

ADVANCED DUNGEONS & DRAGONS™

FANTASY ADVENTURE GAME



Look what's here! **ADVANCED DUNGEONS & DRAGONS™ PERMANENT CHARACTER FOLDER** and **ADVENTURE RECORDS** especially designed for use with **ADVANCED DUNGEONS & DRAGONS™** games! These two interlocking products have been designed to eliminate those major problems which commonly plague other character records, space and durability. Organized into a special format, information is grouped together under specific and easy-to-identify sections, while the most vital and oft-consulted information is boxed with eye-catching, easy-to-find displays.

All information which remains constant for a character, as well as sufficient space for record-keeping, are provided for on the durable four pages of the **PERMANENT CHARACTER FOLDER**, while all the information subject to change during an adventure is recorded on separate **ADVENTURE RECORDS**. When an adventure is ended the completed record may be stored in the **PERMANENT CHARACTER FOLDER** to serve as a file on past deeds of glory. If you find this product helpful you will want to look into the **AD&D™ PLAYER CHARACTER RECORDS**, **NON-PLAYER CHARACTER RECORDS**, and our other quality products and discover why TSR is called, *The Game Wizards!*

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USING THESE SHEETS

INTRODUCTION: The greatest problem with character records is that they tend to become messy and flimsy through use and constant alterations, and of course, they eventually run out of room to record all the information important to the character. The **AD & D PERMANENT CHARACTER RECORDS** and **ADVENTURE RECORDS** eliminate this problem by separating the character statistics which are fairly constant from the abilities and values which vary often during adventures. Because there is more room to utilize, both records have been designed to function for all character classes. Those sections which do not apply to the player's character should simply be ignored.

The two records have been carefully designed to follow logical formats. Information is grouped together under specific and easy-to-identify sections. And important, oft-referred-to numbers have been placed towards the edges of the pages in eye-catching shapes and illustrations to help locate each stat quickly.

The **PERMANENT CHARACTER RECORD** contains both information pertaining to the character's abilities, which does not constantly change, and areas for background and records not of immediate importance in playing the game. It is recommended that experience level and any other data which might be subject to alteration, such as constitution, be listed in pencil.

The **ADVENTURE RECORD** is a necessary complement to the permanent record, containing information commonly called upon and subject to change during an adventure. These sheets have space for details and a record of each adventure too.

EXPLANATIONS: The following explanations only concern themselves with the less obvious sections listed on the **AD & D PERMANENT CHARACTER RECORD** and the **AD & D ADVENTURE RECORD**. Most common sections in the **PLAYERS HANDBOOK**, will be explained.

Place of Origin: This refers to the locale or region in which the character was born—city, nation or geographical territory. The character may or may not have been raised in this locale nor does his or her family necessarily need to be based there. This designation is helpful in providing background and nationality to aid in defining the character's social and political response from the society in which he or she presently moves.

Religion and Patron Deity: Religion often plays an important part in the lives of characters, particularly clerics. However, not everyone needs to be a member of a religion, for they may declare themselves agnostic or atheistic or simply not interested. Clerics and druids, of course, must be practitioners of religion and must also be advocates of their religion's alignment. It is not quite as important that non-cleric figures be of the same alignment as their declared religion unless they have clerical callings, such as paladins.

Character Abilities: The format for recording this information is to write the stat in the bold outlined boxes to the left of the ability letter. All information may be found in pages 9-13 of the **PLAYERS HANDBOOK**. Elsewhere on this sheet the abilities' adjustments will be repeated in the appropriate sections to which they apply.

Saving Throw Adjustments: This refers to adjustments from many sources—racial constitution adjustments, wisdom magical attack adjustment, and the effect of various magical devices, cloaks and *rings of protection*, etc. These adjustments should be made when noting current saving throw levels at the start of an adventure.

Movement: This section records changes in the speed of movement by the encumbrance of the figure. Base speed and encumbrance restrictions are listed together, followed by the effect greater degrees of encumbrance have upon the base speed of the character.

Vision: This refers to the special capabilities of characters of demi-human races, i.e., infravision and ultravision and their ranges.

Resistances: This refers to special resistance to various afflictions and magics stemming from character class, (e.g. monks) and from racial immunities.

Detection: This refers to special skills inherent in certain character races, such as dwarves, elves and gnomes.

COMBAT: Under this heading is included all non-changing information important in detailing the combat statistics and background of the character.

Weapons of Proficiency: This section deals with the skilled use of weapons as detailed on page 37 of the **PLAYERS HANDBOOK**. Any weapons which a character is not skilled in the use of may only be utilized with difficulty and at a penalty to the attacking value.

Surprise: This refers to the numbers needed on the roll of a die (usually d6) to determine if the character is surprised or not. The dexterity adjustment refers to the reaction adjustment to surprise.

Defensive Adjustments: This refers to the dexterity defensive adjustment and effect of devices on the overall armor class of the character.

Combat Adjustments: This refers to both adjustments on the "to hit" roll and to the damage inflicted through combat. These adjustments may be the result of strength or dexterity, class or racial specialties, or the function of some magical device in the character's possession. In some cases there may be restrictions on the adjustments and these should be noted.

Weapon Effect Chart: This chart lists the constant adjustments of weapon versus armor class, plus other specifics concerning the weapon. The **PLAYERS HANDBOOK** lists details on pages 37-38.

Magical Adjustment: This space is used only if the weapon is special or magical in nature.

Space Required/Range: This refers to the room needed to swing the weapon or a missile weapon's range limits.

Hit Points: This section shows the survival and endurance value of the character. The total, listed in the blocked out trapezoid, will change with experience level increase and should be recorded in pencil.

Constitution Adjustment: This refers to the adjustment provided by the character's constitution and is added to each hit die rolled.

Hit Die Type: The type of hit die varies with the character class.

Hit Points Gained Per Level: This section is designed to keep track of the additional hit points gained by the character with each new level of experience. Then, if the character should be drained of life levels he or she will know the exact amount of hit points to forfeit with the loss of that level.

General Appearance: This refers to a general description of the character—his or her clothing, build, shape of face and hands, complexion and hair style (including facial hair, if any).

Distinguishing Marks: This may take the form of scarring, birthmarks, or an abnormal feature: protruding ears, broken teeth, small eyes, etc.

Mannerisms: This refers to unconscious actions often performed when idle or nervous, such as twitches, rubbing one's eyes, scratching one's nose, fixing one's collar, tapping one's foot, etc.

Family Background: This section covers general information dealing with the character's family. Parentage is for listing the character's mother and father, while Family refers to the parental group by which he or she is accepted. Not every family will possess allies, foes or any properties, and this should be left to the DM's discretion.

Patron: In some cases a character may acquire someone who will aid in financing the character's adventures in return for services and this should be recorded here.

Weaknesses/Phobias: The DM may wish to assign weaknesses, allergies or phobias. This is strictly the realm of the DM and should be carefully chosen so as not to imbalance the game.

Desires/Loves: This refers to things greatly desired, such as gold by a dwarf, and beings the character is devoted to. This is often left to the discretion of the player.

Hatreds/Foes: This refers to unnatural dislikes and dire enemies of the character due to race, family rivals, or previous adventures.

Relations and Followers: This section includes followers, hirelings, associates and relatives important in the life of the character. TSR's **NON-PLAYER CHARACTER RECORDS** are ideal for keeping track of these personalities.

Miscellaneous Possessions: This section is for use in recording all possessions of the character under specific headings. Each block of space should be carefully assigned a topic to cover in regards to the importance of the subjects. This heading should be listed in the bold-faced box at the top of the section. Magic-users and clerics may want to use the largest section for recording their spells, while fighters and other classes may desire to use the space for other possessions. It is also recommended that a note be made as to where the items are stored and, space permitting, notes on how they are stored and how they are protected. For this purpose, most of the sections have been given a few additional lines at the top of each.

When listing properties owned, it is suggested that the name be given and then its location. When noting animal companions or familiars, the recommended format is: name—type—hit dice—AC—HP—#AT—D (damage) and then any notes.

Debts/Obligations: This refers to any debts incurred by loans from a benefactor, taxes owed the state, debts of honor, or promises made. It may also concern quests and geases.

Experience: This should be written as the new experience gained from the **ADVENTURE RECORD**, followed by a new total. In order to make the totals more noticeable, the use of a red pen or pencil might be considered.

Investments: This refers to any business investments made or properties owned on which the character hopes to turn a profit.

Residence: General details may be listed here concerning the character's residence, but it is advised that a map and key of the place be kept separately.

Research: This refers mostly to research aimed at developing new and unknown items and spells or in uncovering old and forgotten lore. A more detailed listing on the particulars of the research should be kept on a separate record.

Highlights of Character's Life: This refers only to major events in the life of a character. Detailed records of the character's adventures may be kept in a separate diary.

ADVANCED D&D™

Permanent Character Record

PLAYER NAME _____

CAMPAIGN _____

CHARACTER NAME _____

PLACE OF ORIGIN _____

CLASS: _____ LEVEL: _____

RACE: _____

ALIGNMENT: _____

RELIGION: _____

PATRON DEITY(S): _____

Alignment of: _____

ABILITIES:

<input type="checkbox"/>	S	HIT ADJ.	DAM ADJ.	WT. ADJ.	OPEN DOOR	BEND BARS
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MINIMUM # SPELLS/LVL	MAXIMUM # SPELLS/LVL	
<input type="checkbox"/>	W	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE		
<input type="checkbox"/>	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.		
<input type="checkbox"/>	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT	
<input type="checkbox"/>	CH	MAXIMUM # HENCHMEN	LOYALTY BASE	REACTION ADJ.		

SAVING THROW ADJUSTMENTS:	
+/-	CONDITION _____
+/-	CONDITION _____
+/-	CONDITION _____
+/-	CONDITION _____

MOVEMENT:

NORMAL = _____
—Speed versus Encumbrance—

HEAVY ($\times \frac{3}{4}$) = _____

LOADED ($\times \frac{1}{2}$) = _____

MAXIMUM ($\times \frac{1}{4}$) = _____

PSIONICS: _____

ATK. STR./DEF. STR. _____ ATTACK MODES _____ DEFENSE MODE _____

MAJOR DISCIPLINES _____ MINOR DISCIPLINES _____

DETECTION: _____

LANGUAGES: _____



WEAPONS of PROFICIENCY: _____ # _____ NON-PROFICIENCY PENALTY _____

SURPRISE / DEX. ADJ. _____ DEFENSIVE ADJ. _____ DEX. ADJ. / MAGICAL ADJ. _____

COMBAT ADJUSTMENTS:		Totals:	
+/-	CONDITION _____	+/-	"TO HIT" ADJ. _____
+/-	CONDITION _____	+/-	DAMAGE ADJ. _____
+/-	CONDITION _____	+/-	CONDITION _____

WEAPONS	MAG. ADJ.	SPACE REQUIRED /RANGES	SPEED	10	9	8	7	6	5	4	3	2	S-M/L
													DAMAGE VS. SIZE

HIT POINTS _____ CONST. ADJ. _____ HIT DIE TYPE _____

HIT POINTS GAINED PER LEVEL:

1	2	3	4	5	6	7	8	9	10	11	+
---	---	---	---	---	---	---	---	---	----	----	---

SCARRING AND MAIMING:

INJURY DATE EXPLANATION INJURY DATE EXPLANATION

DESCRIPTION:

GENERAL APPEARANCE: _____ BIRTHDAY _____ SEX _____ HEIGHT _____ WEIGHT _____

DISTINGUISHING MARKS: _____ COLOR OF: _____ HAIR _____ EYES _____

MANNERISMS: _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	<input type="checkbox"/>	OPEN LOCKS	<input type="checkbox"/>	REMOVE/FIND TRAP	<input type="checkbox"/>	MOVE SILENTLY	<input type="checkbox"/>	HIDE IN SHADOWS	<input type="checkbox"/>	HEAR NOISE:	<input type="checkbox"/>	CLIMB WALLS:	<input type="checkbox"/>	READ LANGUAGE	<input type="checkbox"/>
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HIGHLIGHTS OF ADVENTURE:

SPECIAL INFORMATION ACQUIRED: _____

NON-PLAYER CHARACTERS OF NOTE:

NAME	DESCRIPTION & ENCOUNTER OUTCOME

NARRATIVE: _____

SPECIAL TREASURES ACQUIRED:

ITEM	DESCRIPTION	VALUE

DEBTS INCURRED:

CREDITOR	TERMS

PAYMENT OF HIRELINGS:

NAME	PAYMENT	NAME	PAYMENT

COMRADES LOST:

NAME	CAUSE	NAME	CAUSE

Character Traits: This refers to attitudes and general tendencies which are peculiar to the character's personality. These may include such traits as being a compulsive gambler, a ladies' man, a practical joker, miser, or champion of the underdog, etc.

Favorite Tactics: This details fighting tactics that the character will often use, such as gouging eyes, attacking from behind all the time, or always doing the chivalrous thing and giving the opponent a fair chance.

ADVENTURE RECORDS: These sheets eliminate the constant wear and tear common to a character record and further provide a record for each adventure the character goes on. Pertinent sections should be filled out on the **ADVENTURE RECORD** before the character embarks on an adventure. When the adventure is completed, either in one session or after several days of play, the details should be recorded, the experience totalled and the sheet placed inside the **PERMANENT CHARACTER RECORD**.

EXPLANATIONS: Most of the sections are self-explanatory and the following explanations only concern themselves with sections which may not be clear to the player.

Filing Information: In the upper right hand side of the page is information used in maintaining order and easy identification of each adventure. The location or final goal of the adventure should be noted, as well as a numerical reference to place the adventure in chronological perspective with earlier adventures.

Adventure Dates: The dates of starting and ending the adventure (game time) should be noted here.

Movement: This refers to combat and melee movement rather than travel speeds (for such, inquire of your DM, who will find appropriate tables in the **DUNGEON MASTERS GUIDE**). The movement base is the speed allowed when unencumbered or only carrying a minimum load, and not performing complex actions. Encumbrance reduces movement speed; to $\frac{3}{4}$ of normal for Heavy, $\frac{1}{2}$ for Loaded and $\frac{1}{4}$ for the Maximum encumbrance. Concealed and climbing movement have not been detailed and are left to the domain of the DM. Combining forms of movement will adjust movement speed by both factors. Special movement refers to skills provided by mounts and special devices, such as a *ring of water walking* or *ring of flying*.

Light Source: This refers to any light source the character is carrying during an adventure and what that light source may be. In conjunction, the flame illustration in the upper left-hand corner should be checked when the character is carrying a burning light source to act as a reminder.

Secret Doors: This refers to the chance of discovering a secret door and will vary with the race of the character.

Listening: This refers to the chance for the character to hear noise when listening at a door or similar situation. This number will vary with racial type and appropriate values may be found in the **DUNGEON MASTERS GUIDE** on page 60.

Treasure Policy: Often characters will establish the intended split of any treasure found, among the members of the party, prior to setting off on the adventure.

Appearance/Disguise: In some cases the character may wish to alter his or her natural appearance for concealment or as a disguise. This space should be used to note any change in the character's normal appearance.

Current Adjustments to Abilities: This refers to alterations in the abilities of the character due to magic, disease, curses, wounds, and so forth, of which he or she is currently under the influence. Some of these adjustments may come as the result of an encounter during the adventure.

Armor Class: The number inscribed on the shield is the adjusted value of armor class in optimum circumstances, based on armor plus dexterity and magical adjustments.

Shieldless AC: This refers to the armor class of the character when attacked without shield or from the flank which the shield does not protect.

Rear AC: This refers to the armor class of the character when attacked from behind or when attempting to flee a melee, or if he or she has fallen to the ground and his or her dexterity adjustment does not apply.

Hit Points: This section shows the total survival and endurance value of the character, and also records losses to it. The undamaged, adjusted total of hit points possessed by the character should be written in the boldfaced trapezoid. This number has been adjusted by constitution adjustments which apply to each hit die rolled and by special adjustments due to the possession of magical devices. Instead of constantly changing the hit point total, wounds received should be marked in pencil in the space reserved for wounds by a series of slashes. When hit points are recovered due to healing, the corresponding number of wounds should be erased.

Rear Attack Adjustments: This section is used to indicate any adjustments received for attacking, with surprise, a foe from behind and any conditions or subsequent additional effect received for the action.

Psonian Strength: If psionics are used, current attack and defense strengths should be listed here in pencil and alterations made as the points are used.

Weapon in Hand: This does not imply that this weapon is always in hand, but it will be the weapon for which the character will first grab if threatened. Choice of weapon may be changed and should therefore be written in pencil.

Pummeling, Grappling and Overbearing: This refers to weaponless combat, combat usually intent on causing only temporary damage. Since this form of combat contains many variables, it is helpful to calculate these modifiers prior to the adventure. For each form of weaponless combat there are three similar categories of adjustments. The attack adjustment modifies the chance of success of each attack made. The damage adjustment modifies the damage inflicted by a successful attack on an opponent, and the defense adjustment modifies the amount of damage taken by the character when attacked by his or her opponent.

Saving Throws: These values are the adjusted saving throws of the character pertaining to the character's present experience level. The saving throw adjustments noted on the front of the **AD & D PERMANENT CHARACTER RECORD** should be taken into account.

Morale Modifier: This modifier reflects the most recent deeds of virtue or infamy performed by the character. This value will alter the morale roll of any non-player character in his or her employ. The DM will find tables with morale modifiers on pages 36-37 of the **DUNGEON MASTERS GUIDE**.

Cash Carried: This refers to any monies carried by the character before starting on the adventure.

Thieving Skills: This section records the various skills of thieves or those classes able to use similar abilities. The flag in the right corner of each box is used to note adjustments provided by race and character's dexterity score. The major space is used to record the adjusted scores for success at performing each of these skills at the present level of expertise of the character.

Spells Memorized: The spaces for spells/level are used to note the number of spells that can be memorized at each spell level. The boxed section is to be used in listing the spells carried by the character. The slashed off area is for the player to mark the number of the spells memorized at any given time and their loss when the spells have been cast. This final note should be written with a pencil.

Carrying Capacity: This refers to the maximum volume of treasure and gear which may be carried away in containers brought by the character. Encumbrance limits supercede any extra capacity brought. Since treasure is usually coins, the volume is annotated by a detailing of the gold pieces this equals:

	Volume	G. P. Equivalent
Small pouch or purse	$\frac{1}{4}$ cu. ft.	25 g.p.
Large pouch	$\frac{1}{2}$ cu. ft.	50 g.p.
Small sack or tied shirt	1 cu. ft.	100 g.p.
Backpack	3 cu. ft.	300 g.p.
Large sack	4 cu. ft.	400 g.p.

Volume of a backpack is reduced by the gear already stowed in it.

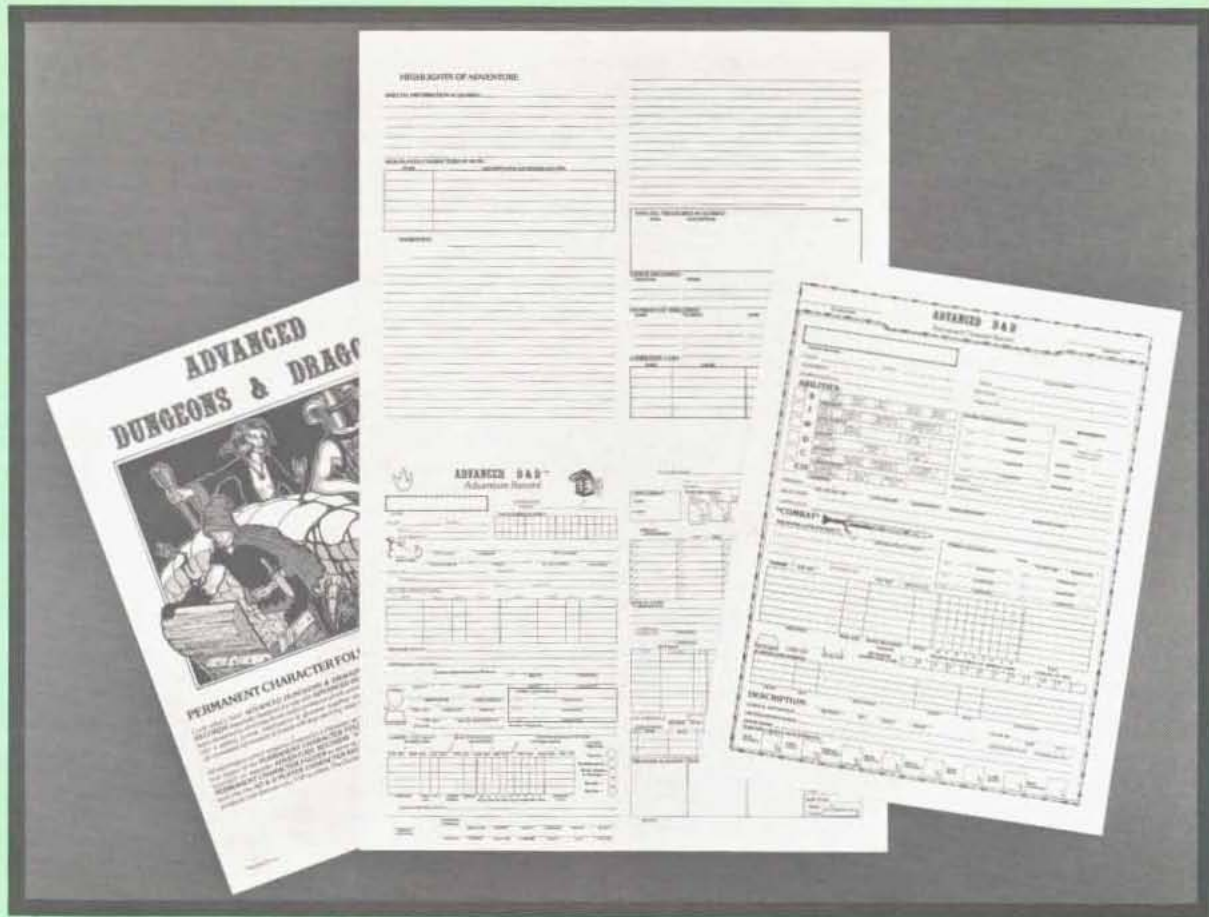
Packing List: This inventory lists where possessions are stowed when the character is carrying them. The weight of the items carried should be listed to aid in determining total encumbrance.

Followers: It is helpful to have separate sheets listing the details about any hirelings in the employ of the character.

Experience: Keeping track of treasure acquired, monsters slain and other actions of major import performed during the adventure will aid in assigning credit by the DM. The final total should be transferred to the permanent record at the end of the adventure.

AFTERWORD: Even though these records are comprehensive they are limited to their physical dimensions and the player may desire to include more detail than space provides. For such information as research, residence, and a detailed diary of the character's adventures it is suggested that the player add inserts on notebook paper.

The **PERMANENT CHARACTER RECORD** and **ADVENTURE RECORDS** are designed to be stored together, with the adventure records in chronological order inside the permanent record when completed. For further protection, it is recommended that the entire character file be kept in a three-ring notebook. It might prove helpful to use the **AD & D NON-PLAYER CHARACTER RECORDS** for detailing hirelings and henchmen of the player character and these may also be stored with the character file.



This item is the only one of the many popular playing aids for **ADVANCED DUNGEONS & DRAGONS™** game produced by TSR Hobbies, Inc. Other playing aids for AD&D™ games currently available include:

The **WORLD OF GREYHAWK™** Fantasy World Setting approved for use with AD&D™ games

AD&D Dungeon Masters Screen (combat saving throws reference)

AD&D Player Character Record Sheets

AD&D Permanent Character Folder and Adventure Record Sheets

AD&D Non-Player Character Record Sheets

Dungeon Module G1 (Steading of the Hill Giant Chief)

Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)

Dungeon Module G3 (Hall of the Fire Giant King)

Dungeon Module D1 (Descent Into the Depths of the Earth)

Dungeon Module D2 (Shrine of the Kuo-Toa)

Dungeon Module D3 (Vault of the Drow)

Dungeon Module S1 (Tomb of Horrors)

Dungeon Module S2 (White Plume Mountain)

Dungeon Module T1 (Village of Hommlet)

In addition, other playing aids currently available for use with **DUNGEONS & DRAGONS®** game include:

Dungeon Geomorphs, Set One (Basic Dungeon)

Dungeon Geomorphs, Set Two (Caves & Caverns)

Dungeon Geomorphs, Set Three (Lower Dungeon)

Outdoor Geomorphs, Set One (Walled City)

Dungeon Module B1 (In Search of the Unknown)

Monster & Treasure Assortment, Set One (Levels One to Three)

Monster & Treasure Assortment, Set Two (Levels Four to Six)

Monster & Treasure Assortment, Set Three (Levels Seven to Nine)

Other releases of additional items relating to AD&D™ games are planned for the future. TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules which are available from better hobby, game, and department stores nationwide. If you desire a complete catalog and/or the name of your nearest outlet, write to: TSR Hobbies, POB 756, Lake Geneva, WI 53147.