

THE ARMORY CHARACTER RECORD SHEET by D.F. Cole

Character Description

Name: _____ Age: _____
 Race: _____ Sex: _____ Hgt: _____ Wgt: _____
 Alignment: _____ God: _____
 Class: _____ Area of Origin: _____
 Level: _____ Experience: _____ Hit Points: _____
 Wealth: Platinum: _____ Gold: _____ Electrum: _____ Silver: _____ Copper: _____ Gems: _____ Jewelry: _____

Player's Name: _____

Secondary Skills: _____ : _____ : _____
 Languages: _____ : _____ : _____
 _____ : _____ : _____
 _____ : _____ : _____
 _____ : _____ : _____

Character Abilities

Strength : _____ Hit Probability: _____ Damage Adjustment: _____ Weight Allowance: _____ Open Doors: _____ Bend Bars: _____ %
 Intelligence: _____ Number Additional Languages: _____ Chance to Know Spell: _____ % Min. # Spells: _____ Max. # Spells: _____
 Wisdom : _____ Magic Attack Adjustment: _____ Bonus Spells: 1st _____ 2nd _____ 3rd _____ 4th _____ Spell Failure: _____ %
 Dexterity : _____ Reaction Adjustment: _____ Missile Fire Adjustment: _____ Defensive Adjustment: _____
 Constitution: _____ Hit Point Adjustment: _____ System Shock Survival: _____ % Resurrection Survival: _____ %
 Charisma : _____ Maximum Number of Henchman: _____ Their Loyalty Base: _____ % Reaction Adjustment: _____ %
 Saving Throws: Paralyzation, Poison, Death Magic: _____ Petrification, Polymorph: _____ Rod, Staff, Wand: _____ Breath: _____ Spell: _____

Psionic Ability: Attack Strength: _____ Defense strength: _____ Attack Modes: _____ Defense Modes: _____
 Major Disciplines: _____ : _____ : _____ : _____ : _____ : _____
 Minor Disciplines: _____ : _____ : _____ : _____ : _____ : _____

Racial Abilities

Saving Throw vs Rod, Staff, Wand, Spells: _____ Type of Vision: _____ Sighting Distance: _____ Resist Charm: _____ %
 Detect Sloping Passages: _____ % Detect New Construction: _____ % Detect Sliding, Shifting Walls & Rooms: _____ % Resist Sleep: _____ %
 Detect Traps (pits & falling blocks): _____ % Determine Approx. Depth Underground: _____ % Detect Secret, Consealed Doors: _____ %
 Saving Throw vs Poison: _____ Saving Throw vs Magic Spells: _____ Determine Direction Underground: _____ Surprised on a _____ in _____

Special Information

_____ ; _____ ; _____ ; _____ ; _____ ; _____

Thieving Abilities

Pick Pockets: _____ % Open Locks: _____ % Find & Remove Traps: _____ % Move Silently: _____ %
 Hide in the Shadows: _____ % Hear Noise: _____ % Climb Walls: _____ % Read Languages: _____ %

Weapons & Armor

Armor Class	Type of Armor	Type of Shield	Type of Helm	Attacks per Round														
_____	_____	_____	_____	_____/_____														
				<u>Damage vs Opponent</u>														
Weapon Type	Mag. Bonus	to hit	to damage	Length	Space	Speed	10	9	8	7	6	5	4	3	2	Small & Med.	Large	
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Proficient in _____ Weapons Non-proficiency Penalty: _____ Added Proficiency in Additional Weapon Every _____ Levels
 Skilled in use of: _____

Missile Weapon Type	Mag. Bonus	Rate of	Range	Armor Class Adjustment	Damage vs Opponent												
hit	damage	Fire	Short	Medium	Long	10	9	8	7	6	5	4	3	2	Small & Med	Large	
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Turning Undead

Skeleton: _____ Zombie: _____ Ghoul: _____ Shadow: _____ Wight: _____ Ghast: _____
 Wraith: _____ Mummy: _____ Spectre: _____ Vampire: _____ Ghost: _____ Lich: _____ Special: _____

