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It's time again to revise the LIVING CITY™ character creation guidelines. These changes provide additions to the campaign and clarifications of the character creation rules. Except for a small change brought about by published material, this update contains new options, and not restrictions. These guidelines go into effect immediately, and your character must be in compliance with them as soon as possible.

How does this affect MY character(s)?

Due to some rules in Demihuman Deities, there are some revisions required to demi-human specialty priests. The main change is to switch from the Monster Mythology description of the specialty priest class to the Demihuman Deities description. All rules apply, including restrictions on multi-class specialty priests. If you have a character who is a demi-human multi-class specialty priest, check to see if the combination is allowed. If not, change to cleric or choose one of the character's two existing classes to keep, and move all experience into the one class.

Old Things New Again

Some kits which were disallowed in the last revision may be allowed again. If you have a character which had one of these kits, you may take it up again if you pay the experience cost and do not have a kit currently.

If you had three or more classes and had to lose some because we restricted you to two classes back in 1995, you can restore your old lost classes at their lost levels by redistributing the character's experience points.

This is not an excuse to rework your character, to change classes, or change attributes. You may not make any changes to your character unless they are required (or you are picking up a kit which you had to drop when it was disallowed). Also, there will be no grandfathering of any characters. Characters with previously-existing grandfathering certificates or letters will be accepted, but no new grandfathering will be done. Exception characters are hard on our judges, and we do not want to burden them even more than we already do.



making a living

LIVING CITY CHARACTER CREATION

LIVING CITY CHARACTER CREATION VERSION 2.5, JANUARY 1999

The LIVING CITY campaign is a worldwide campaign where you play a character you create. Thousands of players throughout the world participate in this environment. You can play your character in any LIVING CITY event, and the character advances in level and acquires treasure like in a home campaign. The more you play, the more powerful your character becomes.

These guidelines give you the basic information for creating a 1st-level LIVING CITY character. All LIVING CITY

characters must be in compliance with the most current version (and most recently printed version) of the AD&D Game rules and these guidelines. Exceptions must be documented by a certificate or letter from HQ allowing the exception. All optional rules used in the campaign are

listed in these guidelines; if it's not here, we don't use it. Further, if a section of the rules says, "At the DM's option,..." and we have not allowed the option here, it is not an allowed option for the LIVING CITY campaign. Network HQ or its designated representatives will serve as the final authority of rules for the LIVING CITY campaign.

You are responsible for keeping a copy of your character and a list of all the items, wealth, and experience points earned during adventures. This information should be

placed in the character logbook (see below).

No character can advance more than one level in a round of tournament play. If multi-classed, the character can advance one level in each class.

Several sourcebooks are allowed for character options besides the *Player's Handbook*. It is the responsibility of the player to bring any book which pertains to his or her character, especially for kits and spells selected not in the *Player's Handbook*. Copies of the relevant pages are acceptable.

CREATING A CHARACTER

To create your LIVING CITY character, follow these steps:

Step 1: Choose a race and class

The following races from the *Player's Handbook* are available for new characters: human, half-elf, elf (gray, high), halfling (hairfoot, tallfellow, stout), gnome, and dwarf. The race variants and racial kits detailed in the Complete Handbook series are not part of the LIVING CITY campaign.

The following classes from the *Player's Handbook* are available:

- Warriors: Fighters, Rangers, and Paladins are allowable classes. Paladins must choose a deity from the good-aligned or LN-aligned deities allowed in the FORGOTTEN REALMS® campaign materials.
- Wizards: Wizards can be mages, specialist wizards, or elementalists (from the *Tome of Magic*).
- Priests: Clerics, druids, crusaders, monks, and specialty priests are allowable classes. Crusaders and monks are described in *Faiths & Avatars*. All priests must choose a god of the FORGOTTEN REALMS campaign to worship. See below for specifics on priest options.
- Rogues: Thieves and bards are permissible character classes.



Class-specific information can be found below.

Psionics are not allowed for player characters, and are not part of the regular LIVING CITY campaign. Multi-class characters are allowed as described in the *Player's Handbook*.

Multi-class characters may choose to be specialty priests, but they may not possess a kit, weapon specialization, or be a specialist wizard (except that gnomes may be multi-classed illusionists).

Step 2: Assign points

You have up to 84 points to assign to your character's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Regardless of race, initial ability scores cannot be lower than 6 or higher than 18. Once assigned, the ability scores of demi-human PCs must meet the racial minimum and maximum values from Table 7 in the *Player's Handbook*. Do not apply racial or age adjustments to your character's attributes; the character's statistics are "adjusted" when you assign your 84 points. You do not have to apply all 84 points if you don't want to.

This limit can be exceeded only through the use of powerful magic. Characters who somehow achieve an attribute over 18 (18/00 for Strength) do not gain any additional immunities as described in the *Player's Handbook*.

Exceptional strength requires spending extra points on strength, as follows. A strength rating of 18 costs 18 points. 18/01 strength costs 1 additional point, or 19 points. Each additional 10 points of exceptional strength costs 1 point more, so a strength of 18/51 costs 24 points, and a strength of 18/00 costs 29.

Note that adding to attributes, through specialty priest-hoods, or kits, cannot raise the attribute above 18 (or 18/00 in the case of Strength).

Step 3: Choose a kit

Choose a kit if you want one. Only single-classed characters may take a kit at character creation. No character may acquire a kit after the character is created, though the existing kit can be abandoned. Kits require an expenditure of 10% of all earned experience points. Experience used for kits must be tracked, as it counts toward the retirement limit. Kits do not increase starting wealth. Kits are described in the respective Complete Handbook.

Step 4: Your character begins at 1st level

Your character begins at 1st level and must meet the required minimum statistic scores for his or her class listed in the *Player's Handbook*. Assign maximum hit points for your class(es) at first level; multi-classed characters receive the maximum hit points averaged from the hit dice of the classes involved.

Step 5: Select proficiencies

Select weapon and non-weapon proficiencies. LIVING CITY characters possess non-weapon proficiencies, but not secondary skills. Bonus non-weapon proficiencies for Intelligence are gained normally. Languages are chosen as non-weapon proficiencies. PCs speak their native language for free. Demi-humans must buy "Speak Common." Non-humans must buy their other languages from the list given

under their racial descriptions. PCs cannot Read/Write any known language unless they spend the necessary proficiency slots.

Non-weapon proficiencies may be chosen from the following sourcebooks: *Player's Handbook*, *Complete Thief's Handbook*, *Complete Ranger's Handbook*, *Complete Paladin's Handbook*, *Complete Bard's Handbook*, and *Demi-human Deities Appendix One*. The crossover costs for choosing proficiencies outside those allowed for your class apply.

Step 6: Choose an alignment

LIVING CITY player characters are limited to Lawful Good, Neutral Good, Chaotic Good, Neutral, and Lawful Neutral.

Step 7: Equip the character

Characters begin with maximum gold pieces for their classes; 200 for a fighter, ranger, or paladin; 180 for a cleric or druid; 120 for a rogue; and 50 for a wizard. Choose one non-standard mundane item: such as a bag of marbles, a pouch of tobacco, or a cookbook. Valuable items such as traveling spell books are not mundane items. Allowed equipment can be found in the *Player's Handbook*, *Arms & Equipment Guide*, *Complete Thief's Handbook*, *Complete Fighter's Handbook*, *Complete Ranger's Handbook*, *Complete Paladin's Handbook*, *Complete Bard's Handbook*, *Complete Wizard's Handbook*, and *Complete Priest's Handbook*. The following equipment is not allowed to be purchased: elven chain mail, dwarven-made plate mail, strength bows, arquebus, all samurai weapons, and new armor types from the *Complete Fighter's Handbook* or the *Complete Priest's Handbook*. No other sourcebook is allowed for character equipment in the campaign unless by certified exception. Use the printed standard prices; an item can only be purchased if there is a price listed for it in the reference book. Further equipment can be purchased between adventures using gold your character earns adventuring. Log the purchase(s) in your character logbook and have the next judge sign to verify it.

Step 8: Select wizard or bard spells if necessary

Mage spell books contain four 1st level spells of your choice. Specialist wizards cannot have spells from an opposing school. Bard's spell books contain two 1st level spells. Read magic and detect magic are not automatically gained, and must be selected as part of the initial spell selection.

Step 9: Coming of age

All characters in LIVING CITY play must always be at least as old as the minimum age requirement by race to begin adventuring, as described in the *Player's Handbook*.

KITS CHART The following kits are allowed

FIGHTER	Amazon, Barbarian, Berserker, Cavalier (no Ranger or Paladins), Gladiator, Myrmidon, Noble Warrior, Peasant Hero, Pirate/Outlaw, Savage, Swashbuckler, Wilderness Warrior
RANGER	Explorer, Forest Runner, Giant Killer*, Mountain Man*, Pathfinder, Sea Ranger, Seeker, Stalker *no optional rules
PALADIN	Chevalier, Divinate, Errant, Expatriate, Ghosthunter, Medician, Militarist, Squire, Votary, Wyrmslayer
WIZARD	Academician, Amazon, Anagokok, Militant, Mystic, Patrician, Peasant, Savage
PRIEST	Amazon, Barbarian/Berserker, Nobleman, Outlaw, Pacifist, Peasant, Savage, Scholar
DRUID	Hivemaster, Natural philosopher, Wanderer
THIEF	Acrobat, Adventurer, Bandit, Beggar, Bounty Hunter, Buccaneer, Burglar, Cutpurse, Fence, Investigator, Scout, Smuggler, Spy, Swashbuckler, Swindler, Thug, Troubleshooter
BARD	Blade, Charlatan, Gallant, Gypsy-Bard (no psionics), Herald, Jester, Jongleur, Loremaster, Meistersinger, Skald, Thespian

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HOUSE RULE: No weapons may be used, no gloves worn, no items worn on the hand or carried in the hand that change the damage done may be used in barehanded combat. Items that change strength without being worn on the hand can be used in barehanded combat: e.g. girdles of giant strength.

Characters who fall below the minimum racial age must leave play until the character is aged back to the minimum racial age allowed.

ADVANCING THE CHARACTER

Step 10: Hit points upon advancing

When your character goes up to 2nd level, add the maximum allowed hit points for your class. For all levels above 2nd, add half the maximum allowed hit points upon rising a level.

Step 11: Spells upon advancing

Wizards add three spells to their spell books upon gaining a new level, and bards add two spells upon reaching a new level. These spells may be of any spell level that the PC can cast, so an 8th level wizard can choose 1st through 4th level spells.

Step 12: Proficiencies upon Advancing

Choose additional proficiencies and advance skills as described for your class in the *Player's Handbook*.

Experience Points and Retirement

All experience must be tracked in the LIVING CITY campaign. This includes XP spent for kits, city organizations, henchmen, failure to abide by a new class after having dual-classed, XP lost due to druidical challenges—any XP that could have been earned by your character must be added to the total for determination of retirement. For example, kits cost 10% of earned XP, but you must track that XP too. It is best to keep two columns—one for your level and one for total XP earned.

When any character earns a total of 1,100,000 XP, the player must retire the character from normal LIVING CITY play. There are high-level expansion options open for these characters.

Character Logbook

All LIVING CITY characters must keep a character logbook detailing the adventures played and rewards received by the character during the course of play. The logbook must be kept on the form provided, or on a form that contains all the same information. For each adventure, the player must record the adventure name and date, the convention, any rewards received, and any penalties which apply to the character. The judge must print and sign his or her name to verify the information. Interactive booth operators should complete and sign a section of the log for any activity the character participates in which affects the character's level or monetary worth (item trading, purchases, registration in guilds, etc). Use multiple pages to track your character's history.

Regional Directors or *Living City* Campaign Staff will use your logbook if they need to verify your PC's status. They need an accurate logbook to confirm information about your PC. Items or information that cannot be verified by the logbook may be removed from the PC by these administrators.

You should also log your magical item trades, but you will have to do so on a separate sheet as the log sheet is not designed to handle lots of magical items listed in a single adventure block.

For existing characters, complete the first block of a logbook page indicating your character's current status on the required items, and have your next judge sign the log-

book to verify your "starting" information. Then keep the logbook from now on. That's all.

CLASS-SPECIFIC INFORMATION

Warriors

Weapon specialization: Only single-class fighters (not rangers or paladins) may choose to utilize weapon specialization. Weapon specialization is unavailable to multi- or dual-class fighters. No fighter may choose more than one weapon in which to specialize. Free weapon specializations granted by kits count as the character's one specialization. Double specialization is not allowed. All specialization must adhere to rules listed in the *Player's Handbook*. Any rules that allow PCs other than single-classed fighters to specialize do not apply in the LIVING CITY campaign.

Combat rules from the *Complete Fighter's Handbook* are not allowed for player characters in the LIVING CITY campaign.

Wizards

Only single-classed (or dual-classed) wizards may be specialist wizards or elementalists; multi-classed wizards may not be specialists or elementalists. The only exception is gnome multi-classed illusionists.

Wizard spells may be selected from the *Player's Handbook*, *Tome of Magic*, or FORGOTTEN REALMS Adventures. Wild magic and spells from the *Complete Wizard's Handbook* are not allowed in the campaign. Material components are required for any wizard spells normally expensive to cast. Players using spells from FORGOTTEN REALMS Adventures must bring the book to use the spells.

Priests

All priests must choose a non-evil god to worship as described in *Faiths & Avatars*, *Powers & Pantheons*, and *Demihuman Deities*. Priests must worship deities of their own race, with allowable exceptions explicitly noted in the faith's description. All priests must adhere to the rules in the *Player's Handbook* and the appropriate deity reference work, defaulting to the *Player's Handbook* when conflicts occur. Druids use their experience point table from the *Player's Handbook*; all other priests use the cleric table from the *Player's Handbook*.

Half-elf PCs created with a native tongue of Elvish may choose any specialty priest option for elves; alternatively, a half-elf may select Common as the native tongue and can select from any human specialty priest option.

A priest may be a cleric, crusader, or monk of any non-evil deity allowed for their race from the Faerûnian pantheon, provided that the god allows the class within the clergy. Clerics follow the description of their class in the *Player's Handbook*, and do not gain any additional abilities as described for clerics in *Faiths & Avatars*, *Powers & Pantheons*, or *Demihuman Deities*.

Multiclass specialty priests are only allowed as indicated within each deity's description in *Demihuman Deities*. Clerics may multi-class as indicated within the *Player's Handbook*. Crusaders and monks may choose any multi-class option available to clerics. The druid/ranger multi-class option is not allowed.

Human specialty priests may select one of the following

gods: Akadi, Azuth, Chauntea, Denier, Eldath, Finder Wyvernspur, Gond, Grumbar, Gwaeron Windstrom, Helm, Ilmater, Istishia, Kelemvor, Kossuth, Lathander, Lliira, Mielikki, Milil, Mystra, Nobanion, Oghma, Red Knight, Selune, Sharess, Shaundakul, Siamorphe (certified Procampur noble characters only), Silvanus, Sune, Tempus, Torm, Tymora, Tyr, Valkur, Waukeen. Any deity which grants to specialty priests magical items does not do so in the LIVING CITY campaign.

Demi-human specialty priests may choose one of the following deities for their race. Demi-humans must choose a deity for their own race, and can only choose from among the human specialty priest options if the faith allows those demi-humans in the priesthood specifically.

Dwarves: Berronar Truesilver, Clangeddin Silverbeard, Dugmaren Brightmantle, Dumathion, Gorm Gulthyn, Haela Brightaxe, Moradin, Sharindlar, Vergadain.

Elves: Aerdrie Faenya, Corellon Larethian, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Gnomes: Baervan Wildwanderer, Baravar Cloakshadow, Calladuran Smoothhands, Gaerdal Ironhand, Garl Glittergold, Nebelun, Segojan Earthcaller.

Halflings: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Tymora, Urogalan, Yondalla.

Priests can use spells from within the *Player's Handbook* and the *Tome of Magic*. Access to spells is per sphere allowances within the priest's class description. In addition, all priests of from the above list for specialty priests may use the spells given their clergy in Faiths & Avatars, Powers & Pantheons, and Demihuman Deities. Only priests of a certain god can use that god's spells. Priestly cooperative magic, quest, and faith spells are disallowed in the regular campaign. Material components are required for any priest spells normally expensive to cast.

Barehanded Combat

The LIVING CITY campaign allows barehanded combat, using the unarmed combat rules from the *Dungeon Master Guide* and the *Complete Fighter's Handbook*, including specialization in unarmed combat styles and martial arts. No other unarmed combat rules will be used.

Unarmed combat specialization is available to all characters, but only single-classed (not multi- or dual-classed) fighters or monks may specialize in more than one form as described on pages 77-78 of the *Complete Fighter's Handbook*. In addition, single-classed fighters and monks may use continuing specialization. However, when such a specialist changes classes (as in dual-class) the character must henceforth abide by the restriction of the new class, even after the character exceeds the level of the first class.

Dual-classed characters

Characters in the LIVING CITY campaign can use the dual-class rules in the *Player's Handbook* to change classes. All dual-class characters must abide by those rules and the special rules printed here, using the more restrictive version where conflicts occur. Characters may acquire one class from each of the four class groupings, but may not change classes within a group (from mage to specialist wizard, for example).

To become a dual-class character, your character must meet all the requirements for the new character class as described for that class. In addition, your character must pay 10,000 experience points from your total. This experience point loss must be such that your character does not lose a level in your current class to pay the cost, so if your character is a 5th level fighter dual-classing he or she must pay 10,000 XP and remain a 5th level fighter. This means that rogues must be at least 6th level to dual-class and all other characters must be at least 5th level in their class before dual-classing. Further, your character must stay out of all tournament play for three months to account for the new training. This requirement is in addition to the ability score requirement as described in the *Player's Handbook* for all dual class characters. Record the expenditure of XP in your logbook and have a judge sign to verify your start time.

When acquiring a new class, attributes remain the same, so if a fighter began with an 18/51 Strength, he continues to possess that exceptional strength. No new non-weapon proficiencies may be selected at this time. Your character gains new proficiencies at the rate for the new class. However, your character can use all non-weapon proficiencies that he or she has acquired with no loss of XP for doing so. Your character may not acquire a new kit when changing classes; kits may only be acquired at character creation.

All experience points gained now apply to the new class. If your character uses skills, spells, or other special abilities of his previous class, the experience point award for a particular adventure does not count toward level advancement in the new class, but must still be tracked toward the retirement limit.

Bard characters may take advantage of dual-class rules. The only special rule for bards applies for bard/wizard dual-class combinations. In such cases, the character maintains ONE set of spellbooks and is limited to the total number of spells allowed per level by the character's Intelligence, as are wizards and bards normally. Adding a new class does not bring the ability to learn more spells. All other dual-class rules apply normally.

Dual-classed characters may either have a specialist wizard class or a specialty priest class, but not both.

Special rule for druids: any druid characters above 12th level who dual-class to another class drop back to 12th level as a druid. The XP the character had remains towards counting for retirement. ■

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SOURCEBOOK LIST

Below find listed all the AD&D sourcebooks which apply to character creation and character options in the Living City Campaign. No other books may be used for characters, and only the listed sections from each book apply to player characters. This is not an exhaustive list of references used for the campaign, as it does not include those available to judges and authors.

BOOK	APPLICABLE SECTION
AD&D <i>Player's Handbook</i>	All
<i>Tome of Magic</i>	Elementalist wizards, spells
<i>Arms & Equipment</i>	Equipment (except elven chain mail)
<i>Complete Fighter's Handbook</i>	Kits, weapons and equipment (except samurai weapons and new armor), barehanded combat
<i>Complete Ranger's Handbook</i>	Kits, equipment, proficiencies
<i>Complete Paladin's Handbook</i>	Kits, equipment, proficiencies
<i>Complete Priest's Handbook</i>	Kits, new weapons (except nunchaku)
<i>Complete Druid's Handbook</i>	Kits, equipment
<i>Complete Wizard's Handbook</i>	Kits, equipment
<i>Complete Thief's Handbook</i>	Kits, proficiencies, equipment
<i>Complete Bard's Handbook</i>	Kits, proficiencies, equipment
<i>Faiths & Avatars</i>	Specialty priesthoods, crusader and monk classes, deity information, spells
<i>Powers & Pantheons</i>	Specialty priesthoods, deity information, spells
<i>Demihuman Deities</i>	Specialty priesthoods, deity information, spells, non-weapon proficiencies
<i>City of Ravens Bluff</i>	Background, city organizations



RPGA[®] NETWORK

LIVING[™] CAMPAIGNS

AD&D[®] CHARACTER SHEET



Hero: _____ **Titles:** _____

Alignment _____ **Level** _____ **Gender** _____ **Clan/Race** _____ **Class/Kit** _____

ABILITIES

<input type="checkbox"/>	STR	AC ADJ	DMG ADJ	WT LOAD	MAX LIFT	OPEN DOORS	BEND & LIFT
<input type="checkbox"/>	DEX	SURPRISE ADJ		MISSILE ADJ	AC ADJ	SAVE ADJ	
<input type="checkbox"/>	CON	HIT PT. ADJ	SYSTEM SHOCK		RESSURECT SURVIVAL	HOLD BREATH	
<input type="checkbox"/>	INT	# OF LANG.	HIGHEST SPELL LVL		LEARN SPELL	MAX # OF SPELLS	
<input type="checkbox"/>	WIS	MENTAL SAVE ADJ		BONUS PRIEST SPELLS	SPELL FAILURE		
<input type="checkbox"/>	CHR	NUMBER OF HENCHMEN		LOYALTY BASE	RESPONSE ADJ		

MOVEMENT

BASE RATE
(INSIDE: x10 FT OUTSIDE: x10 YD)

JOG' = x2 MARCH = x2 MI
 RUN' = x3 S FORCED = +.5 MI
 RACE' = x4 S -4 SWIM' = x
 SPRINT' = x5 S -8 'CON CHECK / Rd

ENCUMBRANCE

LIGHT = x2/3 HAZARD = x1/3
 MEDIUM = x1/2 CRAWL = x1/4
 HEAVY = x1/3 CLIMB = x1 FT
 MAX = x1 FT

SAVES

MODIFIERS	ADJ.	PARALYZE, POISON, DEATH MAGIC	<input type="checkbox"/>
_____	_____	ROD, STAFF, OR WAND	<input type="checkbox"/>
_____	_____	PETRIFY OR POLYMORPH	<input type="checkbox"/>
_____	_____	BREATH WEAPON	<input type="checkbox"/>
_____	_____	MAGIC SPELLS	<input type="checkbox"/>

Special Saves: _____

SPECIAL ABILITIES
(Racial & Kit Benefits, Hindrances, Detections, Resistance, Vision, etc.)

SPELLS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

PROFICIENCIES

INITIAL Wpn / Non	ADDITIONAL / # Levels Wpn / Non	Unskilled Penalty
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)
_____	_____	(/)



WEAPON	SPEED	LENGTH	ENC.	HIT ADJ	THACO	#AT	RANGE	DMG (S-M/L)	ADJ	SPECIALS / MANEUVERS

SPECIAL ATTACKS: _____

AMMUNITION: _____

MOUNT/HENCHMEN	LVL/HD	RACE/CLASS	STR	DEX	CON	INT	WIS	CHR	CMS	AC	THACO	ADJ	WEAPON	DMG (S-M/L)	ADJ	RANGES	SPECIAL



MODIFIED AC	ARMOR	AC ADJ	ARMOR	AC ADJ
SURPRISE _____	_____	_____	_____	_____
NO SHIELD _____	_____	_____	_____	_____
REAR _____	_____	_____	_____	_____
SPECIAL DEFENSES: _____	_____	_____	_____	_____



WOUNDS: _____

HIT POINTS / LEVEL				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Hero: _____ **Titles:** _____

Alignment **Level** **Gender** **Clan / Race** **Class / Kit**

Hometown **Nation** **Patron / Liege** **Religion**

EXPERIENCE POINTS

Next Level XP: _____

DESCRIPTION

Age: _____ Apparent Age: _____ Height: _____ Weight: _____

Eyes: _____ Hair: _____ Hair Style: _____

skin: _____ Build: _____ Handedness: _____

Appearance: _____

PERSONALITY (Attitudes, Personality, Passions, Virtues & Vices)

THIEVING ABILITIES

Pick Pockets _____	Open Locks _____	Backstab Modifier
Find/Remove Traps _____	Move Silently _____	
Hide In Shadows _____	Detect Noise _____	
Read Languages _____	Climb Walls _____	

TURNING EVIL AND ENCHANTED CREATURES

Skeleton or 1 HD _____	Zombie _____	Ghoul or 2 HD _____
Shadow or 3-4 HD _____	Wight or 5 HD _____	Ghast _____
Wraith or 6 HD _____	Mummy or 7 HD _____	Spectre or 8 HD _____
Vampire or 9 HD _____	Ghost 10 HD _____	Lich or 11+ HD _____

Special / Otherworld _____

GEAR & MAGIC ITEMS

Left Side		
Item	Location	Enc.

Center or back		
Item	Location	Enc.

Right Side		
Item	Location	Enc.

GEAR IN STORAGE	Location	Enc.	Protection

SUPPLIES

Rations _____

Feed _____

Torches _____

Other _____

Other _____

WEALTH

Copper	silver
gold	platinum
electrum	Other _____

GEMS & JEWELS

Location	Item	Value

TREASURES IN STORAGE

Location	Item	Value

Protections	Item	Location	Value

RPGA® Network Living City™ Character Log Sheet

Character Name _____ Player Name _____ RPGA # _____

Date: _____ Convention: _____ Tournament: _____
 Current character class: _____ Character Level in that class: _____

<u>Honors Earned:</u> Chivalry point _____ Knightly honor _____ Guild/Watch recommendation or advancement (guild & rank): _____ _____	<u>Gold and Treasure:</u> GP value from adventure: _____ GP value spent: _____ Total PC GP: _____ Magical items from adventure: _____ _____	<u>Experience:</u> XP gained: _____ XP lost: _____ XP toward level: _____ XP total: _____ Notes: _____	<u>Fame Category:</u> _____ Current title: _____ _____ Tithing total: _____ _____
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Judge Name: _____ Judge Signature: _____ Judge RPGA#: _____

Date: _____ Convention: _____ Tournament: _____
 Current character class: _____ Character Level in that class: _____

<u>Honors Earned:</u> Chivalry point _____ Knightly honor _____ Guild/Watch recommendation or advancement (guild & rank): _____ _____	<u>Gold and Treasure:</u> GP value from adventure: _____ GP value spent: _____ Total PC GP: _____ Magical items from adventure: _____ _____	<u>Experience:</u> XP gained: _____ XP lost: _____ XP toward level: _____ XP total: _____ Notes: _____	<u>Fame Category:</u> _____ Current title: _____ _____ Tithing total: _____ _____
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