B / X Character Record Sheet

Character Name: Sex: Alignment:

Class/Species: Cleric Level/Title: XP:

Armor Class Hit Points Current Hit Points

|  |  |  |  |
| --- | --- | --- | --- |
| Abilities |  | Bonus |  |
|  | Str |  | Attack, Damage, Open Doors , Encumbrance |
|  | Int |  | Language(s): |
|  | Wis |  | Saving Throws vs Magic |
|  | Dex |  | Missile Attack rolls, Personal Initiative, AC |
|  | Con |  | Hit Points / Level |
|  | Cha |  | Reactions, Retainer Base Morale, Max Retainers |

|  |  |  |
| --- | --- | --- |
| Saving Throws | |  |
|  | Death Ray or Poison | |
|  | Magic Wands | |
|  | Paralysis or Turn to Stone | |
|  | Dragon Breath | |
|  | Rod, Staff or Spell | |

|  |  |
| --- | --- |
| Equipment  150cn = 1dungeon ‘stone’ | Stone  Weight |
| Armor  Mêlée Weapons |  |
| Missile Weapons  Other / Large |  |
|  |  |
| Storage (coins)  1 2 3 |  |
| TOTAL |  |

Movement

Special Abilities

|  |  |  |
| --- | --- | --- |
| Enc in  Stone Weight  150cn = 1 stone weight | Normal speed  feet / turn *or* Running speed feet / round | Encounter speed  feet / round |
| 0 - | 120 | 40 |
|  | 90 | 30 |
|  | 60 | 20 |
|  | 30 | 10 |
|  | 15 | 5 |
|  | 0 | 0 |
| Strength bonus modifies stone weight that can be carried applying ±1 at 120’, then 90’ as applicable. Minimum at 120’ = 1 stone. | | |

Hear Noise: 1 ond6

Find Lge Traps 1 ond6

Find Scrt Doors 1 ond6

Personal Init d6+

Open Doors 1- ond6

XP Bonus

Damage

Sml Weapon 1d4

Med Weapon(1-h)1d6

Med Weapon(2-h)1d8

(attacks last)

Large Weapon 1d8

(reach - attacks first then last)

Sling 40/80/160 1d4

Sht Bow50/100/150 1d6

Lng Bow70/140/210 1d6

Lt XBow60/120/180 1d6

(attacks first then last)

Hv XBow80/160/240 2d4

(attacks first then every 2nd)

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Attack Rolls** AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 |
| Attack Roll Needed: |  |  |  |  |  |  |  |  |  |  |  |  |

Spells/day

1st

2nd

Attack with Damage with Turn Undead Skeleton Ghoul

Attack with Damage with 2d6 Zombie