

# Dungeons and Dragons

## Alchemist Character Record Sheet

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

RACE \_\_\_\_\_ SEX \_\_\_\_\_ LEVEL/TITLE \_\_\_\_\_ / \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

PERMANENT/ADJUSTED

STRENGTH \_\_\_\_\_ / \_\_\_\_\_

INTELLIGENCE \_\_\_\_\_ / \_\_\_\_\_

WISDOM \_\_\_\_\_ / \_\_\_\_\_

DEXTERITY \_\_\_\_\_ / \_\_\_\_\_

CONSTITUTION \_\_\_\_\_ / \_\_\_\_\_

CHARISMA \_\_\_\_\_ / \_\_\_\_\_

BONUSES: DAMAGE \_\_\_\_\_ DEFENSE \_\_\_\_\_ CHARISMA \_\_\_\_\_ TO HIT: MELEE \_\_\_\_\_ MISSILES \_\_\_\_\_

ARMOR CLASS \_\_\_\_\_ HIT POINTS \_\_\_\_\_

POTIONS AVAILABLE (QTY/TYPE)


WEAPON/DAMAGE	ROLL TO HIT ARMOR CLASS:										
_____ / _____	0	1	2	3	4	5	6	7	8	9	
_____ / _____	0	1	2	3	4	5	6	7	8	9	
_____ / _____	0	1	2	3	4	5	6	7	8	9	
_____ / _____	0	1	2	3	4	5	6	7	8	9	

SAVING THROWS	D20 BONUS: _____	RESURRECTION _____ %
D20: POISON/DEATH _____	WAND _____	STONE _____ BREATH _____ STAFF/SPELL _____

SPECIAL SKILLS, ETC \_\_\_\_\_

EXPERIENCE BONUS: _____ %	Level/Title	XP	HP	Base Hit by AC of Target									Potion Recipe						Neut	Det.	ID
				2	3	4	5	6	7	8	9	1	2	3	4	5	6	Pois	Pois	Poti	
	1 Distiller	0	8	17	16	15	14	13	12	11	10	3	.	.	.	.	.	15%	20%	5%	
	2 Condensator	1.5K	+1D6									4	.	.	.	.	.	20%	25%	10%	
	3 Filtrator	3K	+1D6									4	1	.	.	.	.	25%	30%	20%	
	4 Compounder	6K	+1D6									4	2	.	.	.	.	35%	35%	25%	
	5 Spagyrist	12K	+1D6	15	14	13	12	11	10	9	8	4	2	1	.	.	.	40%	45%	35%	
	6 Transmuter	25K	+1D6									4	2	2	.	.	.	45%	55%	45%	
	7 Chymist	50K	+1D6									4	3	2	1	.	.	55%	60%	60%	
	8 Philosopher	50K	+1D6									4	3	3	2	.	.	65%	65%	70%	
	9 Alchemist	100K	+1D6	12	11	10	9	8	7	6	5	5	3	3	2	1	.	75%	75%	80%	
	10 Mstr.Alch.	150K	+1pt									5	4	4	3	2	.	85%	85%	90%	
	11	300K	each									6	5	4	3	2	1	95%	95%	100%	
	12	450K	level									7	6	5	4	3	2	100%	100%		
	13	600K		10	9	8	7	6	5	4	3	8	7	6	5	4	3				
	14	750K										9	8	7	6	5	4				
	15	1M										9	9	8	7	6	5				
	16	double each										no further recipes									
	17	level		5	4	3	2	1	1	1	1										

Brews Level/7 Potion Levels per Day. Skills: Neutralize Poison/Paralysis, Detect Poison, Identify Poison, Read Language 80%, Level 7: Read Magic 75%+(5% per lvl>7) max 90%

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### EQUIPMENT WORN/IN HAND:

WEIGHT	ITEM
	TOTAL WEIGHT

### ON BELT:

WEIGHT	ITEM
	TOTAL WEIGHT

### BACKPACK:

WEIGHT	ITEM
	TOTAL WEIGHT

### POUCH:

WEIGHT	ITEM
	TOTAL WEIGHT

TOTAL WEIGHT CARRIED: \_\_\_\_\_

WEIGHT CARRYABLE (NORMAL) \_\_\_\_\_

WGT. CARRYABLE (ENCUMBERED) \_\_\_\_\_

### RECIPES MASTERED:


### MONEY

PLATINUM	
GOLD	
SILVER	
COPPER	
GEMS, ETC.	
TOTAL WGT (COINS/10) LBS:	