

NAME _____
 CLASS _____
 TITLE _____
 ALIGNMENT _____ LEVEL _____

ADVENTURER CONQUEROR KING SYSTEM™

ATTRIBUTES

<input type="checkbox"/> STR	_____	MODIFIER	HP	<input type="checkbox"/>
<input type="checkbox"/> INT	_____	MODIFIER		<input type="checkbox"/>
<input type="checkbox"/> WIS	_____	MODIFIER		<input type="checkbox"/>
<input type="checkbox"/> DEX	_____	MODIFIER	AC	<input type="checkbox"/>
<input type="checkbox"/> CON	_____	MODIFIER		<input type="checkbox"/>
<input type="checkbox"/> CHR	_____	MODIFIER		<input type="checkbox"/>

MOVEMENT • SAVING THROWS

BASE	<input type="radio"/>	PETRIFICATION & PARALYSIS	<input type="checkbox"/>	MOD
COMBAT	<input type="radio"/>	POISON & DEATH	<input type="checkbox"/>	MOD
CHARGE/RUN	<input type="radio"/>	BLAST & BREATH	<input type="checkbox"/>	MOD
CLIMB	<input type="radio"/>	STAFFS & WANDS	<input type="checkbox"/>	MOD
STEALTH	<input type="radio"/>	SPELLS	<input type="checkbox"/>	MOD
DAILY	<input type="radio"/>			

WEAPONS & ATTACKS

	THROW	DMG

INITIATIVE _____ MODIFIER _____

PROFICIENCIES

	THROW

CLASS & RACE ABILITIES

	THROW

ACTIONS

	THROW
Open Door	
Detect Secret Door	
Hear Noise	
Find Traps	

EQUIPMENT

ENCUMB.

LOOT

COPPER

SILVER

ELECTRUM

GOLD

PLATINUM

OTHER

STARTING WEALTH

EXPERIENCE

NEEDED _____

BONUS _____

TOTAL

MAGIC ITEMS

ENCUMB.

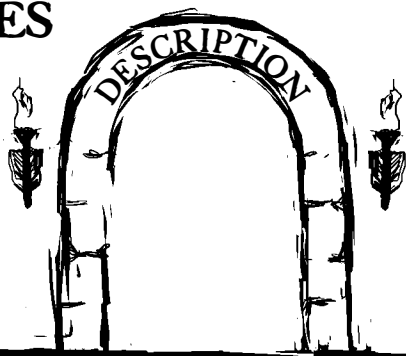
NOTES

AGE _____ SEX _____

HEIGHT _____ WEIGHT _____

LANGUAGES

Common



PARTY: NAME CLASS/LEVEL

HENCHMEN & FOLLOWERS

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

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CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

SPECIALISTS & MERCENARIES

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

NAME _____	EQUIPMENT:
CLASS _____	
LEVEL ____ HP ____	
XP _____	
LOYALTY _____	
AC ____ MOVE ____	
ATTACK _____	
PROFICIENCIES: _____	

DOMAIN

NAME: _____

LOCATION: _____

TYPE: BORDERLANDS
 WILDERNESS
 CIVILIZED
 URBAN

REVENUE/MO. _____

PER FAMILY

TOTAL

LAND _____

SERVICE _____

TAX _____

VASSAL _____

REVENUE/MO. _____

GARRISON _____

STRONGHOLD UPKEEP _____

TAX _____

TITHE _____

DESCRIPTION

COMPONENT	COST

OF FAMILIES _____

MIN. STRONGHOLD VALUE _____

POPULATION GROWTH/MO. _____

POPULATION LOSS/MO. _____

TOTAL INVESTMENTS _____



LORD: _____

FAVORS GRANTED

DUTIES DEMANDED

VASSALS

NAME	DOMAIN	FAVORS GRANTED	DUTIES DEMANDED	TAX PAID

DOMAIN MORALE: _____

SCORE _____

LEVEL _____

EFFECTS

HIJINKS

FOLLOWER	CLASS/LEVEL	ASSASSINATE	CAROUSE	SMUGGLE	SPY	STEAL	TREASURE HUNTING	NOTES

SPELLS

LEVEL 1

PER DAY

LEVEL 2

PER DAY

LEVEL 3

PER DAY

LEVEL 4

PER DAY

LEVEL 5

PER DAY

LEVEL 6

PER DAY

MAGIC RESEARCH

THROW

LIBRARY

VALUE IN GP

WORKSHOP

VALUE IN GP

FORMULAS &
SAMPLES KNOWN

SPECIAL COMPONENTS
POSSESSED

CONGREGANTS