

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:

<input type="checkbox"/>	S	<input type="checkbox"/>	% OPEN DOORS	<input type="checkbox"/>	BEND BARS/ LIFT GATES		MOVE	SPECIAL MOVE		SAVING THROWS
										POISON <input type="radio"/>
	I		STRENGTH							PETRIFY <input type="radio"/>
			% KNOW SPELL	MIN SPELL	MAX SPELL					
	W		INTELLIGENCE							RODS, ET AL <input type="radio"/>
			SPELL BONUS	SPELL FAILURE						
	D		WISDOM							BREATH <input type="radio"/>
			REACTION ADJ.	MISSILE ADJ.			+/-	CONDITION		
	C		DEXTERITY							SPELL <input type="radio"/>
			RESURRECT. SURVIVAL	SYSTEM SHOCK			+/-	CONDITION		
	CH		CONSTITUTION							
			MAX HENCH	LOYAL BASE	REACT ADJ.		+/-	CONDITION		
			CHARISMA				+/-	CONDITION		

PSIONICS: _____

ATK. STR./DEF. STR. ATK/DEF MODES DISCIPLINES _____

MORALE LOYALTY/OBEDIENCE LISTENING VISION _____

DETECT: _____

LANGUAGES: _____



DEX. ADJ. MAGIC ADJ. BASE AC ARMOR WORN

HIT POINTS CONST. ADJ. WOUNDS +/- 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

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

ENCUMBRANCE: _____ **CAPACITY VS. MOVE RATE:** _____

STR. ADJ. NORM HEAVY LOADED MAX TOTAL CARRIED

WAGES: _____ **MONTHLY** **ADVENTURE** **BONUSES** **CONDITIONS**

WEALTH:	WEIGHT: _____	TOTAL: _____	EXPERIENCE POINTS:
COPPER—	GEMS—		TREASURE . . . _____
SILVER—	JEWELS—		COMBAT . . . _____
ELECTRUM—	MISC—		OTHER . . . _____
GOLD—			TOTAL <input style="width: 50px;" type="text"/>
PLATINUM—			

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

#	NAME	RACE	CLASS	LEVEL	#	NAME	RACE	CLASS	LEVEL

LOCALES FREQUENTED:			EMPLOYMENT RECORD:		

NOTES: