



DELVING DEEPER Character Record Sheet

Character's Name _____		Alignment _____	Character Sketch or Symbol
Class _____	Level _____	Race _____	
		Age _____	
Armor Class _____	Hit Points _____	Gender _____	

<p>ABILITIES:</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <table border="0" style="width: 100%;"> <tr><td><input type="checkbox"/> STRENGTH</td><td>_____</td></tr> <tr><td>Damage / Open Doors</td><td>_____</td></tr> <tr><td><input type="checkbox"/> INTELLIGENCE</td><td>_____</td></tr> <tr><td>Languages Known</td><td>_____</td></tr> <tr><td><input type="checkbox"/> WISDOM</td><td>_____</td></tr> <tr><td><input type="checkbox"/> DEXTERITY</td><td>_____</td></tr> <tr><td>Initiative / Missile to-hit</td><td>_____</td></tr> <tr><td><input type="checkbox"/> CONSTITUTION</td><td>_____</td></tr> <tr><td>HP bonus / Shock %</td><td>_____</td></tr> <tr><td><input type="checkbox"/> CHARISMA</td><td>_____</td></tr> <tr><td>Retainers / Loyalty/ Rxn</td><td>_____</td></tr> </table> </td> <td style="width: 50%; vertical-align: top;"> <p>SAVING THROWS:</p> <table border="0" style="width: 100%;"> <tr><td><input type="checkbox"/> POISON</td><td>_____</td></tr> <tr><td><input type="checkbox"/> WANDS or RAYS</td><td>_____</td></tr> <tr><td><input type="checkbox"/> PARALYSIS or PETRIFICATION</td><td>_____</td></tr> <tr><td><input type="checkbox"/> BREATH WEAPON</td><td>_____</td></tr> <tr><td><input type="checkbox"/> SPELLS</td><td>_____</td></tr> </table> </td> </tr> </table>	<table border="0" style="width: 100%;"> <tr><td><input type="checkbox"/> STRENGTH</td><td>_____</td></tr> <tr><td>Damage / Open Doors</td><td>_____</td></tr> <tr><td><input type="checkbox"/> INTELLIGENCE</td><td>_____</td></tr> <tr><td>Languages Known</td><td>_____</td></tr> <tr><td><input type="checkbox"/> WISDOM</td><td>_____</td></tr> <tr><td><input type="checkbox"/> DEXTERITY</td><td>_____</td></tr> <tr><td>Initiative / Missile to-hit</td><td>_____</td></tr> <tr><td><input type="checkbox"/> CONSTITUTION</td><td>_____</td></tr> <tr><td>HP bonus / Shock %</td><td>_____</td></tr> <tr><td><input type="checkbox"/> CHARISMA</td><td>_____</td></tr> <tr><td>Retainers / Loyalty/ Rxn</td><td>_____</td></tr> </table>	<input type="checkbox"/> STRENGTH	_____	Damage / Open Doors	_____	<input type="checkbox"/> INTELLIGENCE	_____	Languages Known	_____	<input type="checkbox"/> WISDOM	_____	<input type="checkbox"/> DEXTERITY	_____	Initiative / Missile to-hit	_____	<input type="checkbox"/> CONSTITUTION	_____	HP bonus / Shock %	_____	<input type="checkbox"/> CHARISMA	_____	Retainers / Loyalty/ Rxn	_____	<p>SAVING THROWS:</p> <table border="0" style="width: 100%;"> <tr><td><input type="checkbox"/> POISON</td><td>_____</td></tr> <tr><td><input type="checkbox"/> WANDS or RAYS</td><td>_____</td></tr> <tr><td><input type="checkbox"/> PARALYSIS or PETRIFICATION</td><td>_____</td></tr> <tr><td><input type="checkbox"/> BREATH WEAPON</td><td>_____</td></tr> <tr><td><input type="checkbox"/> SPELLS</td><td>_____</td></tr> </table>	<input type="checkbox"/> POISON	_____	<input type="checkbox"/> WANDS or RAYS	_____	<input type="checkbox"/> PARALYSIS or PETRIFICATION	_____	<input type="checkbox"/> BREATH WEAPON	_____	<input type="checkbox"/> SPELLS	_____	<p>ENCUMBRANCE: _____</p> <p>MOVE RATE: 12" 9" 6" 3"</p> <p>ALLOWED LOAD: _____</p> <p>LANGUAGES: _____</p> <p>SPECIAL SKILLS: Spells, Thief's abilities, Turn undead, Racial bonuses, etc.</p>
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Target AC: 9 8 7 6 5 4 3 2	<table border="1" style="width: 100%; height: 20px; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: center;">Hit Roll</td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> </tr> <tr> <td style="text-align: center;">Needed</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Hit Roll											Needed										
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EQUIPMENT CARRIED	
NORMAL ITEMS	MAGIC ITEMS
OTHER NOTES including places explored, people & monsters met	
<p style="text-align: center;">MONEY and TREASURE</p> <p style="text-align: center;">GEMS/JEWELS:</p> <p>GP: _____</p> <p>SP: _____</p> <p>CP: _____</p> <p>TOTAL VALUE: _____</p>	<p style="text-align: center;">EXPERIENCE</p> <p>Percent Adjustment: _____</p> <p>Needed for next level: _____</p>