

NAME _____
 CLASS _____
 TITLE _____
 ALIGNMENT _____ LEVEL _____

ADVENTURER CONQUEROR KING SYSTEM™

ATTRIBUTES

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

HP 

AC 

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.

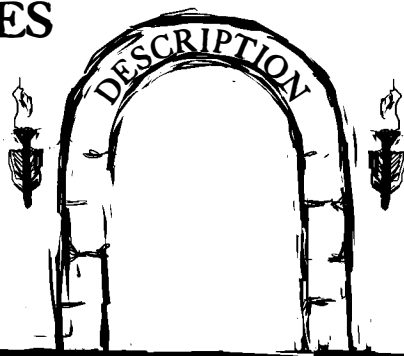
NOTES

AGE _____ SEX _____

HEIGHT _____ WEIGHT _____

LANGUAGES

Common



PARTY:

NAME

CLASS/LEVEL

HENCHMEN & FOLLOWERS

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

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

NAME: _____

LOCATION: _____

TYPE: BORDERLANDS ☐
WILDERNESS ☐
CIVILIZED ☐
URBAN ☐

REVENUE/MO. _____

PER FAMILY

TOTAL

DESCRIPTION

COMPONENT

COST

LAND _____

SERVICE _____

TAX _____

VASSAL _____

REVENUE/MO. _____

GARRISON _____

STRONGHOLD UPKEEP _____

TAX _____

TITHE _____

OF FAMILIES _____

MIN. STRONGHOLD VALUE _____

POPULATION GROWTH/MO. _____

POPULATION LOSS/MO. _____

TOTAL INVESTMENTS _____

FESTIVALS

NEXT FESTIVAL

COST

LORD: _____

FAVORS GRANTED

DUTIES DEMANDED

VASSALS

NAME	DOMAIN	FAVORS GRANTED	DUTIES DEMANDED	TAX PAID

DOMAIN MORALE: _____

SCORE _____

LEVEL _____

EFFECTS

HUNKS

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