## Advanced Dungeons & Dragons<sup>®</sup> COMPLETE NETBOOK OF WITCHES & WARLOCKS

## **Player Character Record Sheet**

Yer:  Family:  Dangeon Master:    Hair:  Lr:  Age:  Tradition / Kit:    Hair:  Lr:  Age:  Tradition / Kit:    Id Class:  HV:  Red:  Tradition / Kit:    Id Class:  Sv:  Res:  Tradition / Kit:    Id Class:  Sv:  Res:  Tradition / Kit:    Id Class:  Sv:  Res:  Tradition / Kit:    Id Mathematic  Decays  Been  Part Polson    DEX  Resident Adjustment  Mathematic  Been Adjustment    Id Mathematic  Stating Stating  Mathematic  National Stating    Internation  Spell  Boome Spell  Spell  Been Spell    With State:  Spell  Boome Spell  Spell  Mathematic    Mathematic:  Spell  Boome Spell  Spell  Mathematic    Mathematic:  Spell  Boome Spell  Mathematic  Mathematic    Mathematic:  Spell  Spell  Spell  Mathematic    Mathematic:  Spell  S	haracter: lass:							Align: Race:					Level: Campaign:					
Age:    Tradition / Kit:      Hair:    Lip:    Jog:    Tradition / Kit:      Hair:    Lip:    Jog:    Tradition / Kit:      Id Class:    Not    Res:    Intervention    Res:      Str.    Not    Res:    Str.    Res:    Res: </th <th></th>																		
$ \begin{array}{                                    $									-									
Intervention    Eves:    Md    R52:      Bit Class:    Hy    R54:    R54:      Bit Class:    Sv:    R55:    R55:      Bit Class:    Sv:    R55:    R64:      Bit Class:    Sv:    R55:    R64:    Read      Bit Class:    Main    Defensive    Read/Minite    Main      DEX    Reaction    Adjustanti    Massite    Defensive      Adjustanti    System    Defensive    Model System    Read/Minite      DEX    Reaction    Adjustanti    Massite    Read/Minite    Main      INT    6 rd    Read/Minite    System    Massite    Read/Minite    Massite      WIS    Meaning    Read    Read/Minite    Massite    Spells    Read/Minite      WIS    Meaning    Lovaly    Spells    Massite    Spells    Read/Minite      MIT    fail    Boase    Spells    Spells    Read/Minite    Spells    Spells </th <th>x:</th> <th></th> <th></th> <th></th> <th colspan="4"></th> <th>n:</th> <th></th> <th></th> <th></th> <th>Trac</th> <th>lition</th> <th>/ Kit:</th> <th></th> <th></th>	x:								n:				Trac	lition	/ Kit:			
Hit    Rx4:      US:    Sv:    Rx5:      Illicies    Sv:    Rx5:      STR    Hd    Adj      DEX    Adjoined    Maile      Adjoined    Maile    Adjoined      DEX    Rectrine    Maile      Adjoined    Maile    Adjoined      Not    Rectrine    Maile      Adjoined    Spectra    Recurrentian      Not    Red    Spectra      Not    Red    Spectra    Spectra      Not    Red    Spectra    Spectra      Not    Red    Spectra    Spectra      Not    Red    Spectra    Spectra      Rear:    Spectra    Spectra    Spectra      Suprised:    Base:    Or    Spectra    Spectra      Adjustments:    Spectra    Spectra    Spectra    Spectra      Adjustments:    Spectra    Spectra    Spectra    Spectra      Suprised:    Spectra    Spectra    Spectra    Spectra      Spectra    Nate    Spectra	: t:							-										
Inst  Sv:  R.S:    SIR  Hi  Day  Will  Max  Open  Bend    SIR  Hi  Day  Will  Max  Open  Bend    DEX  Resting  Adjustment  Missibility  Open  Bend    DEX  Resting  Missibility  Missibility  Missibility    CON  Hi  System  Spell  Bose    INT  adjustment  Spell  Spell    Wils  Social  Spell  Spell    Wils  Maxie  Spell  Spell    Base:  Adjustments:  Spell  Wounds    Perceptions  Vision: Hearing:    Decentions:  Spell  Spell    Base:  Spell  Spell    Adjustments:  Spells  International    Sections:  Spells  International    Rear:  Spell  Spell  Spell    Base:  Adjustments:  Spell  Spell    International  Spell  Spell  Spell    Base:  Adjustments:  Spell  Spell    Spell  Spell  Spell  Spell    Base:  Adjustments:  Adjustred  Spell<		Lyes.						-										
Note of the second sec								-										
STR    High    Dreg    Was    Open    Bars      DEX    Adjstrati    Moule    Adjstrati    Adjstrati <th>itus.</th> <th></th> <th></th> <th>57.</th> <th></th> <th>KAJ.</th> <th></th>	itus.			57.		KAJ.												
11.11    Adj    Adj    Maile    Press    Doors    Bars      DEX    Adjoarneent    Maile    Maile    Adjoarneent    Spell    Spell    Spell    Spell    Spell    Margit    Petrify/Pit/Mend    Devery    Devery    Devery    Margit    Spell    Margit    Margit    Margit    Spells    Devery    Devery    Devery    Margit    Margit    Spells    Devery    Margit    Margit    Margit    Devery    Margit    Margit    Devery    M	bilities										e.	Saving	Throv	WS	Base	Adj.	Items affectir	
DDA    Adjastment    Adjastment    Adjastment    Adjastment    Adjastment    Petrify/ Survival    Petrify/ Petrify/ Breath Weapon    Petrify/ Decision      INT    # of distance    Spelly	STR												son					
Cont    Adjustment    Sinck    Survival      INT    # of orget    Spell    Main    Spell    Main    Spell    Bare    Breath Weapon    Image    Breath Weapon    Image    Image    Spells    Spells <th>DEX</th> <td></td> <td>t</td> <td></td> <td></td> <td>ıt</td> <td></td> <td></td> <td></td> <td></td> <td>I</td> <td colspan="3"></td> <td></td>	DEX		t			ıt					I							
INT    0 of m.m.    Spell    Max Spell    Max Spell    Breath Weapon    Image    Image      WIS    Merrial Sove    Spell    Bonus Spell    Spell Immanities    Spell Immanities    Spell	CON		t										oh					
Normalized    Fail    Spells    Immunities    Magic Resistance      CHR    Max    Loyalty    Starring GP    Magic Resistance      mor Class    Rear:    Surprised:    Perceptions    Vision:      Base:    Surprised:    Surprised:    Perceptions    Vision:      Base:    Surprised:    Spells    Perceptions    Vision:      Adjustments:    Spells per Level    Perceptions    Base:    Current:      Cult Powers    Notes    1    Spells per Level    Base:    Current:      Social (12 <sup>6</sup> )    Notes    1    2    3    4    5    5    6    7    9	INT								Max Spell									
Cirk    Base    GP    Ingright Resistance      mor Class    Hit Points    Wounds    Vision: Hearing: Detections:      Base: Adjustments:    Spells per Level    Proceptions      Vision: Hearing: Detections:    Detections:    Vision: Hearing: Detections:      Spells per Level    Proceptions      Notes    Image: Base: Adjustments:    Proceptions      Spells per Level    Image: Sectors:    Proceptions      Mage: Adjustments:    Motes    Image: Sectors:    Proceptions      Spells per Level    Image: Sectors:    Spells per Level    Image: Sectors:    Spell Points      Base: (0 (%)    Mage: Sectors:    Mage: Sectors:    Proceptions    Spell Points      Base: (0 (%)    Spells per Level    Image: Sectors:    Spells per Level    Spells per Level    Spells per Level      Ital (12%)    Spells per Level    Image: Sectors:    Spells per Level    Spells per Level    Base: Current:    Adjustments:      Base:    Mage: Sectors:    Mage: Sectors:    Mage: Sectors:    Damage    Plues to Damage      Mage: Sectors:    Mage: Sectors:    Mage: Sectors:    Mage: Sectors:    Plues to Damage	WIS										8	Spells						
Image: Surprised:    Rear:    Vision:      Base:    Adjustments:    Image: Surprised:	CHR							ting				Magic Resistanc	e					
Rear:    Suprised:    Hearing:    Distance      Base:    Adjustments:    Image: Construction of the second	mon Clas	a					LI;4 I	Dointa	TA	Vound				Do	noonti	ong	•	
Surprised:    Hearing:    Detections:      Adjustments:    Image: Constraint of the section of the sectin of the section of the sectin of the section							пц	onits										
Base:    Detections:      Adjustments:    Detections:      Cull Powers    Notes    Detections:      Turn Undead    Spells per Level    Base:    Base:      Read/Detect Magic    Adjustments:    Power    Notes    Base:    Current:    Base:    Current:    Adjustments:      arr (6 <sup>th</sup> )    Image: Construction of (15 <sup>th</sup>							$\bigcap$	$\sim$	<u>\</u>			Hearing:						
Adjustments:    Spells per Level    Psionic Strength / Spell Points      I    I    I    I      I    Read/Detect Magie    I    I    I      Ser (6 <sup>th</sup> )    I    I    I    I    I      Ser (6 <sup>th</sup> )    I		•					$\langle \rangle$	/										
Spells per Level      Psionic Strength / Spell Points        Turn Undead      I <thi< th="">      I      I</thi<>		Buser												200				
Image: Notes    Notes    Image:		Adjustme	nts:					$\sim$										
Image: Notes    Notes    Image:																		
Turn Undead  2  3    Read/Detect Magie  3  4  5    3  4  5  6    4  5  6  6    7  6  6  6    7  8  8  Adj.  Adj.  Adjusted  Adjusted    8  8  Adj.  Adj.  Adjusted  Damage    8  9  1  1  1  1								Spells	s per I	Level			Psioni	ic St	rengtl	h / Spel	ll Points	
Read/Detect Magic    3    4    5    6    6    6    6    6    6    6    6    6    6    6    6    6    6    6    6    7    6    7	el				Notes			1				Bas		Base:				
ser (6 <sup>th</sup> )													Current	:				
or (9 <sup>th</sup> )		Read	Detect M	lagic														
iiii (12 <sup>th</sup> )							_											
or (15 <sup>th</sup> )																		
errior (18 <sup>th</sup> )    Base    At    Dmg    Adjusted    Damage    Pluses to Damage      eapon    # At    THACO    Adj.    Adj.    THACO    S/M    Large    Pluses to Damage      eapon    Image: Signal Adj.    <							—						A	aart.				
eapon  # At  Base THAC0  At Adj.  Dmg Adj.  Adjusted THACO  Damage S/M  Pluses to Damage    I  I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I    I  I  I  I  I  I  I	$10^{\circ} (15^{\circ})$						-		-				Aajustr	nents:				
wapon    # At    THAC0    Adj.    Adj.    THACO    S/M    Large    Pluses to Damage      Image: Stress of the st	(18)	<u> </u>			1		L	Donuse	55									
Image: Second state	aanan				# At									roe	Pluse	s to Dam	19.000	
Gp value  Right Hand:    Left Hand:	capoli					111100				IIIA				0	1 1050	, to Dull		
Gp value  Right Hand:    Left Hand:							<u> </u>			+								
Gp value  Right Hand:    Left Hand:										1								
Gp value  Right Hand:    Left Hand:						1				1								
Gp value  Right Hand:    Left Hand:										1								
Gp value  Right Hand:    Left Hand:					1	1	I	1		1		<u> </u>						
Gp value  Right Hand:    Left Hand:	onev		Trea	sure		Gems			Mag	ical Ita	em	s Worr	1					
Left Hand:	PP:			N WI V			Gn value				~		-					
	· ?:		-1		ŀ		Sp value	<u> </u>										
	?: ?:		-1		F			-	Пен П	anu.								
	:		-1		⊦			-1 1										
	: ?:		-1		F			-										
	her:		-1		ŀ			-										

## **Items Carried and Supplies**

Item	Location	Wt.

Item	Location	Wt.

NON-WEAPON PROFICIENCES			
Initial: Current:	Slots	Abil	Mod

	PROFICIENCES	
Initial:	Current:	Slots

Experience Experience for Next Level:

<b>Miscellaneous Information</b>	

**Religion / Coven Information** 

Familiar	
AC	Notes
HP	
THACO	
# AT	
DMG	
MV	

Mount (o	r other Fa	miliar)
AC		Notes
HP		
THACO		
# AT		
DMG		
MV		

Image:	Spells									
Image: state in the state in	Name	Lvl	Comp	Rng	Dur	СТ	AE	Sav	Notes	
Image: state in the state in										
Image: state in the state in										
Image: state in the state in										
Image: state in the state in										
Image: state in the state in										$\boldsymbol{\frown}$
Image: state in the state in										
Image: state in the state in										
III										
Image: Second secon										
Image: Second secon										
Image: Second secon										
										Ľ
Image: Sector of the sector of th										
										$\bigcap$
										<b>U</b>
										$\boldsymbol{\mathcal{C}}$
										J
										$\mathcal{N}$
										Ć
Image: state of the		-								
										\ <
										10%
			1			1				<b>–</b> (
			1							

Spells									
Name	Lvl	Comp	Rng	Dur	СТ	AE	Sav	Notes	
									•
					1				
				I	I I		I		
									1
				İ	1		İ		
								]	
	1								

I JIHOHFS AND UN ARLOCKS