

# Basic Edition D&D PC Sheet (Rules Cyclopedia Version) By Steve Jensen

Players Name:

**Weight:**

**Level:**

11/11/2019

## Adjustments


---

To hit and damage (melee), open doors

### Languages, Skills.

## Saving throw vs. spells

---

Missile Attack Rolls \_\_\_\_\_ AC

**Hit Points/Level**

## Reactions

## Saving Throws


## Death Ray or Poison

## Magic Wands

## Paralysis or Petrification

## Dragon Breath

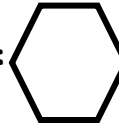
**Rod, Staff, or spell**

**Encumbrance Weight:**  
(in Coins)


**Movement Rate:**  
(battle-mat squares)


Weapon (Type)	Weight (Coin)	Mastery Level	THACO (Calculated)	Damage	P=	S=	Special Abilities


Skills	Roll vs.	Skills	Roll vs.	Racial Abilities
		Languages		

Hit Points: 

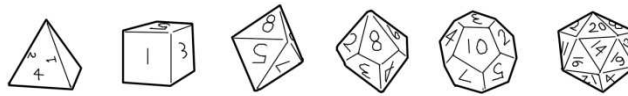
(max)

Wounds: 



Armor Class: 

AC



Thief Skills (%)							
Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide in Shadows	Pick Pockets	Hear Noise

Cleric's Turn Undead (Roll 2d6)													
Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Phantom	Haunt	Spirit	Nightshade	Lich	Spl

Equipment	Weight	Equipment	Weight	Equipment	Weight
Armor					
Shield					

Magical Items	Wgt	Misc. Items	Wgt	Treasure	Experience Pts.
				Platinum: Coin	Current
					XP: <input type="text"/>
				Gold Coin:	
				Silver: Coin	XP: <input type="text"/>
					Needed for next level.

Animal Companion	HP	THACO	# Attacks	Damage	AC	Abilities

## Magic User/Elf Spell Book

1 <sup>st</sup> Level Spells (√ the box) →	Spells Owned	Spells memorized	2 <sup>nd</sup> Level Spells (√ the box) →	Spells Owned	Spells Memorized
1. Analyze			1. Continual Light		
2. Charm Person			2. Detect Evil		
3. Detect Magic			3. Detect invisible		
4. Floating Disc			4. Entangle		
5. Hold Portal			5. ESP		
6. Light			6. Invisibility		
7. Magic Missile			7. Knock		
8. Protection from Evil			8. Levitate		
9. Read Languages			9. Locate Object		
10. Read Magic			10. Mirror Image		
11. Shield			11. Phantasmal Force		
12. Sleep			12. Web		
13. Ventriloquism			13. Wizard Lock		
3 <sup>rd</sup> Level Spells (√ the box) →	Spells Owned	Spells memorized	4th Level Spells (√ the box) →	Spells Owned	Spells Memorized
1. Clairvoyance			1. Charm Monster		
2. Create Air			2. Clothform		
3. Dispel Magic			3. Confusion		
4. Fireball			4. Dimension Door		
5. Fly			5. Growth of Plants		
6. Haste			6. Hallucinatory Terrain		
7. Hold Person			7. Ice Storm/Wall of Ice		
8. Infravision			8. Massmorph		
9. Invisibility 10" Radius			9. Polymorph Other		
10. Lightning Bolt			10. Polymorph Self		
11. Protection from Evil 10"			11. Remove Curse		
12. Protection Normal Missiles			12. Wall of Fire		
13. Water Breathing			13. Wizard Eye		
5th Level Spells (√ the box) →	Spells Owned	Spells memorized	6th Level Spells (√ the box) →	Spells Owned	Spells Memorized
1. Animate Dead			1. Anti-magic Shell		
2. Cloudkill			2. Death Spell		
3. Conjure Elemental			3. Disintegrate		
4. Contact Outer Plane			4. Geas		
5. Dissolve			5. Invisible Stalker		
6. Feeblemind			6. Lower Water		
7. Hold Monster			7. Move Earth		
8. Magic Jar			8. Projected Image		
9. Passwall			9. Reincarnation		
10. Telekinesis			10. Stone to Flesh		
11. Teleport			11. Stoneform		
12. Wall of Stone			12. Wall of Iron		
13. Woodform			13. Weather Control		

[illegible]

**DM Notes:** I created this Character Sheet to be compatible with the Rules Cyclopedia; it includes slots for weapon mastery. If you are unfamiliar with the weapon mastery system or think Basic D&D is the Red Box you saw as a kid...you are missing out. Basic D&D is as fleshed out and as complex as AD&D. Get a copy of the Rules Cyclopedia and have a good read... I did not create a spell sheet for clerics or druids, first because they have access to all spells at their level of experience and second I usually don't confine them to a list of memorized spells that must be updated after each rest. During game play I allow them to pick any spells allowable at their particular experience level as long as they don't go over their daily spell casting limit. On the other hand, Wizards must be confined to a spellbook and memorized spells; they must be managed or they tend to blow out the power curve at higher levels.

The PC's introduced in the Rules Cyclopedia (D&D Basic) need a bit of balancing, especially the Mystic which is completely broken. Here are my **House Rules** to bring balance back to the force:

1. **Cleric/Druid:** No Change.

2. **Fighter/Paladin/Avenger:** No Change.

3. **Magic-User:** May only use the dagger, staff and Thrown Object as weapons...with almost no exceptions. In Hollow World where magic is a bit compromised you can lessen the restriction a bit.

4. **Thief:** The thief is a bit under-powered. Instead of 1d4 hp/level, change to 1d2+2 hp/level up to 9<sup>th</sup>. The thief may dual wield weapons with no penalty as long as the off-hand weapon is a dagger. The thief may also backstab with both weapons for x2 damage each; roll to hit with each weapon individually. (The Thief can only backstab with 2 weapons when the off-hand weapon is a dagger)

5. **Dwarf:** No Change.

6. **Elf:** No Change

7. **Halfling:** Add infravision 60', same as elves and dwarves.

8. **Mystic:** The Mystic is Broken, even after my changes he is still a formidable opponent. The Mystic may not use: weapons, armor, shields or magical items of any kind, as these are forbidden. The Mystic may use Thrown Object as long as the target is an inanimate object, anything more is dishonorable. The Mystic must utilize 1 skill point at 1<sup>st</sup> level to buy the Acrobatics Skill. The only thief skill allowed is the Climb Walls Ability at the same level as a thief. The Mystic does not get the Resistance Ability at 8<sup>th</sup> level, it is replaced by nothing. (The use of the Mystic is an option for the DM, if players think the restrictions are too severe, then don't allow the mystic in the campaign)

I Hope you Enjoy!

Steve Jensen