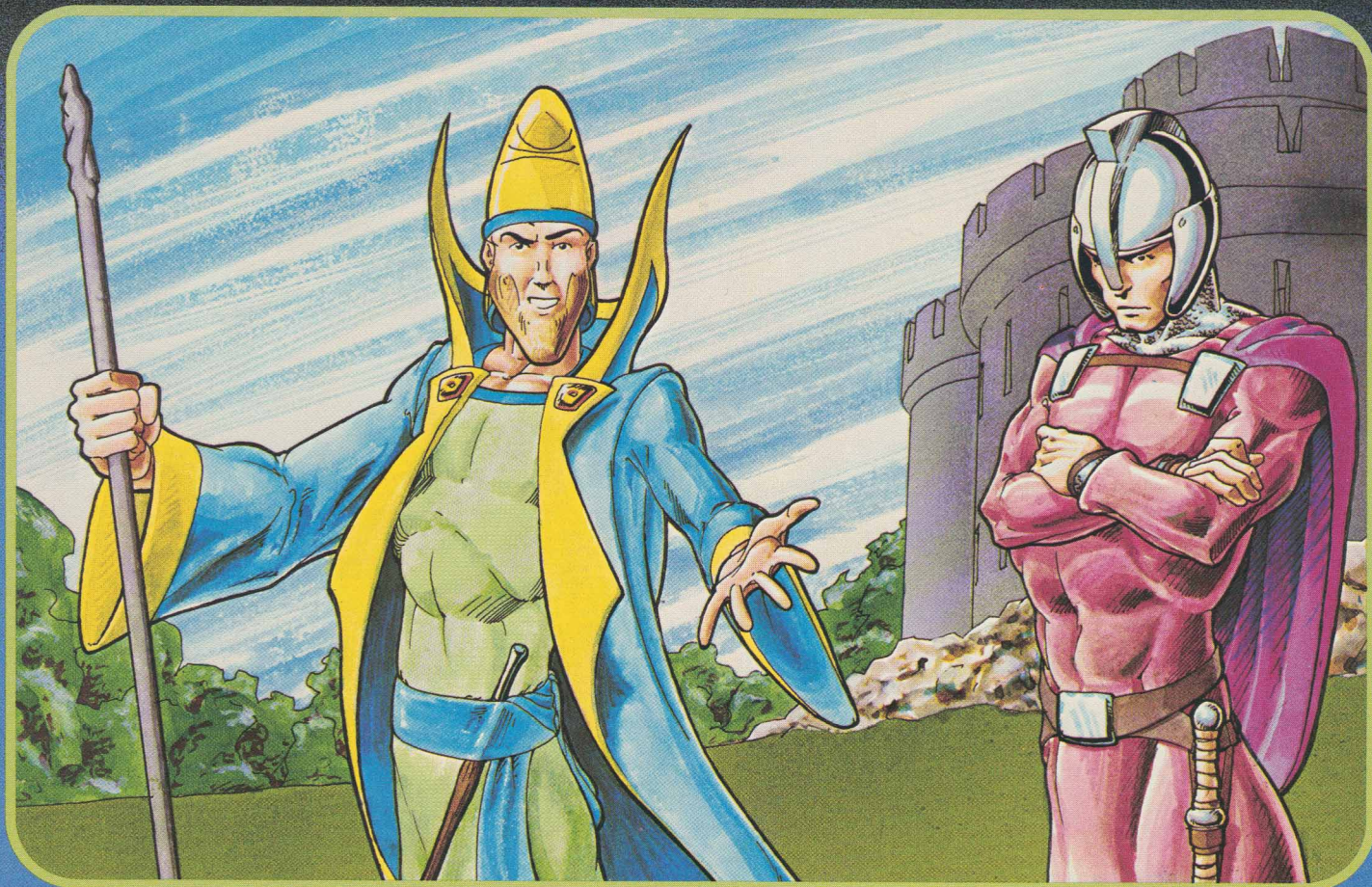


# Advanced Dungeons & Dragons<sup>®</sup>

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## Player Character Record Sheets

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Keep track of all the important information about your character, including gold, hit points and magical items with these convenient, easy-to-use record sheets.



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## USING THESE SHEETS

**OPENING WORD:** The layout of this product is very important and it should be understood why data appears where and how it does appear. On the front of the **PLAYER CHARACTER RECORD** will be found all vital information necessary for performing all actions and game mechanics during play. Each section is headed by a title which defines the function of information in that section. Important numbers have been placed mostly at the left or right edge of the page and in many cases eye-catching shapes and illustrations help locate the stat in a hurry.

On the back is found record-keeping information: possessions, wealth and experience. This is followed by sections for description, friends, and notes on the background of the character.

It is recommended that a combination of pen and pencil be used in filling out these sheets; pen for those items not subject to change, and pencil for those details that will vary often during the life of the character.

In order to protect your character sheets, it is recommended that they be placed in a three-ring notebook. As a further precaution, one might desire to put them in a standard sheet protector of clear plastic. Finally, when making erasures, use a soft, clean eraser and do not press too hard in order to insure the records' continued long life.

## EXPLANATIONS

**IDENTIFICATION:** This information details in game terms just who the character is.

**Character Sketch:** Illustration of one's character aids in personalizing him or her. For those out there who are budding artists, no problem, however there are many who are not. There are several things that might be done instead of drawing a sketch. One may look for an illustration in a magazine or elsewhere and clip it out and paste it in, or this space may be used to display a personalized symbol or shield.

**Patrol Deity and Religion:** Not every character need declare a religion; they may declare themselves atheistic or agnostic, or simply not interested. However, all Clerics must follow a religion and be advocates of that religion's alignment.

**Place of Origin:** This refers to the locale in what a character was born, a nation, region, city or geographic territory.

**ABILITIES:** Skills and abilities not class related are listed here, including character abilities, saving throws and psionics.

**Movement:** This refers to combat and melee movement. Encumbrance reduces movement speed (see Encumbrance). Concealed and climbing movement have not been detailed and are left to the domain of the DM. Special movement refers to skills by devices, such as: *ring of water walking*, or *ring of flying*.

**Secondary Skill:** This refers to some knowledge of a mundane skill that was acquired from training in the character's early years. If secondary skills are used in the game the DM will provide the appropriate information found on page 12 of the **DUNGEON MASTERS GUIDE**.

**Vision:** This space is used mostly by non-human characters who possess vision capabilities in the ultraviolet or infrared spectrum. You should note the skill and the range that vision extends.

**Listening:** This refers to the roll necessary to hear sound through a minor obstruction — such as a door — when listening carefully. The appropriate values may be found on page 60 of the **DUNGEON MASTERS GUIDE**.

**Character Abilities:** This section lists the basic statistics and modifications which define the limits of a character's abilities. When the character is created or generated, these values should be copied from **PLAYERS HANDBOOK**, on pages 9-13.

**Strength:** The "to hit" score and damage adjustments should be noted here and in the Combat Adjustments box. Weight adjustment is omitted here, but included on the back under Encumbrance.

**Intelligence:** Remember to list the additional languages known under the Languages section.

**Wisdom:** Any Magical Attack adjustment should also be noted under Saving Throw adjustment and applies only to mental attack forms.

**Dexterity:** Reaction adjustment applies to the avoidance of surprise and should also be recorded with Surprise under **COMBAT**. Missile adjustment is the "to hit" adjustment and applies to only missile combat. This number should also be recorded under Combat adjustments. Defense adjustment reflects the inherent ability to dodge and parry attacks and should also be noted with Armor Class, as it adjusts the base armor class.

**Constitution:** Hit Point adjustment is the number added to or subtracted from each hit die a character possesses. This adjustment should be written beside Hit Points under **COMBAT**, to serve as a reminder of its existence.

**Charisma:** Loyalty Base modifies the loyalty that employees of the character might possess towards him or her. It will also affect the Morale Modifier under **COMBAT**. Reaction adjustment modifies the reaction roll made by non-player characters when encountering this character.

**Saving Throws:** This refers to the chance to avoid the effects of magical attacks and certain natural attacks that would mean damage or death.

**Saving Throw Adjustments:** Here should be listed adjustments to saving throws and what they affect or how they apply. This would include such topics as racial constitution adjustments, wisdom magical attack adjustments, and device adjustments, i.e. *rings of protection*, amulets, cloaks, etc.

**Saving Throws:** These values change with increases in experience levels and should be written in pencil, not ink. The adjusted value should be taken into account, except in cases where the adjustment applies only in special situations.

**Resistances:** This area is primarily for use by non-human characters who possess natural resistances to spells and common afflictions. However, resistance to disease or evil may be abilities of some classes. Possession of some device may also provide a resistance.

**Detection:** This section is intended chiefly for use by non-human characters who possess special abilities which allow them to detect certain conditions (*invisibility*, etc.). However, the player character may acquire a device which artificially empowers him or her with a detection ability.

**Languages:** The number of languages known by a character is a function of his Intelligence. Suggested languages are listed on page 34 of the **PLAYERS HANDBOOK**. In addition, the DM may list other possibilities, such as other human tongues of foreign lands.

**Psionics:** This variation may not be in use in a campaign and should be left blank in such a case. If the system is utilized, it is detailed in **APPENDIX I** of **PLAYERS HANDBOOK**.

**COMBAT:** Under this heading is included the most vital information needed to conduct combat.

**Weapons of Proficiency:** On page 37 of the **PLAYERS HANDBOOK**, is a section concerned with the skilled use of weapons. Any weapons which a character is not skilled in the use of may only be wielded with difficulty and at a penalty "to hit".

**Armor Class:** The number inscribed on the shield is the adjusted value of armor class in optimum circumstances. This entire section is subject to change and should be written in pencil.

**Armor Worn and AC Base:** This notes the actual value of unenchanted armor and its type, such as: leather armor, chainmail or plate mail.

**Condition of Armor:** This space may be used to list the areas which are protected by the armor or the shape the armor is in, such as: rusting, worn, battered, etc. At the DM's discretion this may affect the actual value of the armor.

**Shieldless AC:** This is handy to have ready in the event that the character is attacked without his or her shield or from the flank which the shield does not protect.

**Rear AC:** This value is also helpful for use in circumstances when the character is attacked from behind, attempts to flee a melee or has fallen to the ground.

**Hit Points:** This section shows the survival and endurance value of a character, and also records any losses to it. This section will vary often through combat and experience level adjustment, and should be written in pencil. The trapezoid will contain the full Hit Point value at the existing level of experience.

**Special Adjustments:** This refers to devices which may cause adjustment in the hit point total or affect loss or recovery of hit points.

**Wounds:** This space is provided to aid in noting the temporary loss of hit points without unduly messing up the sheet. It is suggested that an easy way to keep track of losses and subsequent healing is to note each point lost as a slash. When hit points are recovered, the appropriate number of slashes are erased.

**Surprise:** This is the number needed to roll on a 6-sided die in order for the character to be surprised. In some cases, class and race specialties may alter this number or the die type used. The dexterity adjustment applies to surprise.

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

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

**Weapon in Hand:** This does not necessarily imply that this weapon is always in hand, but it is the weapon for which the character will first grab if threatened. This weapon may be changed, but should be kept current and thus needs to be scribed with pencil, not ink.

**Weapon Combat Chart:** This chart gives quick reference to weapon effect in combat. The **PLAYERS HANDBOOK** provides a chart of the pertinent information on pages 37-38.

**Space Required/Range:** This refers to the room needed to swing the weapon or the limits of range a missile weapon possesses.

**Speed:** This is the speed factor of the weapon in regard to other weapons.

**Adjusted to Hit Armor Class:** This section is organized to list values "to hit" armor classes starting at the lowest (no armor) and proceeding through to the highest natural armor class. Armor class adjustments apply only to the physical form of the armor, not its final value. This applies to other character foes, not beasts, unless the DM decides otherwise for a specific case.

PLAYER NAME \_\_\_\_\_

# ADVANCED D & D™

CAMPAIGN # \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## Player Character Record

CHARACTER NAME

CHARACTER SKETCH

CHARACTER NAME

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

### ABILITIES:

<input type="checkbox"/>	S	% HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
<input type="checkbox"/>	I	ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
<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	
<input type="checkbox"/>	CH	MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.	

SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

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

MAJOR DISCIPLINES \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

### \*COMBAT\*

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

HIT POINTS

WOUNDS: \_\_\_\_\_

SURPRISE / DEX. ADJUST. / REAR ATTACKS ADJUST.

WEAPONS OF PROFICIENCY: \_\_\_\_\_

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals: \_\_\_\_\_

"TO HIT" ADJ. DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING \_\_\_\_\_

GRAPPLING \_\_\_\_\_

OVERBEARING \_\_\_\_\_

MORALE MODIFIER # ATTACKS: \_\_\_\_\_

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS										DAMAGE VS SIZE S-M/L		
				10	9	8	7	6	5	4	3	2				

PATRON: \_\_\_\_\_

LADY: \_\_\_\_\_

MOUNT: \_\_\_\_\_

#	NAME	HD	AC	H.P.	#AT	DAMAGE

SPILLS—KNOWN

SPILLS MEMORIZED PER LEVEL:

	1ST	2ND	3RD	4TH/1ST	2ND

MAGIC COMPONENTS: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

FIGHTER RANGER PALADIN



**Weaponless Combat:** Combat intent on causing only temporary damage is full of a great many variables. Most of these variables must be calculated in regard to each new situation. However, certain adjustments may be calculated ahead of time to speed this form of combat. For each form of weaponless combat — Pummeling, Grappling and Overbearing, there are three similar categories of adjustments. **Attack Adjustment:** This value is a modifier to determine whether the attack was a success. **Damage Adjustment:** This value modifies the total damage done per successful attack. **Defense Adjustment:** This value modifies the damage received from a successful attack upon the character.

**Morale Modifier:** This modifier will vary in time reflecting the most recent deeds of renown or infamy performed by the character and should be written with pencil. This value alters the morale roll of any non-player characters in the employ of this figure. The DM will find tables with morale modifiers on pages 36-37 of the **DUNGEON MASTERS GUIDE**.

**SPECIAL SKILLS:** This section contains both special skills peculiar to different character classes as well as notes of specific interest to differing character classes. Appropriate sections on character classes may be found on pages 20-32 in the **PLAYERS HANDBOOK**.

**Spells:** This section is provided for listing the various spells known by a character. Above this list are spaces to note the number of spells that may be known per spell level. These values will change with experience levels and need to be written in pencil. The flags attached to each line of the list are for use in recording spells memorized at present. These are subject to change as the spells are cast and should be written in pencil. If it is desired to distinguish spells by their level, the spells may be color coded by level and written in colored pencil.

**Turning Undead:** Not all classes possess the ability to Turn Undead, and in the event that this skill is lacking, these spaces should be left blank. The values for turning will change with levels of experience and it would be wise to note them in pencil.

**Thieving Skills:** This section keeps track of the various skills of thieves or those classes able to use similar abilities. The flag in the upper right hand corner of each box is used to note adjustments provided to the thieving skill by race and the character's dexterity score. The main body of the box is then used to note the adjusted scores needed for success in performing each of these skills. Thieving skills will vary with increases in experience levels and should therefore be written in pencil.

**Fighter/Ranger/Paladin:** Alignment Status, whether good, fair or poor, is important to both the Ranger and Paladin, to whom maintaining their proper alignment is necessary. Other abilities possessed by Rangers and Paladins for which specific spaces have not been provided may be noted under special abilities.

**Cleric/Druid:** Those special skills of the Druid for which there are no spaces provided should be listed under Special Abilities. Clerics may practice within an assigned or assumed region, listed as Parish, in which they care for and guide the people of that region. As the Alignment Status is important to the practicing cleric, this is reflected in his or her Status in the Church. Lastly, the church not only exerts a religious influence over its people, but also sometimes possesses a political influence over the state and this is what Church's Influence refers to, if used.

**Thief/Assassin/Monk:** Monks are placed here under Thief classes rather than Clerical, because the class possesses thieving skills but lacks clerical spells and capabilities. Monks' immunities may be listed under Special Immunities. Those skills of the monk and Assassin that do not fit here should be listed under Special Abilities.

**Multi-classed:** Most multi-classed characters are non-human and suffer restrictions on the levels of experience they may attain. Due to the restrictions of space only the bare minimum amount of information has been allowed, but this should prove sufficient for most.

**POSSESSIONS:** This section covers the various personal properties of the character and their disposition.

**Packing List:** The weight of the items stowed should also be noted to aid in determining encumbrance. Remember that 10 gold pieces = 1 pound for the purpose of encumbrance.

**Encumbrance:** This refers to the weight and bulk of the load carried and its effect on movement rate; remember to add weight of monies carried to the total. If appropriate weights cannot be determined for common items, ask the DM to moderate. Strength adjustment is the additional weight permitted due to the character's Strength before incurring the movement penalties. On page 101 of the **PLAYERS HANDBOOK** are noted the effective ranges of encumbrance at which movement penalties begin to apply.

**Supplies:** Both Provisions and Water will become important in determining how long a character may stay away from a civilization. Supplies should be noted in pencil prior to embarking on an adventure and should be crossed off as they are used up.

**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 how many gold pieces this would equal:

	Volume	G.P. Equivalent
Small pouch or purse	¼ cu. ft.	25 g.p.
Large pouch	½ 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.

**Magic Items:** This refers to any of the devices that give the character extraordinary powers. Some of these devices have a short duration and should be listed in pencil.

**Wealth:** Here, under separate headings, may be kept a list of all valuables. Note the space for Total Weight and total value. Keep this record written in pencil.

**Experience Points:** This section is for keeping track of the ever-changing values of experience and should be written in pencil. Experience for the completion of an adventure is broken down into three categories: that acquired through treasure found and spent, that acquired through skill at arms in combat, and that for other things such as problems solved, traps evaded and skills utilized successfully, or whatever else the DM desires to give experience for. In this manner the character can see if his or her experience is coming from the categories most important to his or her class or if the character is straying from the stated profession. The Next Level Goal is the number of experience points necessary to graduate to the next higher experience level.

**Debts Owed/Obligations:** This refers to any debts incurred by loans from a benefactor, taxes owed the state, debts of honor due someone who saved one's life, or promises made. It may also concern quests and geases. As the debts are discharged they will be erased, so write them in pencil.

**DESCRIPTION:** This section deals with the elements by which a character is identified, including the friends he or she keeps and places the character often visits. The more general terms, hair and eye color, sex, height and weight may be decided by the player or assigned by the DM, who will find appropriate charts on page 102 of the **DUNGEON MASTERS GUIDE**.

**Age:** The actual physical age of a character, written in the lozenge-shaped space, may differ from the age he or she appears to be, as a result of the use of special devices or magic or racial qualities. Unnatural aging gives a place to record aging gained by the use of powerful magics or from magical attack.

**General Appearance:** This refers to a general description of a character — his or her clothing, build, shape of face and hands, hair styling, including facial hair and complexion.

**Distinguishing Marks:** This may take the manner of scarring or birthmarks or the existence of 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 eyes, scratching nose, fixing collar, tapping one's foot, etc.

**Social Class:** Social class and standing in that class may not be in use in a campaign. When they are, social class is assigned by the DM. Standing in one's social class details how one is accepted by his or her peers, from highly respected to blacklisted.

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

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

**Desires/Loves:** This refers to things greatly desired, such as gold to a dwarf, and beings the character is devoted to. These are left to the player's discretion.

**Notes:** This section is intended to provide space for notes on the Character's background and adventures as needed. A character may list his or her last will and testament in this space.

**CLOSING NOTE:** The **PLAYER CHARACTER RECORDS** are greatly detailed worksheets, but there are, of course, some omissions due to the restrictions of space. For a player's personal record of his or her character there are ways to overcome these limitations by maintaining a character file with inserts on the omitted sections.

A major difficulty with these record sheets is the level restrictions they impose. If a character reaches 13th to 15th level, she or he may begin to run out of space for skills, spells and special abilities. This problem can be alleviated by using looseleaf attachments on notebook paper or if the character is a pride and joy to the player it is recommended that he or she transfer the character to the **AD & D PERMANENT CHARACTER FOLDER** from TSR.

Finally, to insure against the loss of a favorite figure, it is a good idea to provide the DM of the campaign in which the character is played with a copy on a second record sheet.

# Advanced Dungeons & Dragons®

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## Player Character Record Sheets

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ADVANCED DUNGEONS & DRAGONS® PLAYER CHARACTER RECORDS are here! These character records have been especially designed for use with ADVANCED DUNGEONS & DRAGONS® games and contains space for all information commonly used by the player. This package contains multiple sheets of each of five different character records, one for each of the major character classes and their attendant subclasses: Fighter, Cleric, Magic-user and Thief, with a fifth type for multiclassed characters and Bards. What makes these records really special is their format. All listings are organized under specific and easy-to-identify sections, while the most vital and oft-consulted information is boxed with eye-catching, easy-to-find devices to facilitate play. No more searching for that important stat, as it is prominently displayed!

On the front of these records is identification information, followed by sections on abilities, combat and class specialties. On the back are places carefully structured for possessions, wealth and experience, as well as descriptions, friends and background. The sheets also leave plenty of space for personal touches too.

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