

Judges Guild

\$4.50



Character Codex



#87

Designed and Approved for use especially with **ADVANCED DUNGEONS & DRAGONS**

H ERE BE _____	
TITLE _____	
AGE _____	RACE _____
HISTORY _____	
_____	CLASS _____
DIVINITY _____	ALIGNMENT _____
FEATURES _____	
ORIGIN _____	SOCIAL LEVEL _____
FATHER _____	GUARDIAN _____
BIRTH ORDER _____	SIBLINGS _____
GOOD HABITS _____	BAD HABITS _____
PHOBIAS _____	HOBBIES _____
OCCUPATION _____	CLASS _____
RELATIVES _____	
TITHE _____	TAXES _____
CLAN _____	GUILD _____
HEIR _____	TRAINING _____

STRENGTH _____	CONSTITUTION _____
HIT PROBABILITY _____	HIT POINT ADJ _____
DAMAGE ADJUSTMENT _____	SYSTEM SHOCK _____
WEIGHT ALLOWANCE _____	RESURRECTION _____
OPEN DOORS _____	MAX HIT DICE _____
BEND BARS/LIFT GATES _____	HIT POINTS _____

INTELLIGENCE _____	CHARISMA _____
LANGUAGES _____	MAX HENCHMEN _____
_____	LOYALTY BASE _____
_____	REACTION ADJ _____
_____	_____
_____	IDENT PLANTS _____
_____	IDENT ANIMALS _____
_____	IDENT PURE WATER _____
_____	RESIST POISON _____
_____	RESIST MAGIC _____
KNOW SPELL _____	IMMUNITY _____
MIN SPELLS/LVL _____	EDUCATION _____
MAX SPELLS/LVL _____	SKILLS _____

WISDOM _____	OPEN HAND DAM _____
MAG ATTACK ADJ _____	ATTACKS/ROUNDS _____
SPELL BONUS _____	EFFECT ARMOR _____
SPELL FAILURE _____	LISTEN AT DOORS _____

DEXTERITY _____	WEAPON PROFICIENCY _____
REACT/ATTACK _____	_____
DEFENSIVE ADJ _____	_____
PICKING POCKETS _____	_____
OPENING LOCKS _____	_____
LOCATE/REMOVE TRAPS _____	PASS THRU GROWTH _____
MOVE SILENTLY _____	TRACKING _____
HIDE IN SHADOWS _____	SURPRISE _____
CLIMBING _____	SAVING THROW ADJ _____
HEAR NOISE _____	MOVE _____
READ LANGUAGES _____	ENCUMBERANCE _____



Human Illusionist

WEALTH _____
HEAD _____
LEFT ARM _____

RIGHT ARM _____

HEIGHT _____
WEIGHT _____
LEFT LEG _____

RIGHT LEG _____

BODY _____

CARRIED _____

LEFT SIDE _____

RIGHT SIDE _____

HIDDEN _____

MOUNT _____

OTHER _____

BASIC EQUIPMENT AND SUPPLIES COSTS

Armor

Banded	90 g.p.	Ring	30 g.p.
Chain	75 g.p.	Scale	45 g.p.
Helmet, great	15 g.p.	Shield, large	15 g.p.
Helmet, small	10 g.p.	Shield, small	10 g.p.
Leather	5 g.p.	Shield, small, wooden	1 g.p.
Padded	4 g.p.	Splinted	80 g.p.
Plate	400 g.p.	Studded	15 g.p.

Arms

Arrow, normal, single	2 s.p.	Javelin	10 s.p.
Arrow, normal, dozen	1 g.p.	Lance	6 g.p.
Arrow, silver, single	1 g.p.	Mace, footman's	8 g.p.
Axe, battle	5 g.p.	Mace, horseman's	4 g.p.
Axe, hand or throwing	1 g.p.	Morning Star	5 g.p.
Bardiche	7 g.p.	Partisan	10 g.p.
Bec de corbin	6 g.p.	Pick, Military, footman's	8 g.p.
Bill-Guisarme	6 g.p.	Pick, Military, horseman's	5 g.p.
Bow, composite short	75 g.p.	Pike, awl	3 g.p.
Bow, composite, long	100 g.p.	Quarrel (or Bolt), light, single	1 s.p.
Bow, long	60 g.p.	Quarrel (or Bolt), heavy, score	2 g.p.
Bow, short	15 g.p.	Ranseur	4 g.p.
Crossbow, heavy	20 g.p.	Scimitar	15 g.p.
Crossbow, light	12 g.p.	Sling & Bullets, dozen	15 s.p.
Dagger and scabbard	2 g.p.	Sling Bullets, score	10 s.p.
Dart	5 s.p.	Spear	1 g.p.
Fauchard	3 g.p.	Spetum	3 g.p.
Fauchard — Fork	8 g.p.	Sword, bastard, & scabbard	25 g.p.
Flail, footman's	3 g.p.	Sword, broad, & scabbard	10 g.p.
Flail, horseman's	8 g.p.	Sword, long & scabbard	15 g.p.
Fork, Military	4 g.p.	Sword, short & scabbard	8 g.p.
Glaive	6 g.p.	Sword, two-handed	30 g.p.
Glaive-Guisarme	10 g.p.	Trident	4 g.p.
Guisarme	5 g.p.	Voulge	2 g.p.
Guisarme — Voulge	7 g.p.		
Halberd	9 g.p.		
Hammer, Lucern	7 g.p.		
Hammer	1 g.p.		

Clothing

Belt	3 s.p.	Cloak	5 s.p.
Boots, high, hard	2 g.p.	Girdle, broad	2 g.p.
Boots, high, soft	1 g.p.	Girdle, normal	10 s.p.
Boots, low, hard	1 g.p.	Hat	7 s.p.
Boots, low, soft	8 s.p.	Robe	6 s.p.
Cap	1 s.p.		

Herbs

Belladonna, sprig	4 s.p.	Wolfsbane, sprig	10 s.p.
Garlic, bud	5 c.p.		

Religious Items

Beads, Prayer	1 g.p.	Symbol, Holy*, wooden	7 s.p.
Incense, stick	1 g.p.	Water, Holy*, vial	25 g.p.
Symbol, Holy*, iron	2 g.p.	* or Unholy	
Symbol, Holy*, silver	50 g.p.		

Tack and Harness

Barding, chain	250 g.p.	Saddle	10 g.p.
Barding, leather	100 g.p.	Saddle Bags, large	4 g.p.
Barding, plate	500 g.p.	Saddle Bags, small	3 g.p.
Bit and Bridle	15 s.p.	Saddle Blanket	3 s.p.
Harness	12 s.p.		

Transport

Barge (or Raft), small	50 g.p.	Galley, small	10,000 g.p.
Boat, small	75 g.p.	Ship, merchant, large	15,000 g.p.
Boat, long	150 g.p.	Ship, merchant, small	5,000 g.p.
Cart	50 g.p.	Ship, war	20,000 g.p.
Galley, large	25,000 g.p.	Wagon	150 g.p.

Livestock

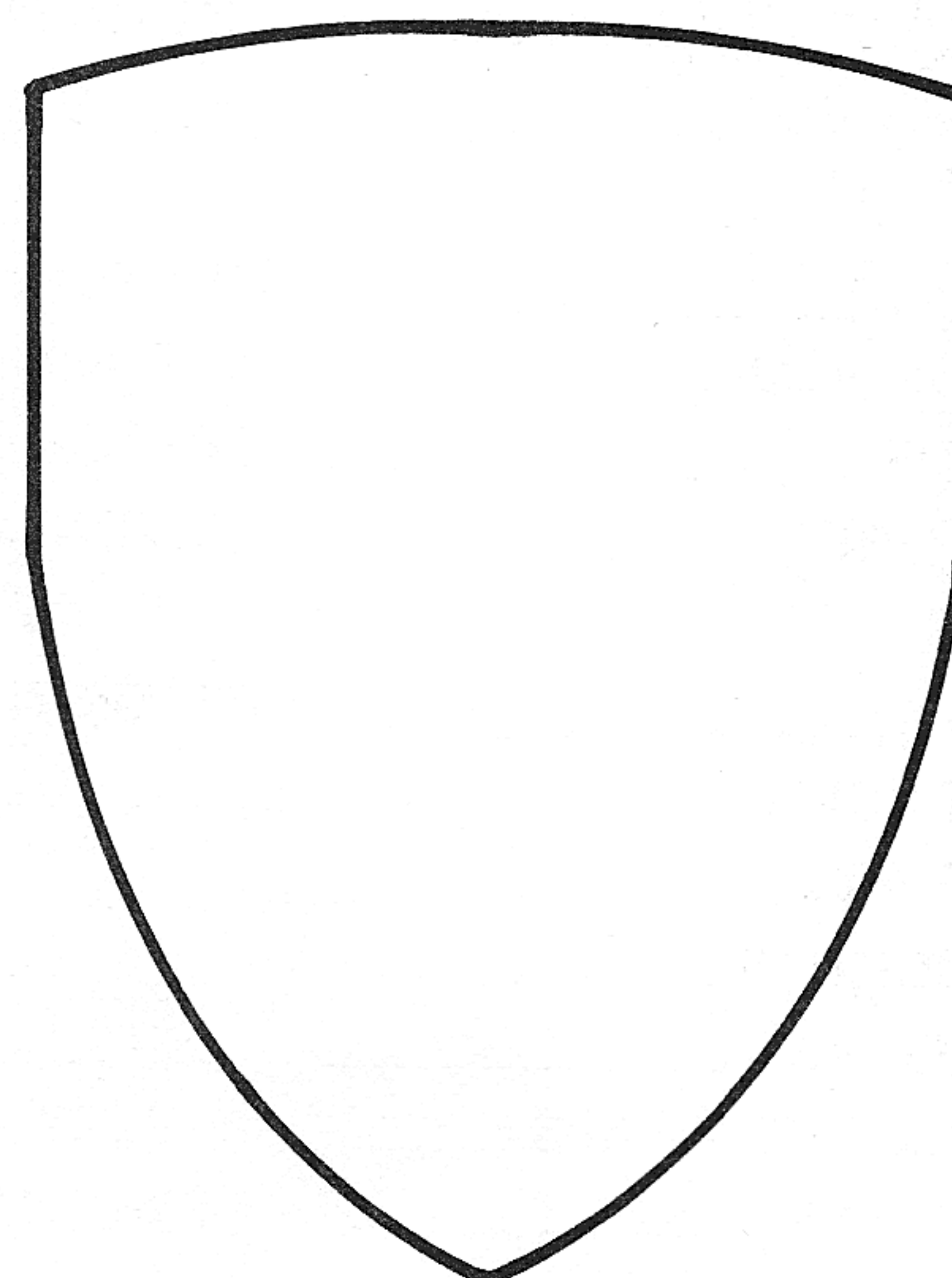
Chicken	3 c.p.	Horse, medium war	225 g.p.
Cow	10 g.p.	Horse, riding (light)	25 g.p.
Dog, guard	25 g.p.	Mule	20 g.p.
Dog, hunting	17 g.p.	Ox	15 g.p.
Donkey	8 g.p.	Pigeon	2 c.p.
Goat	1 g.p.	Piglet	1 g.p.
Hawk, large	40 g.p.	Pig	3 g.p.
Hawk, small	18 g.p.	Pony	15 g.p.
Horse, draft	30 g.p.	Sheep	2 g.p.
Horse, heavy war	300 g.p.	Songbird	4 c.p.
Horse, light war	150 g.p.		

Miscellaneous Equipment & Items

Backpack, leather	2 g.p.	Pouch, belt, large	1 g.p.
Box, iron, large	28 g.p.	Pouch, belt, small	15 s.p.
Box, iron, small	9 g.p.	Quiver, 1 doz. arrows cap.	8 s.p.
Candle, tallow	1 c.p.	Quiver, 1 score arrows cap.	12 s.p.
Candle, wax	1 s.p.	Quiver, 1 score bolts cap.	15 s.p.
Case, bone, map or scroll	5 g.p.	Quiver, 2 score bolts cap.	1 g.p.
Case, leather, map or scroll	15 s.p.	Rope, 50'	4 s.p.
Chest, wooden, large	17 s.p.	Sack, large	16 c.p.
Chest, wooden, small	8 s.p.	Sack, small	10 c.p.
Lantern, bullseye	12 g.p.	Skin for water or wine	15 s.p.
Lantern, hooded	7 g.p.	Spike, iron, large	1 c.p.
Mirror, large metal	10 g.p.	Thieves' picks & tools	30 g.p.
Mirror, small, silver	20 g.p.	Tinder Box, with flint & steel	1 g.p.
Oil, flask of	1 g.p.	Torch	1 c.p.
Pole, 10'	3 c.p.		

Provisions

Ale, pint	1 s.p.	Mead, pint	5 s.p.
Beer, small, pint	5 c.p.	Rations, iron, 1 week	5 g.p.
Food, merchant's meal	1 s.p.	Rations, standard, 1 week	3 g.p.
Food, rich meal	1 g.p.	Wine, pint, good	10 s.p.
Grain, horse meal, 1 day	1 s.p.	Wine, pint, watered	5 s.p.



SHIELD BLAZON