIT POINTS -2 CONST. ADJ. WOUNDS _____

COMBAT ADJUSTMENTS:

+/- CONDITION _____

SURPRISE 4 DEX. ADJ. REAR ATTACKS ADJ. _____

+/- CONDITION _____

1/1 rd # ATTACKS RATE of FIRE WEAKNESSES/FEARS _____

+/- CONDITION _____

PUMMELING – – / GRAPPLING – – / OVERBEARING – –

ATK. ADJ. DAM. ADJ. DEF. ADJ. ATK. ADJ. DAM ADJ. DEF. ADJ. ATK. ADJ. DAM. ADJ.

ATK. ADJ. -3 / DAM. ADJ. -1

WEAPON	MAG. ADJ.	ROOM/RANGE	SPEED	10	9	8	7	6	5	4	3	2	S-M/L DAMAGE
-- Empty --													
-- Empty --													
-- Empty --													
-- Empty --													
-- Empty --													

TURNING UNDEAD/GOOD:

SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST
--	--	--	--	--	--

WRAITH	MUMMY	SPECTRE	VAMPIRE	GHOST	LICH	SPECIAL
--	--	--	--	--	--	--

SPECIAL ATTACKS: _____

SPECIAL DEFENSES: _____

TACTICS: _____

SPECIAL ABILITIES: _____

AGE 0 MAGICAL AGE _____ SEX Male HAIR _____ EYES _____

HEIGHT/LENGTH _____ GENERAL APPEARANCE _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

WEIGHT _____ HATRED/ENEMIES _____ / DESIRES/LOVES _____

Reputation: 0 **Renown:** 0 **Neutral:** 0 **Scoundrel:** 0

THIEVING SKILLS:

PICK POCKETS	OPEN LOCKS *	REMOVE/FIND TRAPS *	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES
0%	0%	0%	0%	0%	0%	0%	0%

*TRY ONCE ONLY PER LOCK OR TRAP

SPELLS

SPELLS/LEVELS:

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
0	0	0	0	0	0	0	0	0

1ST	3RD	6TH	8TH
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a
n/a	n/a	n/a	n/a

MAGICAL ITEMS/COMPONENTS: _____

DEBTS/OBLIGATIONS: _____

FACTS & TRAITS:

POSSESSIONS _____ SANITY _____ TENDENCIES _____ PERSONALITY _____ DISPOSITION _____

INTELLECT _____ NATURE _____ THRIFT _____ MATERIALISM _____ ENERGY _____

MORALS _____ HONESTY _____ BRAVERY _____ PIETY _____ INTERESTS _____

LEFT SIDE ITEM	LOCATION	WT.	CENTER OR BACK ITEM	LOCATION	WT.	RIGHT SIDE ITEM	LOCATION	WT.
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00
-- empty --	1	0.00	-- empty --	1	0.00	-- empty --	1	0.00

ENCUMBRANCE: No Bulk -35.00 STR. ADJ.

CAPACITY VS. MOVE RATE: 35.00 – 0.00 – 70.00 – 70.00 NORM HEAVY LOADED MAX

0.00 TOTAL CARRIED

WAGES: MONTHLY _____ ADVENTURE _____ BONUSES _____ CONDITIONS _____

WEALTH: WEIGHT: 0.00 TOTAL: 0.00

COPPER—	0	GEMS—	0
SILVER—	0	JEWELS—	0
ELECTRUM—	0	MISC—	0
GOLD—	0		
PLATINUM—	0		

EXPERIENCE POINTS:

TREASURE . . . 0

COMBAT . . . 0

OTHER . . . 0

TOTAL 0

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

#	NAME	RACE	CLASS	LEVEL	#	NAME	RACE	CLASS	LEVEL
		Human	Cleric				Human	Cleric	
		Human	Cleric				Human	Cleric	
		Human	Cleric				Human	Cleric	
		Human	Cleric				Human	Cleric	

LOCALES FREQUENTED: WHERE _____ TIME/CONDITION _____

EMPLOYMENT RECORD: NAME _____ DUR. _____ NOTES _____

NOTES: