

# Council of Wyrms Card 6: Half-Dragon Player Character Record Sheet



Adventure

Character \_\_\_\_\_  
 Race (Demihuman/Dragon) \_\_\_\_\_ Alignment \_\_\_\_\_ Class/Level \_\_\_\_\_  
 Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Clan \_\_\_\_\_  
 Domain \_\_\_\_\_ Dragon Lord \_\_\_\_\_ Patron \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Appearance \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wgt. \_\_\_\_\_ Deity \_\_\_\_\_  
 Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Kit \_\_\_\_\_ Reaction Adjustment \_\_\_\_\_

### ABILITIES

_____ <b>STR</b>	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	BB/LG
_____ <b>DEX</b>	Rctn Adj	Missile Att	Def Adj			
_____ <b>CON</b>	HP Adj	Svs Shk	Res Sur	Pois Save	Regen	
_____ <b>INT</b>	No of Lang	Spell Lvl	Lrn Sp	Spells/Level	Spell Immun	
_____ <b>WIS</b>	Mag Def Adj	Bonus Spells	Failure	Spell Immun		
_____ <b>CHA</b>	Max No Hench	Loyal Base	Rctn Adj			

### MOVEMENT

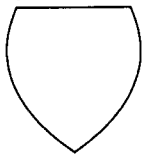
Base Rate ( ) _____
Light ( ) _____
Mod ( ) _____
Hvy ( ) _____
Svr ( ) _____
Jog ( x2 ) _____
Run ( x3 ) _____
Run ( x4 ) _____
Run ( x5 ) _____

### SAVING THROWS

_____ Paralyze/Poison _____
_____ Rod, Staff, or Wand _____
_____ Petrify/Polymorph _____
_____ Breath Weapon _____
_____ Spells _____
_____ Modifier _____ Save _____

### ARMOR CLASS

Adjusted AC



Armor Type (Pieces)

Surprised \_\_\_\_\_  
 Shieldless \_\_\_\_\_  
 Rear \_\_\_\_\_

### HIT POINTS

### Wounds

### XP

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### WEAPON COMBAT

Weapon	# AT	Attack Adj/Damage Adj	THAC0	Damage (S/M/L)	Range	Wgt.	Size	Type	Speed
		/							
		/							
		/							
		/							
		/							

### Special Attacks \_\_\_\_\_

#### Turn Undead

Skeleton/1 HD \_\_\_\_\_  
 Zombie \_\_\_\_\_  
 Ghoul/2 HD \_\_\_\_\_  
 Shadow/3-4 HD \_\_\_\_\_  
 Wight/5 HD \_\_\_\_\_  
 Ghast \_\_\_\_\_  
 Wraith/6 HD \_\_\_\_\_  
 Mummy/7 HD \_\_\_\_\_  
 Specter/8 HD \_\_\_\_\_  
 Vampire/9 HD \_\_\_\_\_  
 Ghost/10 HD \_\_\_\_\_  
 Lich/11+ HD \_\_\_\_\_  
 Special \_\_\_\_\_

#### Class Abilities

Pick Pockets \_\_\_\_\_  
 Open Locks \_\_\_\_\_  
 Find/Remove \_\_\_\_\_  
 Move Silently \_\_\_\_\_  
 Hide/Shadows \_\_\_\_\_  
 Detect Noise \_\_\_\_\_  
 Climb Walls \_\_\_\_\_  
 Read Lang \_\_\_\_\_  
 Backstab \_\_\_\_\_  
**Spells Per Level**  
 1st \_\_\_\_\_ 2nd \_\_\_\_\_ 3rd \_\_\_\_\_  
 4th \_\_\_\_\_ 5th \_\_\_\_\_ 6th \_\_\_\_\_  
 7th \_\_\_\_\_ 8th \_\_\_\_\_ 9th \_\_\_\_\_

### Ammunition \_\_\_\_\_

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**Proficiencies** \_\_\_\_\_  
**Discretionary Abilities** \_\_\_\_\_

#### Fixed Abilities

#### Racial Abilities