

# Special Character Record Sheet

This character sheet is for recording stats for special characters. The new fields allow you to define the character as explained below.

- Max Lv: you may want to put a maximum level limit on the character, eg. 12
- HD/LV: the number of HD you roll with each level gain, eg. 1d6
- Save As: the saving throw pattern to follow, eg. F(lv+1) means the character saves as a fighter of 1 level higher.
- Load: defines how fast the character can move at different weights, eg. 800/1600 (120/60) means the character can move 120 up to 800 cns, and 60 up to 1600 cns.
- Restrictions: you may include weapon and armor restrictions either by listing restricted items, defining them, or mimic another class ("as mage")
- Hit Rolls As: define the hit roll charts the character uses, eg. F(lv\*2) means the character hits as a fighter of twice the level.
- Xp Gain As: defines the rate of xp gain, eg. F\*1.5 means the character requires 1.5 times as much xp per level

Player: \_\_\_\_\_  
 Character: \_\_\_\_\_ Level: \_\_\_\_\_ Max Lv: \_\_\_\_\_  
 Alignment: \_\_\_\_\_ Race/Class: \_\_\_\_\_

( ) < > [ ] DMG:  
 AC HD/LV HP

( ) Strength \_\_\_\_\_ Save As: \_\_\_\_\_ Load: \_\_\_\_\_  
 ( ) Intelligence \_\_\_\_\_ ( ) Poison/Death Ray \_\_\_\_\_ Speed: \_\_\_\_\_  
 ( ) Wisdom \_\_\_\_\_ ( ) Wand \_\_\_\_\_ Enc: \_\_\_\_\_  
 ( ) Dexterity \_\_\_\_\_ ( ) Paralysis/Stone \_\_\_\_\_ Container: \_\_\_\_\_  
 ( ) Constitution \_\_\_\_\_ ( ) Dragon Breath \_\_\_\_\_ **Restrictions**  
 ( ) Charisma \_\_\_\_\_ ( ) Spell/Rod/Staff \_\_\_\_\_ Weapons: \_\_\_\_\_  
 Armor: \_\_\_\_\_

Languages: \_\_\_\_\_

**ABILITIES/SKILLS:**

**Hit Rolls As:** \_\_\_\_\_ Adjustments  
 AC 9 8 7 6 5 4 3 2 1 0 -1 -2 melee missile  
 Roll ( | | | | | | | | | | | ) \_\_\_\_\_  
**Equipment**

**XP Gain As:** \_\_\_\_\_

bonus: \_\_\_\_\_  
 need: \_\_\_\_\_