

PLAYER NAME _____

CAMPAIGN _____

Player Character Record

DATE CHARACTER BEGAN _____

CHARACTER NAME



CHARACTER SKETCH OR SYMBOL

CLASS: _____ LEVEL: _____
 RACE: _____ EXPERIENCE POINTS: _____
 PATRON DEITY: _____ ALIGNMENT: _____
 PLACE OF ORIGIN: _____ RELIGION: _____

ABILITIES

Original	Current	STR	Modifier	Damage Bonus	Athletics	Lesser Feat	Greater Feat	Maximum
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Original	Current	INT	Modifier	Added Languages	Illusion Immunity	Read Languages	Maximum
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

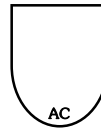
Original	Current	WIS	Modifier	Magical Defense	Perception	Spell Immunity	Maximum
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Original	Current	DEX	Modifier	Initiative	Larceny	Maximum
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Original	Current	CON	Modifier	Recorx Bonus	System Shock	Resurrection Survival	Maximum
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

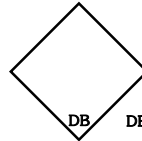
Original	Current	CHA	Modifier	Henchmen	Loyalty Base	Reaction Adjustment	Maximum
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR CLASS



Armor Worn: _____
 Shield Carried: _____ Dex. Mod.: _____

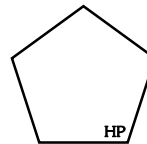
DEFENSE BONUS



DB = 8 - AC

HIT POINTS

Hit Dice: _____ + _____
 Con. Mod.: _____ × Level: _____ = _____



SAVING THROWS

- Paralyzation/Poison
- Petrification/Polymorph
- Rod, Staff, or Wand
- Breath Weapon
- Spells

CURRENT HIT POINTS, CONDITIONS, STATE

COMBAT



Attack Bonus: + _____ + _____
 6

Armor Proficiencies: _____
 Weapon Proficiencies: _____

Weapon	Initiative	Attack	Damage	Type	Size	Wildiness	Distance	Range

PROGRESSIONS

CLASS	LEVEL	CLASS	LEVEL
Assassin	_____	Sorcery	_____
Mystic	_____	Thaumaturgy	_____
Thievery	_____	Wizardry	_____
_____	_____	_____	_____

DICE



ROLLS

Initiative Roll	=	d10	+	Initiative Modifier
Attack Roll	=	d20	+	Attack Bonus
Defense Roll	=	d20	+	Defense Bonus
Power Roll	=	d20	±	Bonus or Penalty
Saving Throw	=	d20	±	Bonus or Penalty
Damage Roll	=	Damage Dice	+	Damage Bonus

CHARACTER NAME



PLAYER NAME

THIEF ABILITIES

	Pick Pockets	Open Locks	Find Traps	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Chance	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>	<input style="width: 60px; height: 25px;" type="text"/>

SPELLCASTING

SPELLS PER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
Sorcery	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>				
Thaumaturgy	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>		
Wizardry	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>	<input style="width: 40px; height: 30px;" type="text"/>

TURNING

TYPE	#	TYPE	#
SKELETON	<input style="width: 40px;" type="text"/>	WRAITH	<input style="width: 40px;" type="text"/>
ZOMBIE	<input style="width: 40px;" type="text"/>	MUMMY	<input style="width: 40px;" type="text"/>
GHOUL	<input style="width: 40px;" type="text"/>	SPECTRE	<input style="width: 40px;" type="text"/>
SHADOW	<input style="width: 40px;" type="text"/>	VAMPIRE	<input style="width: 40px;" type="text"/>
WIGHT	<input style="width: 40px;" type="text"/>	GHOST	<input style="width: 40px;" type="text"/>
GHAST	<input style="width: 40px;" type="text"/>	LICH	<input style="width: 40px;" type="text"/>

SPELLS & POWERS

FEATURES & SPECIAL ABILITIES

DESCRIPTION

AGE: _____

SEX: _____

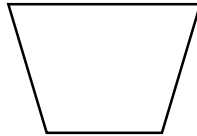
HEIGHT: _____

WEIGHT: _____

HAIR: _____

EYES: _____

SHADOW



DEGENERATION



MISERABLE

WISDOM: _____

EQUIPMENT & TREASURE

NOTES

WEALTH

Copper (cp) _____

Silver (sp) _____

Electrum (ep) _____

Gold (gp) _____

Platinum (pp) _____

GEMS & JEWELRY

CHARACTER NAME



PLAYER NAME

SORCERY

SPELLS PER LEVEL	1ST	2ND	3RD	4TH	5TH
TOTAL					
-					
BASE					
+					
BONUS					

1ST 2ND 3RD 4TH 5TH

	1ST	2ND	3RD	4TH	5TH																																								
SPELL SLOTS USED	<table border="1"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></table>									<table border="1"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></table>								
MYSTIC ARCANA	#1	#2	#3	#4	#5																																								

SPELLS KNOWN

1ST LEVEL SPELLS

2ND LEVEL SPELLS

3RD LEVEL SPELLS

4TH LEVEL SPELLS

5TH LEVEL SPELLS

MYSTIC ARCANA

CHARACTER NAME



PLAYER NAME

THAUMATURGY

SPELLS PER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
-	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BASE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BONUS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

TURNING

TYPE	#	TYPE	#
SKELETON	<input type="text"/>	WRAITH	<input type="text"/>
ZOMBIE	<input type="text"/>	MUMMY	<input type="text"/>
GHOUL	<input type="text"/>	SPECTRE	<input type="text"/>
SHADOW	<input type="text"/>	VAMPIRE	<input type="text"/>
WIGHT	<input type="text"/>	GHOST	<input type="text"/>
GHAST	<input type="text"/>	LICH	<input type="text"/>

SPELLS PREPARED

1ST LEVEL SPELLS

2ND LEVEL SPELLS

3RD LEVEL SPELLS

4TH LEVEL SPELLS

5TH LEVEL SPELLS

6TH LEVEL SPELLS

7TH LEVEL SPELLS

MIRACLES

CHARACTER NAME



PLAYER NAME

THAUMATURGY

SPELLS PER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
-	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BASE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
+	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BONUS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

TURNING

TYPE	#	TYPE	#
SKELETON	<input type="text"/>	WRAITH	<input type="text"/>
ZOMBIE	<input type="text"/>	MUMMY	<input type="text"/>
GHOUL	<input type="text"/>	SPECTRE	<input type="text"/>
SHADOW	<input type="text"/>	VAMPIRE	<input type="text"/>
WIGHT	<input type="text"/>	GHOST	<input type="text"/>
GHAST	<input type="text"/>	LICH	<input type="text"/>

SPELLS PREPARED

1ST LEVEL SPELLS

2ND LEVEL SPELLS

3RD LEVEL SPELLS

4TH LEVEL SPELLS

5TH LEVEL SPELLS

6TH LEVEL SPELLS

7TH LEVEL SPELLS

MIRACLES

GRANTED POWERS

CHARACTER NAME



PLAYER NAME

WIZARDRY

SPELLS PER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	CHARGED MAGIC ITEMS	
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	ITEM	CHARGES
-	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	_____
BASE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	_____
+	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	_____
BONUS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	_____

SPELLS PREPARED

1ST LEVEL SPELLS

2ND LEVEL SPELLS

3RD LEVEL SPELLS

4TH LEVEL SPELLS

5TH LEVEL SPELLS

6TH LEVEL SPELLS

7TH LEVEL SPELLS

8TH LEVEL SPELLS

9TH LEVEL SPELLS

CHARACTER NAME



PLAYER NAME

SPELLBOOK

Description: _____

1ST LEVEL SPELLS

2ND LEVEL SPELLS

3RD LEVEL SPELLS

4TH LEVEL SPELLS

5TH LEVEL SPELLS

6TH LEVEL SPELLS

7TH LEVEL SPELLS

8TH LEVEL SPELLS

9TH LEVEL SPELLS

CHARACTER NAME



PLAYER NAME

THIEF ABILITIES

	Pick Pockets	Open Locks	Find Traps	Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Total									
- Base									
+ Ability	Dex	Dex	Wis	Dex	Dex	Dex	Wis	Str	Int
+ Race									
+ Armor									

<p>BACKSTAB</p> <p>Attack Bonus: + _____</p> <p>Damage Multiplier: × _____</p>	<p>USE SCROLLS</p> <p>10th Level? <input type="checkbox"/></p> <p>Failure Chance: 25 %</p>	<p>NOTES (Guild, Superior, Special Tools, etc.)</p>
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ASSASSIN ABILITIES

Assassination Table

Level or Hit Dice of Intended Victim

Chance	0 - 1	2 - 3	4 - 5	6 - 7	8 - 9	10 - 11	12 - 13	14 - 15	16 - 17

Poison	Cost/Dose	Onset Time	Damage If Save	Damage If No Save

NOTES (Guild, Superior, Special Tools, Extra Languages, Disguises, etc.)

MYSTIC ABILITIES

Unarmored AC	Move	Unarmed Attacks / Round	Unarmed Damage	Weapon Damage Bonus

SPECIAL ABILITIES

CHARACTER NAME



PLAYER NAME

POSSESSIONS

LEFT SIDE

CENTER OR BACK

RIGHT SIDE

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

MAGIC ITEMS

Total Weight Carried

WEALTH

COPPER -	GEMS -
SILVER -	JEWELS -
ELECTRUM -	MISCELLANEOUS -
GOLD -	
PLATINUM -	

EXPERIENCE POINTS

NEXT LEVEL GOAL -
CURRENT EXPERIENCE POINTS -
SPENT EXPERIENCE POINTS -
TOTAL EARNED EXPERIENCE POINTS -
EARNED XP BONUS/PENALTY -

CHARACTER NAME

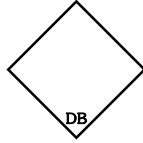
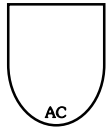


PLAYER NAME

RANGED COMBAT

OPTION #1

ARMOR CLASS DEFENSE BONUS



Armor Worn: _____

Shield Carried: _____ Dex. Mod.: _____

COMBAT ADJUSTMENTS

BASE ATTACK BONUS: _____

+ / - CONDITION

+ / - CONDITION

Ranged Weapon

Initiative

Attack

Damage

Type

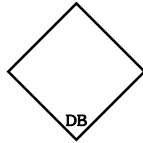
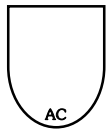
Distance

Range

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OPTION #2

ARMOR CLASS DEFENSE BONUS



Armor Worn: _____

Shield Carried: _____ Dex. Mod.: _____

COMBAT ADJUSTMENTS

BASE ATTACK BONUS: _____

+ / - CONDITION

+ / - CONDITION

Ranged Weapon

Initiative

Attack

Damage

Type

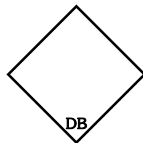
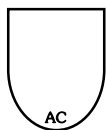
Distance

Range

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OPTION #3

ARMOR CLASS DEFENSE BONUS



Armor Worn: _____

Shield Carried: _____ Dex. Mod.: _____

COMBAT ADJUSTMENTS

BASE ATTACK BONUS: _____

+ / - CONDITION

+ / - CONDITION

Ranged Weapon

Initiative

Attack

Damage

Type

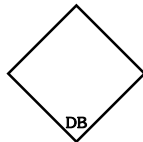
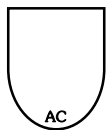
Distance

Range

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OPTION #4

ARMOR CLASS DEFENSE BONUS



Armor Worn: _____

Shield Carried: _____ Dex. Mod.: _____

COMBAT ADJUSTMENTS

BASE ATTACK BONUS: _____

+ / - CONDITION

+ / - CONDITION

Ranged Weapon

Initiative

Attack

Damage

Type

Distance

Range

--	--	--	--	--	--	--

CHARACTER NAME



PLAYER NAME

ADVANCEMENT

LEVEL	ATTACK	HD / HP	ARMOR	WEAPONS	SAVES	#1	#2	#3	PTS	XP
1	/	/	/	/	/	/	/	/		0
2	/	/	/	/	/	/	/	/		
3	/	/	/	/	/	/	/	/		
4	/	/	/	/	/	/	/	/		
5	/	/	/	/	/	/	/	/		
6	/	/	/	/	/	/	/	/		
7	/	/	/	/	/	/	/	/		
8	/	/	/	/	/	/	/	/		
9	/	/	/	/	/	/	/	/		
10	/	/	/	/	/	/	/	/		
11	/	/	/	/	/	/	/	/		
12	/	/	/	/	/	/	/	/		
13	/	/	/	/	/	/	/	/		
14	/	/	/	/	/	/	/	/		
15	/	/	/	/	/	/	/	/		
16	/	/	/	/	/	/	/	/		
17	/	/	/	/	/	/	/	/		
18	/	/	/	/	/	/	/	/		
19	/	/	/	/	/	/	/	/		
20	/	/	/	/	/	/	/	/		

NOTES:

INSTRUCTIONS: Use this worksheet to keep track of your character's advancement. Put the actual value, hit dice, hit points, number of weapon proficiencies, etc. to the left of the solidus and the point cost to the right. Add up the point costs for all traits and enter this total into the **PTS** column. A 1st level character gets 30 points. Next, fill in what the character will get from attaining the next level and total those points. From there, multiply the total point cost for the next level by current level multiplier, add this number to the current level's XP total, and then enter this new sum into the next level's XP box. This XP amount shows the total amount of experience points the character needs for the next experience level.

For example, if a 1st level character starts with a 1d10 hit die (10 pts), an attack bonus of +1 (6 pts), proficiency in all armors up to plate mail (7 pts), proficiency in five weapons (5 pts), and one saving throw proficiency (2 pts), this adds up to 30 points. For 2nd level, the character will gain another 1d10 hit die (10 pts) and a +1 to attack bonus (6 pts). This totals 16. Multiplying 16 by 125 XP gives 2,000 XP. This is added to the XP amount entered for 1st level (which is zero) and then entered into the XP total for 2nd level. This character needs 2,000 XP to reach 2nd level.

LEVEL	MULTIPLIER
1	125 XP
2	125 XP
3	250 XP
4	500 XP
5	1,000 XP
6	2,000 XP
7	3,812 ½ XP
8	7,812 ½ XP
9 +	15,625 XP