ADVANCED D&D™

Non-Player Character Record Sheet

CAMPAIGN _____ NUMBER # _____

NAME _____ PRESENT EMPLOYER _____

CLASS _____ LEVEL/HIT DICE _____ HIT DIE TYPE _____

RACE _____ ALIGNMENT _____

PATRON DEITY _____ RELIGION _____

ABILITIES:

STRENGTH — S — % | OPEN DOORS | BEND BARS/LIFT GATES

INTELLIGENCE — I — % KNOW SPELL | MIN SPELL | MAX SPELL

WISDOM — W — SPELL BONUS | SPELL FAILURE

DEXTERITY — D — REACTION ADJ. | MISSILE ADJ.

CONSTITUTION — C — RESURRECT. SURVIVAL | SYSTEM SHOCK

CHARISMA — CH — MAX HENCH | LOYAL BASE | REACT ADJ.

MOVE _____ SPECIAL MOVE _____

MAGIC RESIST. _____

IMMUNITIES _____

SAVES ADJUSTMENTS:

+/– _____ CONDITION _____

+/– _____ CONDITION _____

+/– _____ CONDITION _____

+/– _____ CONDITION _____

SAVING THROWS

POISON

PETRIFY

RODS, ET AL

BREATH

SPELL

PSIONICS: – _____ ATK. STR./DEF. STR. _____ ATK/DEF MODES _____ DISCIPLINES _____

MORALE _____ LOYALTY/OBEDIENCE _____ LISTENING _____ VISION _____

DETECT: _____

LANGUAGES: _____

COMBAT

AC

DEX. ADJ. _____ MAGIC ADJ. _____ BASE AC _____ ARMOR WORN _____

HIT POINTS _____ CONST. ADJ. _____ WOUNDS _____

COMBAT ADJUSTMENTS:

+/– _____ CONDITION _____

SURPRISE _____ DEX. ADJ. _____ REAR ATTACKS ADJ. _____

+/– _____ CONDITION _____

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	

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

TURNING UNDEAD/GOOD:

SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST

WRAITH	MUMMY	SPECTRE	VAMPIRE	GHOST	LICH	SPECIAL

SPECIAL ATTACKS: _____

SPECIAL DEFENSES: _____

TACTICS: _____

SPECIAL ABILITIES: _____

AGE _____ MAGICAL AGE _____ SEX _____ HAIR _____ EYES _____

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

WEIGHT _____ HATRED/ENEMIES _____ DESIRES/LOVES _____

THIEVING SKILLS:

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

*TRY ONCE ONLY PER LOCK OR TRAP

SPELLS

SPELLS/LEVELS:

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

MAGICAL ITEMS/COMPONENTS: _____

DEBTS/OBLIGATIONS: _____

FACTS & TRAITS:

POSSESSIONS	SANITY	TENDENCIES	PERSONALITY	DISPOSITION

INTELLECT	NATURE	THRIFT	MATERIALISM	ENERGY

MORALS	HONESTY	BRAVERY	PIETY	INTERESTS

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION	WT.

ENCUMBRANCE: _____ STR. ADJ. CAPACITY VS. MOVE RATE: _____ NORM _____ HEAVY _____ LOADED _____ MAX TOTAL CARRIED

WAGES: _____ MONTHLY _____ ADVENTURE _____ BONUSES _____ CONDITIONS

WEALTH: WEIGHT: _____ TOTAL: _____

COPPER— SILVER— ELECTRUM— GOLD— PLATINUM—

GEMS— JEWELS— MISC—

EXPERIENCE POINTS:

TREASURE . . . _____

COMBAT . . . _____

OTHER . . . _____

TOTAL

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

#	NAME	RACE	CLASS	LEVEL	#	NAME	RACE	CLASS	LEVEL

LOCALES FREQUENTED:

WHERE	TIME/CONDITION

EMPLOYMENT RECORD:

NAME	DUR.	NOTES

NOTES: