

NAME _____
 CLASS _____
 TITLE _____
 ALIGNMENT _____ LEVEL _____

ADVENTURER CONQUEROR KING SYSTEM™

ATTRIBUTES

STR _____ MODIFIER _____
 INT _____ MODIFIER _____
 WIS _____ MODIFIER _____
 DEX _____ MODIFIER _____
 CON _____ MODIFIER _____
 CHR _____ MODIFIER _____

HP _____
 AC _____

MOVEMENT • SAVING THROWS

BASE PETRIFICATION & PARALYSIS MOD _____
 COMBAT POISON & DEATH MOD _____
 CHARGE/RUN BLAST & BREATH MOD _____
 CLIMB STAFFS & WANDS MOD _____
 STEALTH SPELLS MOD _____
 DAILY

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.

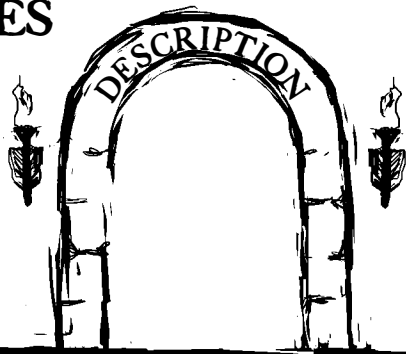
NOTES

AGE _____ SEX _____

HEIGHT _____ WEIGHT _____

LANGUAGES

Common



PARTY: NAME CLASS/LEVEL

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:	

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CLASS _____	
LEVEL ____ HP ____	
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PROFICIENCIES:	

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CLASS _____	
LEVEL ____ HP ____	
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PROFICIENCIES:	

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LEVEL ____ HP ____	
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PROFICIENCIES:	

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LEVEL ____ HP ____	
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ATTACK _____	
PROFICIENCIES:	

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CLASS _____	
LEVEL ____ HP ____	
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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