

Character Record Sheet

BX

Player's Name

Character's Name

Class

Level



Armor Class



Hit Points

Alignment

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0	

ABILITIES

	STRENGTH adjustment _____
	INTELLIGENCE adjustment _____
	WISDOM adjustment _____
	DEXTERITY adjustment _____
	CONSTITUTION adjustment _____
	CHARISMA adjustment _____

SAVING THROWS

○	POISON/ DEATH
○	PETRIFY/ PARALYZE
○	BREATH ATTACKS
○	MAGIC WANDS
○	SPELLS/ STAVES/RODS

NORMAL ITEMS

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

EXPERIENCE +5% +10%

Current XP: _____

Prime Requisite 13-15 = +5% to earned XP

Prime Requisite 16+ = +10% to earned XP

Needed for next level: _____

Cleric Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class



Hit Points
 (HD=d6)

Alignment

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0	

ABILITIES *Prime Requisite

<input type="checkbox"/>	STRENGTH adjustment _____
<input type="checkbox"/>	INTELLIGENCE adjustment _____
<input type="checkbox"/>	WISDOM* adjustment _____
<input type="checkbox"/>	DEXTERITY adjustment _____
<input type="checkbox"/>	CONSTITUTION adjustment _____
<input type="checkbox"/>	CHARISMA adjustment _____

SAVING THROWS

<input type="checkbox"/>	POISON/DEATH
<input type="checkbox"/>	PETRIFY/PARALYZE
<input type="checkbox"/>	BREATH ATTACKS
<input type="checkbox"/>	MAGIC WANDS
<input type="checkbox"/>	SPELLS/STAVES/RODS

NORMAL ITEMS

any armor, any shield, no edged weapons

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

CLERIC'S TURNING

Undead Type	Cleric's Level										
	1	2	3	4	5	6	7	8	9	10	11+
skeleton	7	T	T	D	D	D	D	D	D	D	D
zombie	9	7	T	T	D	D	D	D	D	D	D
ghoul	11	9	7	T	T	D	D	D	D	D	D
wight	-	11	9	7	T	T	D	D	D	D	D
wraith	-	-	11	9	7	T	T	D	D	D	D
mummy	-	-	-	11	9	7	T	T	D	D	D
spectre	-	-	-	-	11	9	7	T	T	D	D
vampire	-	-	-	-	-	11	9	7	T	T	D

Number = target or greater needed on 2d6 to successfully turn.
 T = undead automatically turned. D = undead dispelled (destroyed/disintegrated) automatically. On successful turn: roll 2d6 to determine total number of HD of undead affected; weakest undead are affected first; affects at least 1 creature.

EXPERIENCE

+5% +10%

Current XP: _____

WIS 13-15 = +5% to earned XP

WIS 16+ = +10% to earned XP

Needed for next level: _____

Dwarf Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class



Hit Points
 (HD=d8)

Alignment

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0	

ABILITIES *Prime Requisite

	STRENGTH* adjustment _____
	INTELLIGENCE adjustment _____
	WISDOM adjustment _____
	DEXTERITY adjustment _____
	CONSTITUTION adjustment _____ <small>min:9</small>
	CHARISMA adjustment _____

SAVING THROWS

○	POISON/ DEATH
○	PETRIFY/ PARALYZE
○	BREATH ATTACKS
○	MAGIC WANDS
○	SPELLS/ STAVES/RODS

NORMAL ITEMS

any armor, any shield
 any weapon but long bow or 2-handed sword

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

infravision (60)
 2-in-6 chance to detect slanting passages, traps,
 shifting walls, new construction
 speaks: common, dwarvish, gnomish, kobold, goblin

EXPERIENCE

+5% +10%

Current XP: _____

STR 13-15 = +5% to earned XP
 STR 16+ = +10% to earned XP
 maximum experience level = 12

Needed for next level: _____

Elf Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class



Hit Points
 (HD=d6)

Alignment

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0

ABILITIES *Prime Requisite

	STRENGTH* adjustment _____
min:9	INTELLIGENCE* adjustment _____
	WISDOM adjustment _____
	DEXTERITY adjustment _____
	CONSTITUTION adjustment _____
	CHARISMA adjustment _____

SAVING THROWS

○	POISON/ DEATH
○	PETRIFY/ PARALYZE
○	BREATH ATTACKS
○	MAGIC WANDS
○	SPELLS/ STAVES/RODS

NORMAL ITEMS

any armor, any shield, any weapon

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

infravision (60)
 2-in-6 chance to find hidden/secret doors
 cannot be paralyzed by ghouls
 speaks: common, elvish, orc, hobgoblin, gnoll
 magic spells

EXPERIENCE +5% +10%

Current XP: _____

STR 13+ *and* INT 13-15 = +5% to earned XP
 STR 13+ *and* INT 16+ = +10% to earned XP
 maximum experience level = 10

Needed for next level: _____

Fighter Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class



Hit Points
 (HD=d8)

Alignment

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0	

ABILITIES *Prime Requisite

<input type="checkbox"/>	STRENGTH* adjustment _____
<input type="checkbox"/>	INTELLIGENCE adjustment _____
<input type="checkbox"/>	WISDOM adjustment _____
<input type="checkbox"/>	DEXTERITY adjustment _____
<input type="checkbox"/>	CONSTITUTION adjustment _____
<input type="checkbox"/>	CHARISMA adjustment _____

SAVING THROWS

<input type="checkbox"/>	POISON/DEATH
<input type="checkbox"/>	PETRIFY/PARALYZE
<input type="checkbox"/>	BREATH ATTACKS
<input type="checkbox"/>	MAGIC WANDS
<input type="checkbox"/>	SPELLS/STAVES/RODS

NORMAL ITEMS

any armor, any shield, any weapon

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

EXPERIENCE +5% +10%

Current XP: _____

STR 13-15 = +5% to earned XP

STR 16+ = +10% to earned XP

Needed for next level: _____

Halfling Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class
 (-2 AC vs. larger
 than man-sized)



Hit Points
 (HD=d6)

Alignment

"TO HIT" ROLL NEEDED VS. AC:
 (+1 vs. larger than man-sized, +1 w/ missiles)

9	8	7	6	5	4	3	2	1	0

ABILITIES *Prime Requisite

	STRENGTH* adjustment _____
	INTELLIGENCE adjustment _____
	WISDOM adjustment _____
	DEXTERITY* min:9 adjustment _____
	CONSTITUTION min:9 adjustment _____
	CHARISMA adjustment _____

SAVING THROWS

○	POISON/ DEATH
○	PETRIFY/ PARALYZE
○	BREATH ATTACKS
○	MAGIC WANDS
○	SPELLS/ STAVES/RODS

NORMAL ITEMS

any armor, any shield
 any weapon except long bow or 2-handed sword
 armor & weapons must be "cut down to size"

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

2-in-6 undetected in shadows/with cover
 90% undetected in underbrush/cover
 +1 initiative (if using optional individual initiative)

EXPERIENCE +5% +10%

Current XP: _____
 STR 13+ *or* DEX 13+ = +5% to earned XP
 STR 13+ *and* DEX 13+ = +10% to earned XP
 maximum experience level = 8

Needed for next level: _____

Magic-User Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class



Hit Points
 (HD=d4)

Alignment

"TO HIT" ROLL NEEDED VS. AC:

9	8	7	6	5	4	3	2	1	0	

ABILITIES *Prime Requisite

	STRENGTH adjustment _____
	INTELLIGENCE* adjustment _____
	WISDOM adjustment _____
	DEXTERITY adjustment _____
	CONSTITUTION adjustment _____
	CHARISMA adjustment _____

SAVING THROWS

○	POISON/ DEATH
○	PETRIFY/ PARALYZE
○	BREATH ATTACKS
○	MAGIC WANDS
○	SPELLS/ STAVES/RODS

NORMAL ITEMS

no armor, no shields, dagger only

MAGIC ITEMS

MONEY & TREASURE

OTHER NOTES

SPECIAL SKILLS & ABILITIES

EXPERIENCE +5% +10%

Current XP: _____
 INT 13-15 = +5% to earned XP
 INT 16+ = +10% to earned XP

Needed for next level: _____

Thief Character Record Sheet

BX

Player's Name

Character's Name

Level



Armor Class



Hit Points
 (HD=d4)

Alignment

"TO HIT" ROLL NEEDED VS. AC:

(+4 "to hit" when striking from behind)

9	8	7	6	5	4	3	2	1	0

ABILITIES

*Prime Requisite

	STRENGTH adjustment _____
	INTELLIGENCE adjustment _____
	WISDOM adjustment _____
	DEXTERITY* adjustment _____
	CONSTITUTION adjustment _____
	CHARISMA adjustment _____

SAVING THROWS

	POISON/DEATH
	PETRIFY/PARALYZE
	BREATH ATTACKS
	MAGIC WANDS
	SPELLS/STAVES/RODS

NORMAL ITEMS

nothing more protective than leather armor
 no shields, any weapon

MAGIC ITEMS

at 10th level, may cast spells from existing
 MU/elf scrolls (with 10% chance of backfiring)

MONEY & TREASURE

OTHER NOTES

EXPERIENCE

+5% +10%

Current XP: _____

DEX 13-15 = +5% to earned XP

DEX 16+ = +10% to earned XP

Needed for next level: _____

SPECIAL SKILLS & ABILITIES

at 4th level, 80% chance to read non-magical languages
 (simple codes, dead languages, treasure maps); if attempt fails,
 must gain another level before attempting to read item again

Climb Walls†	Move Silently	Hide in Shadows	Hear Noise
Find/Remove Traps	Open Locks	Pick Pockets*	

† Check every 100'. * There is always a 1% chance of failure.

Spells Record Sheet

BX

1st Spell Name Range Duration Area Notes

1
2
3
4
5
6
7
8

2nd Spell Name Range Duration Area Notes

1
2
3
4
5
6
7
8

3rd Spell Name Range Duration Area Notes

1
2
3
4
5
6
7

4th Spell Name Range Duration Area Notes

1
2
3
4
5
6
7

5th Spell Name Range Duration Area Notes

1
2
3
4
5
6

6th Spell Name Range Duration Area Notes

1
2
3
4
5
6

Character Log Sheet

BX

Player Name: _____ **Character Name:** _____ Notes: _____

Class: _____ Level: (XP: _____) Sex: _____ Alignment: _____

HP: _____ STR: () INT: () WIS: () DEX: () CON: () CHA: ()

AC: _____ Armor Type: _____ Weapon(s): _____

Save vs. *Poison/Death:* _____ *Petrify/Paralyze:* _____ *Breath:* _____ *Wands:* _____ *Spells/Staves:* _____

Other Bonuses/Abilities: _____

Inventory & Magic Items: _____

Player Name: _____ **Character Name:** _____ Notes: _____

Class: _____ Level: (XP: _____) Sex: _____ Alignment: _____

HP: _____ STR: () INT: () WIS: () DEX: () CON: () CHA: ()

AC: _____ Armor Type: _____ Weapon(s): _____

Save vs. *Poison/Death:* _____ *Petrify/Paralyze:* _____ *Breath:* _____ *Wands:* _____ *Spells/Staves:* _____

Other Bonuses/Abilities: _____

Inventory & Magic Items: _____

Player Name: _____ **Character Name:** _____ Notes: _____

Class: _____ Level: (XP: _____) Sex: _____ Alignment: _____

HP: _____ STR: () INT: () WIS: () DEX: () CON: () CHA: ()

AC: _____ Armor Type: _____ Weapon(s): _____

Save vs. *Poison/Death:* _____ *Petrify/Paralyze:* _____ *Breath:* _____ *Wands:* _____ *Spells/Staves:* _____

Other Bonuses/Abilities: _____

Inventory & Magic Items: _____

Player Name: _____ **Character Name:** _____ Notes: _____

Class: _____ Level: (XP: _____) Sex: _____ Alignment: _____

HP: _____ STR: () INT: () WIS: () DEX: () CON: () CHA: ()

AC: _____ Armor Type: _____ Weapon(s): _____

Save vs. *Poison/Death:* _____ *Petrify/Paralyze:* _____ *Breath:* _____ *Wands:* _____ *Spells/Staves:* _____

Other Bonuses/Abilities: _____

Inventory & Magic Items: _____

Player Name: _____ **Character Name:** _____ Notes: _____

Class: _____ Level: (XP: _____) Sex: _____ Alignment: _____

HP: _____ STR: () INT: () WIS: () DEX: () CON: () CHA: ()

AC: _____ Armor Type: _____ Weapon(s): _____

Save vs. *Poison/Death:* _____ *Petrify/Paralyze:* _____ *Breath:* _____ *Wands:* _____ *Spells/Staves:* _____

Other Bonuses/Abilities: _____

Inventory & Magic Items: _____

Player Name: _____ **Character Name:** _____ Notes: _____

Class: _____ Level: (XP: _____) Sex: _____ Alignment: _____

HP: _____ STR: () INT: () WIS: () DEX: () CON: () CHA: ()

AC: _____ Armor Type: _____ Weapon(s): _____

Save vs. *Poison/Death:* _____ *Petrify/Paralyze:* _____ *Breath:* _____ *Wands:* _____ *Spells/Staves:* _____

Other Bonuses/Abilities: _____

Inventory & Magic Items: _____
