

# **Advanced** **Dungeons & Dragons**

## **Character sheet**

Character Name:\_\_\_\_\_

Player Name:\_\_\_\_\_

Character Type/Class:\_\_\_\_\_

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Nr.<sup>1</sup> Character name:

Player name:

2

**HP( ) Fatigue Pts( ) SpPts( ) AC( )**  
**THAC0( ) Initiative( ) Move( ) Level( )**

### Identifying Characteristics

Race:<sup>3</sup> Sex: Age:<sup>4</sup> Height:<sup>5</sup> Weight: Hair color: Eye color:  
Other distinguishing physical characteristics: \_\_\_\_\_  
Handedness: \_\_\_\_\_

### Societal/Familial Characteristics

Homeland (Country/City):<sup>6</sup> Tribe or clan:<sup>7</sup>  
Birth rank/Siblings:<sup>8</sup> Social standing:<sup>9</sup> Renown:<sup>10</sup>  
Base of op's (Country/City):<sup>11</sup> Mentor/Sponsor:<sup>12</sup>  
Trainer(s):<sup>13</sup> \_\_\_\_\_

Character Background:<sup>14</sup> \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Profession<sup>15</sup>

Basic type(s):<sup>16</sup> Class(es):<sup>17</sup>  
Subclass(es)/Specialty(ies):<sup>18</sup> Kit(s):<sup>19</sup>  
Profession/Class/Subclass/Kit abilities: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Ability Scores<sup>20</sup>

Strength	[ ]	Stamina	[ ]	Muscle	[ ]
Dexterity	[ ]	Aim	[ ]	Balance	[ ]
Constitution	[ ]	Health	[ ]	Fitness	[ ]
Intelligence	[ ]	Reason	[ ]	Knowledge	[ ]
Wisdom	[ ]	Intuition	[ ]	Willpower	[ ]
Charisma	[ ]	Leadership	[ ]	Appearance	[ ]

STR/STA:  
Weight allowance:  
Fatigue Modifier:  
STR/MUS:  
Melee to hit adjustment:  
Damage adjustment:  
Maximum press:  
Open Doors:  
Bend bars/Lift gates:  
DEX/AIM:<sup>22</sup>  
Missile adjustment:  
Pick pockets:  
Open locks:  
F&R traps:  
Escape bonds:  
Forge documents:  
Tunneling:

DEX/BAL:<sup>21</sup>  
Reaction adj.:  
Def. adj. AC&SVS:  
Move silently:  
Hide in shadows:  
Climb walls:  
CON/HEA:  
System shock:  
Poison Save  
CON/FIT:  
Hit point adjustment:  
Resurrection chance  
INT/REA:  
Spell level:  
Max # spells:  
Spell immunity:

INT/KNO:  
Bonus # proficiencies:  
% Learn spell:  
WIS/INU:  
Bonus priest spells:  
% Spell failure:  
WIS/WIL:  
Magic defensive adjustment:  
Specific spell immunities:<sup>\*</sup>  
CHA/LEA:  
Henchmen loyalty base:  
# of henchmen:  
CHA/APP:  
NPC Reaction adjustment:

Racial adjustments to ability scores:<sup>23</sup> \_\_\_\_\_

\* The specific spells the characters is immune to are as follows: \_\_\_\_\_  
\_\_\_\_\_

## Points & Armor Class

Base fatigue points:<sup>24</sup> \_\_\_\_\_ Str/Sta +/- (fatigue pt. adj.): \_\_\_\_\_ Con/Fit +/- (hit pt. adj.): \_\_\_\_\_  
Endurance skill modifier:<sup>25</sup> \_\_\_\_\_ + to Fat. Pts gained w/lvls:<sup>26</sup> \_\_\_\_\_ Modified fatigue points:<sup>27</sup> \_\_\_\_\_  
Critical Damage:<sup>28</sup> \_\_\_\_\_

Hit Points:<sup>29</sup> \_\_\_\_\_ Spell Points:<sup>30</sup> \_\_\_\_\_ Armor Class: \_\_\_\_\_  
Armor Worn:<sup>31</sup> \_\_\_\_\_

+/- to AC due to Dex/Bal (def. adj.):<sup>32</sup> \_\_\_\_\_ AC Adjustments due to physical or racial abilities:<sup>33</sup> \_\_\_\_\_  
AC Adjustments due to other reasons:<sup>34</sup> \_\_\_\_\_

AC while alert: \_\_\_\_\_ AC w/surprised:<sup>35</sup> \_\_\_\_\_ AC from behind:<sup>36</sup> \_\_\_\_\_ AC w/out shield: \_\_\_\_\_  
AC w/out armor:<sup>37</sup> \_\_\_\_\_ AC from rear flank:<sup>38</sup> \_\_\_\_\_ AC w/defenseless:<sup>39</sup> \_\_\_\_\_

## Religion

Alignment:<sup>40</sup> \_\_\_\_\_ Deity:<sup>41</sup> \_\_\_\_\_  
Religious notes: \_\_\_\_\_

## Movement

Base movement:<sup>42</sup> \_\_\_\_\_ yds/rnd Base w/enc. modifiers:<sup>43</sup> \_\_\_\_\_ yds/rnd Str/Sta +/- (att adj.):<sup>44</sup> \_\_\_\_\_  
Dex/Bal +/- (reac adj):<sup>45</sup> \_\_\_\_\_ Modified/Standard Movement:<sup>46</sup> \_\_\_\_\_ yds/rnd Overland Movement:<sup>47</sup> \_\_\_\_\_ miles/day  
Combat Movement points:<sup>48</sup> \_\_\_\_\_ Mounted Overland Movement:<sup>49</sup> \_\_\_\_\_ miles/day Dungeon movement rate:<sup>50</sup> \_\_\_\_\_ feet/rnd  
Charge (x1<sup>1</sup>/2)<sup>51</sup> \_\_\_\_\_ Run (x2):<sup>52</sup> \_\_\_\_\_ Sprint (x3):<sup>53</sup> \_\_\_\_\_

## Initiative/Surprise

Base initiative:<sup>54</sup> \_\_\_\_\_ Special modifiers:<sup>55</sup> \_\_\_\_\_ Movement +/-:<sup>56</sup> \_\_\_\_\_  
Encumbrance +/-:<sup>57</sup> \_\_\_\_\_ Modified Initiative:<sup>58</sup> \_\_\_\_\_ Class surprise modifier:<sup>59</sup> \_\_\_\_\_  
+/- to surprise due to Dex/Bal:<sup>60</sup> \_\_\_\_\_ Racial surprise adjustment:<sup>61</sup> \_\_\_\_\_ Characters modified surprise nr:<sup>62</sup> \_\_\_\_\_  
Proficiency modifier(s):<sup>63</sup> \_\_\_\_\_

## Saving throws<sup>64</sup>

Base saving throw is 15 - (level/2) [round down]. This base value is adjusted by relevant ability score: +1 per point (max +/- 4) > 14, -1 per point under 7. And basic class type.

Control	Heart	Perception	Death	Endurance	Reflex	Magic
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

Modifiers to svs Control (WIS/WIL): \_\_\_\_\_  
Modifiers to svs Heart (CHA/LEA): \_\_\_\_\_  
Modifiers to svs Perception (INT/REA): \_\_\_\_\_  
Modifiers to svs Death (CON/HEA): \_\_\_\_\_  
Modifiers to svs Endurance (STR/STA): \_\_\_\_\_  
Modifiers to svs Reflex (DEX/BAL): \_\_\_\_\_  
Modifiers to svs Magic (None): \_\_\_\_\_  
Special modifiers:<sup>65</sup> \_\_\_\_\_

Saving throw notes/General modifiers: \_\_\_\_\_

## Racial Characteristics<sup>66</sup>

Racial character points:<sup>67</sup> \_\_\_\_\_  
Racial characteristics (and costs) \_\_\_\_\_

Leftovers from racial points:<sup>70</sup>  
 Bonus points due to high INT/KNO:<sup>72</sup>  
 Points accrued through disadvantages:  
Non weapon proficiencies<sup>74</sup>

Proficiency points from basic type:<sup>69</sup>  
Initial campaign bonus points:<sup>71</sup> 5  
Points acquired through adventuring:<sup>73</sup>  
Unspent/Leftover points:

Character traits <sup>80</sup>					
Name	Description <sup>81</sup>	Attributes <sup>82</sup>	Source <sup>83</sup>	Points <sup>84</sup>	Score <sup>85</sup>

Name	Description <sup>87</sup>	Attributes <sup>88</sup>	Source <sup>89</sup>	Points <sup>90</sup>

[illegible]

Other adjustments notes:

## Encumbrance & Equipment

## Armor

[illegible]

## Weapons

[illegible]

## Equipment

[illegible]



**Gems & Jewelry:**

**Bearer's Notes:**

**Bank Notes:**

**Magic Item descriptions:**<sup>108</sup>



**Familiars, Pets, Mounts/Notes:**

### Experience Points:

<sup>1</sup> Character nr's are assigned according to order of character entry into the campaign, or character creation order. As characters perish other characters move in character number. Character number is also used by the DM in order to determine certain other random factors, as well as order of play.

<sup>2</sup> This area here is reserved for the player to record the characters level, race, and class. For example "12th level Human Paladin/Inquisitor"

<sup>3</sup> Characters must select from the races presented by the DM as acceptable races.

<sup>4</sup> A characters starting age must be determined by using table 10 in the Players Handbook, pg 33.

<sup>5</sup> A characters height and weight must be determined by using table 13 in the Players Handbook, pg 33.

<sup>6</sup> The characters homeland is usually provided by the DM.

<sup>7</sup> Not everyone has a tribe or clan. Some classes/races will have a tribe or clan association. The DM can provide information on this aspect of a characters background.

<sup>8</sup> Whether or not a character has brothers & sisters is generally left up to the player.

<sup>9</sup> Social ranks are highly dependent on a characters background, and or Class. See S&P pg 65.

<sup>10</sup> See house rules for determining renown score.

<sup>11</sup> Under most circumstances the characters base of operations will be the city of Willip in Sembia.

<sup>12</sup> A mentor or sponsor will be discovered/revealed through role-playing.

<sup>13</sup> A character must contract trainers/instructors on their own.

<sup>14</sup> If a character background is not provided by the DM a player may make up a background with the DM's approval. Background events can be found in S&P pg's 9-11.

<sup>15</sup> A characters Profession/Class, etc must be selected from those viable options presented/permitted by the DM. The Players Handbook, and the Complete series of handbooks are used. Do not use Players Options: Skills & Powers to build Classes/Professions.

<sup>16</sup> priest, warrior, wizard, rogue, psionicist

<sup>17</sup> cleric, specialty priest, druid, fighter, ranger, paladin, illusionist, necromancer, thief, bard

<sup>18</sup> arctic druid, plains druid, sea ranger, brute (barbarian), chevalier (paladin), Undeath master (necromancer), loremaster (bard)

<sup>19</sup> beastfriend (druid), pacifist priest, gladiator (warrior), expatriate (paladin)

<sup>20</sup> The sub abilities from S&P are used in addition to the standard ability scores. See S&P pg's 13-21 for all information regarding ability/sub-ability scores.

<sup>21</sup> A character with thieving abilities modifies certain thieving abilities based on his/her DEX/BAL score. See House Rules.

<sup>22</sup> A character with thieving abilities modify certain thieving abilities based on his/her DEX/ADM score. See House Rules.

<sup>23</sup> The racial & age adjustments to ability scores should be factored into the appropriate ability scores but also listed here.

<sup>24</sup> characters receive Base Hit Die Fatigue Points. i.e. Warriors receive 10, Wizards receive 4. This number is modified by various factors.

(Str/Sta, Con/Fit & level) See Players Option: Combat & Tactics pg.28

<sup>25</sup> The Endurance skill also modifies ones fatigue score. See Players Option: Combat & Tactics pg.79 (+50%)

<sup>26</sup> Warrior type characters gain 1 fatigue point per level. Non-Warrior types gain 1 fatigue point every other level.

<sup>27</sup> This is the characters fatigue point total used during combat.

<sup>28</sup> Critical Damage is special damage caused by a Critical hit. Such as having an arm or leg severed, etc. The critical wound should be recorded here, along with any attack or movement penalties.

<sup>29</sup> Here is where the characters Base/Uninjured hit points are recorded. As with all scores that change frequently during the course of an adventure, the starting score should be recorded on the character sheet and all losses/recoveries etc. should be recorded on a scrap of paper, or index card.

<sup>30</sup> Spell points are Computed/Calculated according to the appropriate House Rules.

<sup>31</sup> Keep in mind that Wizards may not wear suits of armor that are composed mainly of metal armor. The DM can provide details regarding this house rule.

<sup>32</sup> See S&P page 15.

<sup>33</sup> This may be due to some character trait; such as tough hide, or because of some racial characteristic; such as a base AC due to race.

<sup>34</sup> In general this may be due to some magic item or enchantment.

<sup>35</sup> No Dex/Bal adjustment to AC is permitted if your character is surprised.

<sup>36</sup> A character attacked from behind is afforded no protection from DEX/BAL or a shield; Unless s/he can see or sense the opponent in some significant manner. Simply knowing that an opponent is behind you does not afford a DEX/BAL bonus. If one were to make a blind fighting proficiency check (keep in mind that you may attempt to perform such a check at the DM's discretion, even if the character does not possess the proficiency) then a DEX/BAL adjustment would be afforded.

<sup>37</sup> Without armor means; Without a suit of armor. When the character is not wearing his suit of armor, or carrying a shield. It does not mean the character has no protective devices. For example a ring of protection might still be worn.

<sup>38</sup> Characters attacked from the rear flank may use their Dex/Bal adjustment to their AC but not their shield Bonus. They can see the attack coming but cannot get their shield to cover that area.

<sup>39</sup> Characters attacked while defenseless (i.e. tied up, asleep, highly disoriented, etc.) gain no AC bonus due to armor worn, shields, or Dex/Bal. Only special protections like a ring of protection will afford any protection.

<sup>40</sup> Characters may not play evil characters.

<sup>41</sup> Characters may choose deities from the Forgotten Realms or Greyhawk pantheons. Under some rare instances the DM may permit characters to worship deities outside of these pantheons.

<sup>42</sup> Base movement rates for standard character races can be found on page 157 of the PHB. A character can normally walk his movement rate in *tens of yards* in a single round. Thus an unencumbered human (Base 12 movement rate) can walk 120 yards, (360 feet) in one round/minute while in a familiar/safe setting. Not in a dungeon.

<sup>43</sup> A characters base movement is of course modified by the amount of equipment, armor, and weapons being carried. See tables 47, and 48 in the PHB pg 103. A characters modified movement rate is determined by cross indexing STR/STA with the weight of gear. The bulk rules from C&T are not used.

<sup>44</sup> A characters STR/STA modifies the base movement of a character. The STR/MUS attack adjustment is applied to the characters base movement score as if using STR/STA score. See S&P pg's 13-14. Also see C&T pg 14.

<sup>45</sup> A characters DEX/BAL modifies the base movement of a character. The DEX/BAL reaction adjustment is applied to the characters base movement score. See S&P pg 15. Also see C&T pg 14.

<sup>46</sup> A characters actual movement is calculated by applying encumbrance and ability score modifiers to the base movement. See S&P pg's 124 & 125, tables 54 & 55.

<sup>47</sup> A normal day's marching lasts 10 hours, including reasonable stops for rests and meals. Under normal conditions, a character can walk twice his modified/standard movement rate in miles in those 10 hours. Of course overland movement is effected by various modifiers. See DMG pg's 164-168, tables 73-75, Terrain effects, costs, and modifiers.

<sup>48</sup> During combat movement is handled somewhat differently. Since combat rounds are shorter than standard rounds, each point of a characters modified/standard movement rate allows a character to move one square (orthogonally) per combat round in melee scale.

(diagonal movement costs 1 1/2 movement points (round up) per square traversed in a diagonal manner). See C&T pg 13

<sup>49</sup> Overland movement by a mount is somewhat slower than one would assume. Under normal conditions, all mounts are able to move a number of miles per day equal to twice their movement rate. Of course overland movement is effected by various modifiers. See DMG pg's 164-168, tables 73-75, Terrain effects, costs, and modifiers. The advantage of using mounts in overland movement is that of encumbrance. A horse can carry considerably more equipment than a man. If a mount is hitched to any type of vehicle it's movement rate is automatically halved. Increasing animals does not increase the speed. It does however increase the load capacity.

<sup>50</sup> A character can normally walk his movement rate in *tens of feet* in a single round. Thus an unencumbered human (Base 12 movement rate) can walk 120 feet in one round/minute while in an unfamiliar/hazardous setting, where mapping, poor lighting conditions, and caution on the part of characters slows the rate of movement.

<sup>51</sup> See C&T pg 24 for rules regarding charging.

<sup>52</sup> See C&T pg 27 for rules regarding running.

<sup>53</sup> See C&T pg 27 for rules regarding sprinting.

<sup>54</sup> The Player's Option combat system resolves actions in five action phases: *very fast*, *fast*, *average*, *slow*, and *very slow*. A character's action phase is determined by his base initiative, modified by his weapon speed and the combat action he selects for the round. Base initiative scores are listed in C&T pg 18. Man sized creatures have a base initiative of Fast.

<sup>55</sup> These may be due to some magic item or other effect.

<sup>56</sup> A character's base initiative is modified by their movement speed. Movement rate of 18 or better improves base initiative by one. A movement rate of six or less reduces base initiative by one.

<sup>57</sup> See S&P pg's 124 & 125, tables 54 & 55, for rules regarding encumbrance effects on base movement. Additionally, if your character is encumbered s/he will suffer other detrimental effects. See C&T pg 15. In general if your character is moderately encumbered then their initiative is slowed by 1 category. (i.e. from fast, to average) Heavily encumbered suffers a -2 to their base initiative phase. Severe encumbrance results in a -4 penalty to the character's base initiative phase.

<sup>58</sup> Note that most characters have a modified base initiative of fast. Remember that this does not take into account weapon speeds or combat actions.

<sup>59</sup> Some character classes are less likely to be surprised. This adjustment (if applicable) will be covered under the specific class/subclass/kit.

<sup>60</sup> A character's Dex/Bal can modify the base surprise score. See S&P pg 15, table 5. Reaction adjustment.

<sup>61</sup> Some character races are less likely to be surprised. This adjustment (if applicable) will be covered under the specific race.

<sup>62</sup> A normal character's chance of being surprised is 3 in 10 (i.e. The character will be surprised (when applicable) on a roll of 1, 2, or 3 on a d10). This surprise chance can be modified by several circumstances. See DMG pg's 139-140 table 57.

<sup>63</sup> Some non-weapon proficiencies also modify a character's chance to be surprised; or their Base initiative. These adjustments (if applicable) will be covered under the specific proficiency.

<sup>64</sup> The character's level adjusted saving throws should be listed in the brackets. The actual modifiers due to high ability scores, racial bonuses, etc. should however be listed in the modifiers area. Saving throw house rules are applied. (as per Michael's way).

<sup>65</sup> Special modifiers would be ones that are of a non-temporary nature, such as those due to some spell, or spell like device. In the case of more permanent effects caused by magic items, the appropriate modifiers should be listed under the specific category.

<sup>66</sup> Here a player should record a character's racial characteristics and expenditures. See S&P pg's 23-44.

<sup>67</sup> See S&P pg's 23-39.

<sup>68</sup> This area of the sheet is reserved for the character to record the many Non-weapon proficiencies accumulated throughout the character's career. These Non-weapon proficiencies will come from a variety of sources, but should all be recorded on the character sheet.

<sup>69</sup> See S&P pg 87 for initial points based on basic character types. (Warrior/Wizard/Priest/Rogue)

<sup>70</sup> During the racial selection phase of character creation one receives a number of character points which must be spent on racial traits. See S&P pg's 23-39. Some races are permitted to not spend all these character points during racial selection. It is these remaining character points which should be recorded here.

<sup>71</sup> This campaign grants each character a 5 point character point bonus. Use them wisely. They may be spent on anything except weapon proficiencies. They may however be spent on weaponless combat proficiencies, such as wrestling, or martial arts.

<sup>72</sup> A character receives a bonus number of proficiency points if they have a high knowledge score. These bonus points may only be spent in a specific manner. See S&P pg 17 for number of bonus points. And pg 88 for information regarding how/where they can be spent.

<sup>73</sup> A character will typically receive anywhere from 1-5 character points for completing an adventure. Characters should keep track of these points by listing them sequentially as earned. For example "Thrognor" the Barbarian has completed three adventures. As a result he was awarded a total of 12 character points. They were received in the following order, and should be recorded in this manner: 4/5/3

<sup>74</sup> Non-weapon proficiencies can be found in S&P pg's 94-104. As well as in other sources. See the DM for further guidance.

<sup>75</sup> A short description of the proficiency is appropriate. Such as; "Assess values, and detect forgeries".

<sup>76</sup> A listing of the relevant abilities should be included. Such as; INT/REA, WIS/INU.

<sup>77</sup> The character should list the appropriate source for the proficiency. In most cases this will be S&P. The page number should also be indicated to facilitate game play.

<sup>78</sup> The number of points spent on the proficiency should be indicated in a sequential order. For example; 2/1/1 This would indicate the initial cost of two points followed by two subsequent expenditures of an additional point at various times during the character's career.

<sup>79</sup> The modified score necessary for success should be listed here. Only those modifiers which are permanent to the score should be included in this listing. Such as due to an ability score, or improvements in the character's knowledge of the proficiency. Variables should not be included in this adjusted score.

<sup>80</sup> Character traits can be found in S&P pg's 104-109.

<sup>81</sup> A short description of the proficiency is appropriate. Such as; "Assess values, and detect forgeries".

<sup>82</sup> A listing of the relevant abilities should be included. Such as; INT/REA, WIS/INU.

<sup>83</sup> The character should list the appropriate source for the proficiency. In most cases this will be S&P. The page number should also be indicated to facilitate game play.

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<sup>86</sup> Character disadvantages are listed in S&P pg's 109-111.

<sup>87</sup> A short description of the proficiency is appropriate. Such as; "Assess values, and detect forgeries".

<sup>88</sup> A listing of the relevant abilities should be included. Such as; INT/REA, WIS/INU.

<sup>89</sup> The character should list the appropriate source for the proficiency. In most cases this will be S&P. The page number should also be indicated to facilitate game play.

<sup>90</sup> The number of points spent on the proficiency should be indicated in a sequential order. For example; 2/1/1 This would indicate the initial cost of two points followed by two subsequent expenditures of an additional point at various times during the character's career.

<sup>91</sup> Any thieving/thieve like abilities a character possess should be listed here. See S&P pg's 52-56 for use of thieving skills. My campaign makes use of S&P for this aspect of the thief character class only. In addition only those abilities that are listed as skills on table 28 may be purchased with 60 points as opposed to 80 points as listed on page 52 of S&P. Remember a thief need not have proficiency in all the Skills. All other matters related to thieves and thieve like classes should be referred to the PHB, CTH, or DM as appropriate.

<sup>92</sup> Name of thieving skill. Such as; Pick Pockets, move silently, Bribe, Escape bonds, etc... See S&P pg's 52 & 53.

<sup>93</sup> Thieves begin with 60 discretionary points which must be added to their base thieving skills. See PHB pg 55.

<sup>94</sup> Thieving abilities are affected by the presence, or absence of worn armor. For a detailed listing of pluses or minuses see the House Rules supplement.

<sup>95</sup> Base score from S&P pg 53, table 27.

<sup>96</sup> Racial adjustment from S&P pg 53, table 28.

<sup>97</sup> Dexterity adjustment. See the chart in the House Rules which breaks down these adjustments by Aim & Balance.

<sup>98</sup> Other adjustments. Possibly due to magic items. When there are such adjustments they should be footnoted/indexed, and explained in the space provided.

<sup>99</sup> Level adjustments. Points added due to level advancements. Such points are generally separated by a slash "/".

<sup>100</sup> Total game score/skill percentage. After factoring in all adjustments.

<sup>101</sup> The page number in S&P (s&p) where the skill can be referred to. Or other sources (PHB), where such skills can be referenced.

<sup>102</sup> Any piece of equipment which has a carrying capacity should be Preceded by a Capital letter, such as "A", and aligned flush left; additionally it's carrying capacity in pounds should be listed in parenthesis following the item. Then all items within that item; i.e. items in the backpack, should be listed beneath the item. Items within the carrying item should be shifted slightly to the right, and preceded by a small letter corresponding to the carrying items capital letter. When all items within a carrying item have been listed, the load carried within the carrying item should be listed after the items wgt/enc. Below is a sample of how the equipment area of the sheet should be filed out.

A. Backpack (cap. 50)	2/32	carried on back
a. Bear trap	5	in back pack
a. 2 pair of handcuffs	2	in back pack
a. key making kit	25	in back pack

So; in this example one can see that item "A" (the backpack) has a carrying capacity of 50 pounds, and is currently holding three items, (preceded by "a") which total 32 pounds.

<sup>103</sup> Any piece of equipment which has a carrying capacity should be Preceded by a Capital letter, such as "A", and aligned flush left; additionally it's carrying capacity in pounds should be listed in parenthesis following the item. Then all items within that item; i.e. items in the backpack, should be listed beneath the item. Items within the carrying item should be shifted slightly to the right, and preceded by a small letter corresponding to the carrying items capital letter. When all items within a carrying item have been listed, the load carried within the carrying item should be listed after the items wgt/enc. Below is a sample of how the equipment area of the sheet should be filed out.

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So; in this example one can see that item "A" (the backpack) has a carrying capacity of 50 pounds, and is currently holding three items, (preceded by "a") which total 32 pounds.

<sup>104</sup> Coinage and other forms of currency are listed further into the character sheet. See Coins just below encumbrance.

<sup>105</sup> The total amount a character can carry without being encumbered is dependent on the characters strength. See PHB pg's 102-105. Table 48 is used to indicate the characters modified movement based on the amount of weight carried. Additionally, bulk points (from S&P) are not used. In order to simplify Encumbrance rules, and the amount of time spent on figuring, and adjusting encumbrance, and movement, encumbrance should only be calculated at the beginning of an adventure. If the DM feels that characters are exceeding their encumbrance limits he may direct characters to recalculate their encumbrance during an adventure. This may often occur just after characters take a large haul from some dungeon setting.

<sup>106</sup> The results of encumbrance on a characters movement are recorded earlier on the character sheet, see movement on pg 2.

<sup>107</sup> Sizes, weights and values of coins in my Campaign have been standardized by the law. Ask the DM for details.

<sup>108</sup> A player should record all pertinent information regarding the characters magic items. Including command words, ranges, charges, etc...