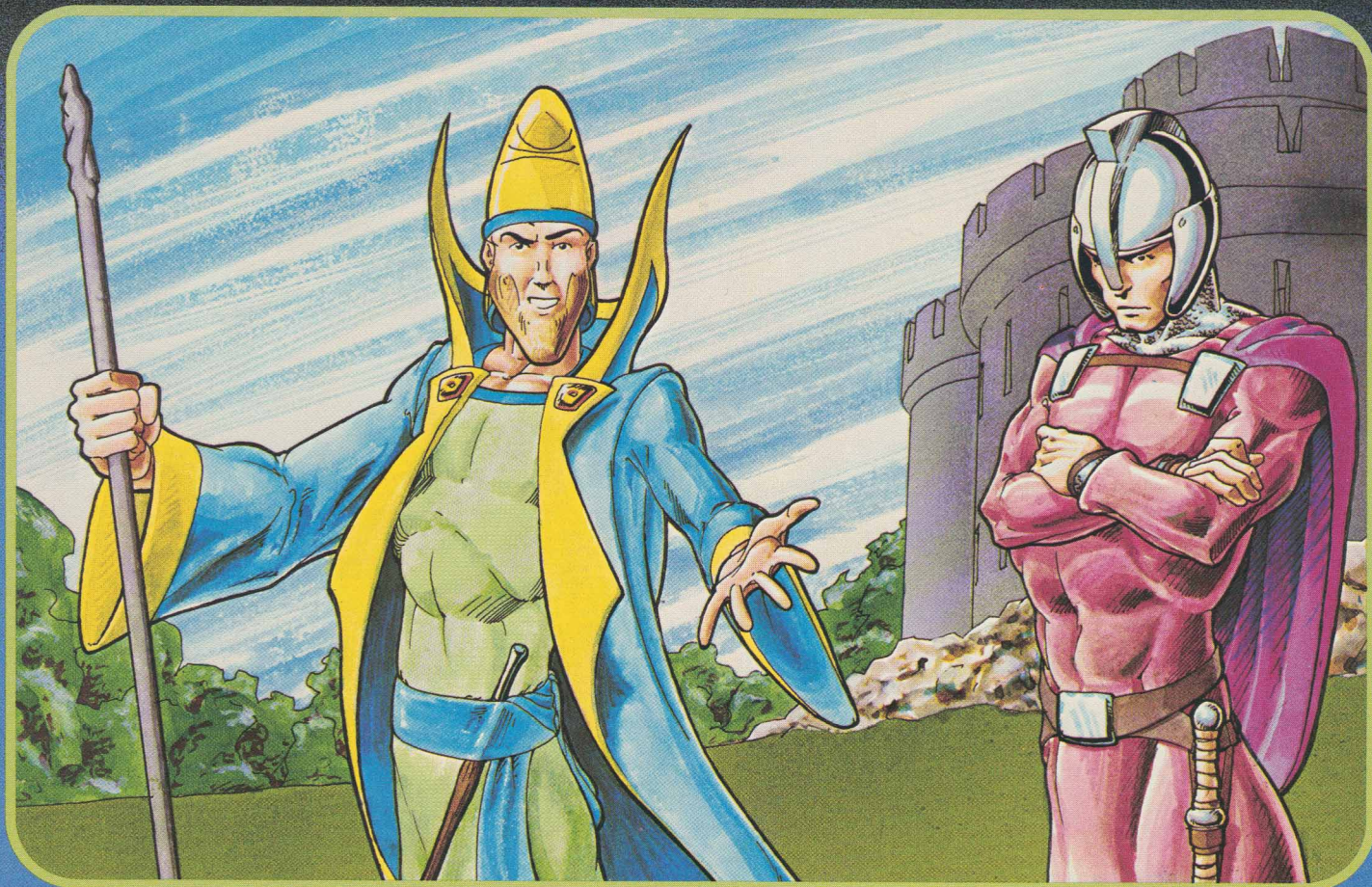


Advanced Dungeons & Dragons[®]

Player Character Record Sheets



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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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.

PLAYER NAME _____

ADVANCED D & D™

CAMPAIGN # _____

DATE CHARACTER BEGAN _____

Player Character Record

CHARACTER NAME _____

CHARACTER SKETCH

CLASS: _____ LEVEL: _____

RACE: _____ ALIGNMENT: _____

PATRON DEITY: _____ RELIGION: _____

PLACE OF ORIGIN: _____



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

COMBAT

MAJOR DISCIPLINES _____

MINOR DISCIPLINES _____

WEAPONS OF PROFICIENCY: _____

NUMBER NON-PROFICIENCY PENALTY

AC

ARMOR WORN	AC BASE	CONDITION OF ARMOR	
DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC

HIT POINTS

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: _____

SURPRISE / DEX. ADJUST. / REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS: Totals: _____

_____	"TO HIT" ADJ.	DAMAGE ADJ.
_____	_____	_____
+/-	CONDITION	+/-
_____	_____	_____
_____	_____	_____

MAG. SPACE REQUIRED/ ADJUSTED TO HIT ARMOR CLASS

FIIGHTER
RANGER
PALADIN

PLAYER NAME _____

ADVANCED D & D™

CAMPAIGN # _____

DATE CHARACTER BEGAN _____

Player Character Record

CHARACTER NAME

CHARACTER SKETCH

CLASS: _____ LEVEL: _____
 RACE: _____ ALIGNMENT: _____
 PATRON DEITY: _____ RELIGION: _____
 PLACE OF ORIGIN: _____



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 _____

WOUNDS: _____

SURPRISE _____ DEX. ADJUST. _____ REAR ATTACKS ADJUST. _____

WEAPONS OF PROFICIENCY:

NUMBER	NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals: _____

"TO HIT" ADJ. _____ DAMAGE ADJ. _____

+/- CONDITION +/- CONDITION



WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

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

MORALE MODIFIER _____

PARISH: _____

HOLY SYMBOL: _____

TITHINGS STATUS IN _____

CHURCH _____

SPECIAL ABILITIES: _____



SPELLS ACQUIRED PER LEVEL:

	1ST	2ND	3RD	4TH	5TH	6TH	7TH

MAGIC COMPONENTS: _____

TURNING UNDEAD: _____

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

GLERIG DRUID

ADVANCED D & D™

Player Character Record

PLAYER NAME _____

CAMPAIGN # _____

DATE CHARACTER BEGAN _____

CHARACTER NAME _____

CHARACTER SKETCH

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.	

CHARISMA _____

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 _____

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

COMBAT

ARMOR WORN _____ AC BASE _____ CONDITION OF ARMOR _____

DEX. ADJ. + MAGICAL ADJ. SHIELDLESS AC REAR AC

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: _____

HIT POINTS

SURPRISE / DEX. ADJUST. REAR ATTACKS ADJUST. /

COMBAT ADJUSTMENTS:

Totals: _____ "TO HIT" ADJ. DAMAGE ADJ.

+/- CONDITION +/- CONDITION



WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING _____

GRAPPLING _____

OVERBEARING _____

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				

SPELLS—KNOWN

SPELLS MEMORIZED PER LEVEL:

MORALE MODIFIER _____ MASTER: _____

SCHOOL: _____

FAMILIAR/PET: _____

SPECIAL ABILITIES: _____

MAGIC COMPONENTS _____

	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH

MAGIC-USER ILLUSIONIST

PLAYER NAME _____

ADVANCED D & D™

CAMPAIGN # _____

DATE CHARACTER BEGAN _____

Player Character Record

CHARACTER NAME

CHARACTER SKETCH

CLASS: _____ LEVEL: _____
 RACE: _____ ALIGNMENT: _____
 PATRON DEITY: _____ RELIGION: _____
 PLACE OF ORIGIN: _____



CONCEALED _____ CLIMBING _____ SPECIAL MOVE _____
 MOVE BASE _____ SECONDARY SKILL _____ VISION _____ LISTENING _____

ABILITIES:

S I W D C CH

STRENGTH	% HIT ADJ.	DAM. ADJ.	OPEN DOORS	BEND BARS
INTELLIGENCE	ADD. LANG.	% KNOW SPELL	MIN. # SPELLS	MAX. # SPELLS
WISDOM	MAGICAL ATK. ADJ.	SPELL BONUS	% SPELL FAILURE	
DEXTERITY	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
CONSTITUTION	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT. SURVIVAL	
CHARISMA	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	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			
WEAPONLESS COMBAT: ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.																
PUMMELING																
GRAPPLING																
OVERBEARING																

SPILLS MEMORIZED PER LEVEL:

SPILLS KNOWN	SPILLS MEMORIZED PER LEVEL:								
	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
MORALE MODIFIER									
PATRON: _____									
SPECIAL ABILITIES: _____									
MAGIC COMPONENTS: _____									

TURNING UNDEAD:

SKELETON ZOMBIE GHOUL SHADOW WIGHT GHOST

THIEVING SKILLS:

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

PICK POCKETS OPEN LOCKS* REMOVE/FIND TRAP* MOVE SILENTLY HIDE IN SHADOWS HEAR NOISE CLIMB WALLS READ LANGUAGE

*TRY ONCE ONLY PER LOCK OR TRAP

MULTI-GLASSED BARD

Advanced Dungeons & Dragons®

Player Character Record Sheets

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.

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by various regional distributors.

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ISBN 0-935696-63-6
394-51551-XTSR0600

