

Ages 10 to adult

Fighter's Player Pack



The BEGINNER'S GUIDE to the



Fighter



Advanced Dungeons & Dragons[®]

2nd Edition

Game Accessory

The Beginner's Guide to the Fighter

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Paladins and Rangers

While the world is full of fighting orders, most of these can be treated as normal fighters. The *ADVANCED DUNGEONS & DRAGONS*® game rules provide for two examples of special fighting classes: paladins and rangers. Players running either of these character types will need to pay special attention to the unique abilities, requirements, and traditions of their chosen class.

Paladins: These holy warriors are by far the most unusual variant of the warrior class. In addition to their combat abilities, paladins enjoy many of the special powers of priests—including the ability to cast spells and turn the undead. Despite the wonderful role-playing possibilities these characters present, there is a tendency for players to typecast paladin characters in one of two simple roles.

The first is the stern guardian of everyone else's morals, a champion of the faith who looks upon all that is not sanctioned by his or her church as evil. Intolerant to a fault, these crusaders find it almost impossible to work with characters of other alignments and often become a liability, not an asset, to the adventuring parties they join.

The second is an overly chivalrous hero, the perfect ideal of knighthood. While easier to get along with than the crusader type, they are dangerously naive and predictable. Such paladins are apt to agree to undertake difficult quests without first questioning the motives of their employers and often get both themselves and their friends in a lot of trouble.

While some players might enjoy running either of these stereotypes, particularly in a humorous campaign, there are many other possibilities that can allow a more inventive player to create a truly memorable hero. For example, most players think of paladins as



coming only from the upper echelons of society, the nobility; a paladin of more humble birth who is deeply concerned with the well-being of folk of all social ranks may open their eyes to the great potential of this class.

While the *Player's Handbook* places some very stern restrictions on the actions of a paladin, it's important that the player remember that these are part of a code of conduct the character *wants* to follow, a way of life he or she deeply believes in—a paladin enjoys giving away wealth just as

much as a thief would enjoy amassing it.

Rangers: These woodland warriors prefer the wilderness to towns and cities and are more comfortable with small groups than large crowds. They are the Robin Hoods, Striders, and Daniel Boones of the AD&D game: expert trackers, masters of woodcraft, and good with animals. Many prefer the longbow to the heavy swords favored by most fighters, and all rangers scoff at the elaborate metal armor treasured by paladins, wearing instead simple leather armor that makes no sound when they are stalking prey.

Rangers get along well with anyone who shares their love of natural settings, but they are implacable foes to those who wantonly harm woodlands, their inhabitants, or indeed any *innocent folk*. Their empathy with their woodland surroundings is reflected in the fact that high-level rangers gain priest spells affecting plants and animals and often have tame animals or sylvan folk as followers.

Although most rangers live in forests, other variations are possible—a ranger from a cold climate could be modeled on an Inuit hunter, while one from a land of rolling plains could resemble a Sioux scout. Likewise deserts, sea coasts, and mountains can each have specialized ranger-types.

The Character Record Sheet

Included with the *Fighter's Player Pack* is a tablet of 12 character record sheets (often just called character sheets). These provide a simple way for players to keep track of the important information that defines their characters. TSR grants permission to photocopy these sheets for personal use.

These sheets are designed to be easy to use. All of the information on the sheet is grouped into the following blocks for easy reference.

1. Personal Information: In this area the player can record the name he or she makes up for the character, as well as information about the character's race, class, level, and alignment. Additional spaces permit the player to record a general description of his or her character.

2. Ability Scores: This is probably the first area of the character sheet that the player will fill out when creating a new character. It includes spaces for keeping track of a character's ability scores and all of the game modifiers generated by them.

3. Hit Point Record: This portion of the character record sheet is placed where it will be easy to see and use at all times. A character's current hit point total is likely to change frequently during combat, so players should write lightly when recording information on wounds their characters receive.

4. Attack Table: This part of the character record sheet will probably be referenced more often than any other. There is a space to record the character's THACO listing as well as the melee and missile attack modifiers determined by the character's Strength and Dexterity scores.

Once these three boxes at the top are filled in, the player can quickly fill out the table of rolls required to hit various Armor Classes from 10 to -10. It is recommended that no

modifiers be applied when recording the numbers in this column; instead, players should write in the basic roll needed to hit a target of the Armor Class listed.

5. Weaponry Information: In this space the player can record the specifics on the character's favorite weapons, along with the attack penalty the character suffers when using a weapon with which he or she is not skilled. The information is grouped by general notes, attack data, and damage specifications.

6. Armor Class Information: In this block the player can record the type of armor his or her character is wearing, if any, and the effect it has on his or her Armor Class. Space is provided to record the Armor Class the character has when surprised, caught without a shield (if he or she uses one), or attacked from behind. Additional information on bonuses due to Dexterity or magical protections can be recorded in the Other Defenses box.

7. Character Sketch: Artistic players will want to draw a sketch of their character in this box. Others can select one of the portrait stickers included in this kit (or some other piece of artwork) and secure it here to help them visualize their character.

8. Experience Point Record: This space can be used to record the number of experience points (XPs) that the character has accumulated, along with the total needed to advance to the next level. The player can also note here whether his or her character is entitled to the 10% bonus in XPs awarded to characters with exceptional scores in the prime requisite of their chosen class.

9. Saving Throw Table: In this space the player can record all of the saving throws appropriate to the character due to his or her class and level.

The image shows a character record sheet form with several sections and tables. The sections are numbered 1 through 9:

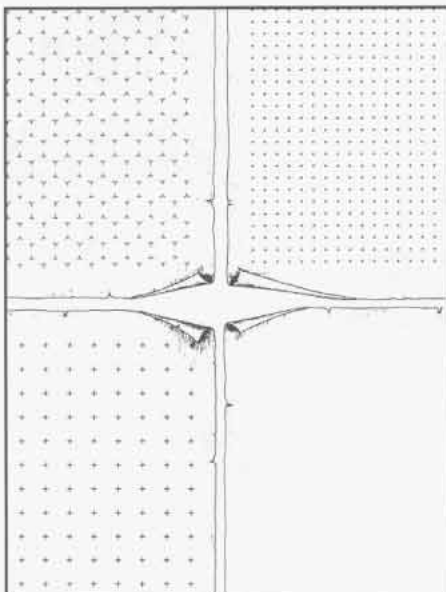
- 1. Personal Information:** Fields for Name, Class (HD), Experience Level, Race, Sex, Hair & Eyes, and Hair & Eyes.
- 2. Ability Scores:** A table for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, with columns for Base Score, Modifier, and Total.
- 3. Hit Points:** A field for Hit Points.
- 4. Attack Table:** A table with columns for THACO, Missile, and Melee, and rows for various armor classes (10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0, -1, -2, -3, -4, -5, -6, -7, -8, -9, -10).
- 5. Weaponry Information:** A table for recording weapons, with columns for Weapon Type, Name, Weight, Cost, Damage, and other details.
- 6. Armor Class:** Fields for Armor Class, Other Defenses, and a section for bonuses.
- 7. Character Sketch:** A large empty box for drawing or pasting a portrait.
- 8. Experience Points:** Fields for Experience Points, Total Needed, and a section for bonuses.
- 9. Saving Throws:** A table for recording saving throws, with columns for Poison, Paralysis, Death, and other types.

The Mapping Tablet

One of the most useful things included with the Player Pack is a pad of mapping paper. A close look at this tablet will reveal that there are actually **four** types of paper in it. Each of these has a special use and allows the player to keep careful track of his or her character's various adventures. Care has been taken to make the papers in this tablet useful to both players and Dungeon Masters. In addition, TSR grants permission for AD&D game players to photocopy these sheets for personal use, so you'll never run out of them. Just make sure that you don't use your last original, or you won't have a good master left to copy.

A quick look at these sheets will reveal that the grids on them are not composed of solid lines but of a pattern of crosses or triads. This is because a map drawn on a standard sheet of graph or hex paper is difficult to reproduce on a photocopier; the solid lines printed on the paper tend to make the hand-drawn map difficult to read. By contrast, photocopies of maps made on these sheets should be just as readable as the original.

- **Regional Maps (½-inch hexes):** The regional map sheet is covered with a hexagonal grid. These sheets should be used for mapping large geographical areas, like a country. It can be used by players to map unexplored territory as their characters move through it or to lay out a plan of the grounds surrounding a player character's castle. The scales used on these maps will vary with the size of the territory being mapped.
- **Strategic Maps (¼-inch squares):** The next type of paper in the mapping tablet is a simple square grid. It is intended for use in creating a strategic map of a large struc-



ture, such as the dungeon complex beneath a castle. Once a hexagonal regional map has been made of an area, the buildings on (or under) it can be mapped with this type of paper. This is the type of paper that players will generally use when mapping the dungeons they are exploring. In addition, when a character designs and builds a castle, temple, tower, or other large structure, the player can map it with these sheets.

- **Tactical Maps (½-inch squares):**

This paper is intended for use in making maps of smaller areas, usually a close-up shot of some area on a strategic map. Players can use it to make more detailed maps of unusual rooms (tombs, shrines, and the like) that their characters encounter while exploring the dungeons recorded on the strategic maps. Once a player has mapped his or her character's stronghold, he or she can detail the most important areas of it on a tactical map.

The larger size of this grid makes it easy to use with metal miniatures as well. Players who decide to become Dungeon Masters will find these sheets useful for making maps of the rooms in a dungeon where combat is likely to take place. When the characters reach that area, just pull out the map of the area, place it on the table, and let the battle begin!

- **Parchment Blanks:** The last type of paper included in the kit is simply a blank sheet with a border on it that looks like curling parchment. This is intended primarily for those wishing to make props for use during game play. Players and Dungeon Masters can use this to create wanted posters, public notices recruiting followers, crude treasure maps, and similar documents.

Painting Guide

Many gamers find that their role-playing sessions are greatly enhanced by the use of miniature figures. While it is true that a whole book could be written on the many techniques involved in painting figures, the basics can be explained fairly briefly. Remember, though: the best way to become a skilled miniatures painter is to practice.

1. Cleaning: Even the best miniatures will need to be cleaned before they are ready to paint. Start by trimming away any excess metal and carefully filing away obvious seams, especially on the underside of the figure's base. After that is done, the figure should stand steadily on its own.

Once the miniature has been trimmed and smoothed, wash it in warm, soapy water to remove any dirt, grease, or oil. Set the figure out to dry, preferably overnight. After you have cleaned your figures, try to handle them as little as possible.

2. Mounting: It is always best to secure a figure to a base. For human-sized figures, it is customary to use a ½-inch square of poster board. In most cases, epoxy or super-strength glues work best. Of course, always use fast-bonding adhesives with care.

3. Priming: It is best to apply an undercoat, or primer, to your miniatures before painting them. The best all-around primer for miniatures is light gray in color and applied with a spray can. It is best to use a few thin coats of primer rather than a single thicker layer. After you prime your figures, let them dry overnight.

4. Base Colors: After your primed figures are fully dried, it is time to start painting them. It is usually best to start by painting the areas that



are hardest to get at. Another important thing to paint early on are areas of exposed flesh.

For more realistic figures, paint in the shadows in folds of clothing first, using a darker shade that complements the color you have chosen. After that dries, paint the rest of the item with the main color. Now, your figure will have lifelike folds and shadows.

5. Highlighting: When all of your base colors have dried, you can move on to highlighting. Start with a lighter color than the area you plan to high-

light. For example, if you are doing the highlights on a gray cloak, you might use a light gray or maybe even white. After you put the paint on your brush, dab it off with a piece of paper. Be careful not to crush the bristles, but make sure that there is no visible liquid left on the brush. Once that is done, lightly brush the color onto the area you want to highlight.

If you do it right, highlighting will leave you with light traces of paint on the raised areas of the figure.

6. Detailing: After all of your highlights are dry, go back and paint the little details. Now is the time to get the buttons on jackets, rivets on shields, and the like. When all is said and done, the highlights can make an otherwise average figure look outstanding!

7. Protection: When you are done painting your miniature, set it aside and let it dry overnight. Then apply a clear acrylic spray to your miniature to protect it from nicks, scratches, and dirt. Acrylic sealers come in both matte (dull) or gloss (shiny) finishes. Most people use a matte finish to make their figure look as realistic as possible. Use several thin coats of acrylic rather than one heavy one.



FIGHTER



RANGER



PALADIN



Character Name

Class (Kit)

Alignment

Race

Experience Level

Age & Sex

Height & Weight

Hair & Eyes

Distinguishing Features

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Surprise Adjust.	Missile Attack	Defensive Adjust.			
Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate	
Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Hit Points

Wounds Suffered

Attack Table

Melee Attack	THACO	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Weaponry Information

Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Armor Class

Armor Worn	
Base AC	Surprised AC
Shieldless AC	Rear AC
Other Defenses	

Character Sketch

Experience Points

+10% XP Bonus? Yes No Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Warrior Abilities

Laying on Hands Attacks/Round

Cure Disease

Spells per Level
 1st 2nd 3rd 4th

Turning Undead

Skeleton/1 HD

Zombie

Ghoul/2 HD

Shadow/3-4 HD

Wight/5 HD

Ghast

Wraith/6 HD

Mummy/7 HD

Spectre/8 HD

Vampire/9 HD

Ghost/10 HD

Lich/11+HD

Special

Spells Memorized

Animal Reactions

Hide in Shadows

Move Silently

Weapon Proficiencies

Initial Slots Add'l Slot/lvs Nonprof. Penalty

Weapon Name

Weapon Name	Spec?

Nonweapon Proficiencies

Initial Slots INT Bonus Add'l Slot/lvs

Proficiency Name

Proficiency Name	# Slots	Rel. Ability	Check Mod.

Roll number or less on 1d20 to succeed

Equipment

Item Carried	Cost	Wt.
Totals	<input type="text"/>	<input type="text"/>

Racial Abilities

Wealth

Type (GP Value)	Carried	Cached

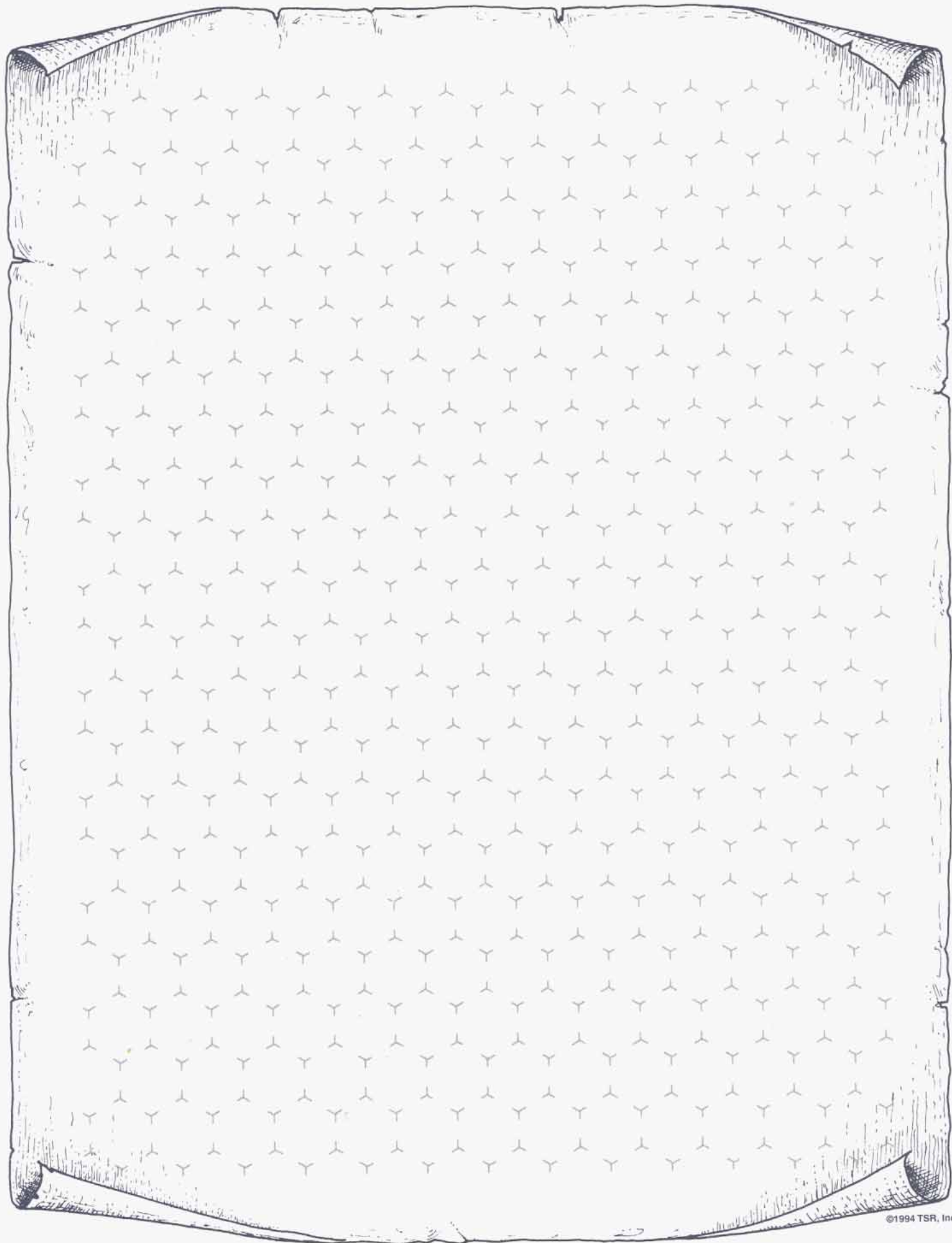
Treasures (Gems, Jewelry, etc.)

Encumbrance

Category	Weight	Combat Effects
None	<input type="text"/>	None
Light	<input type="text"/>	None
Moderate	<input type="text"/>	-1 Attack
Heavy	<input type="text"/>	-2 Attack, +1 AC
Severe	<input type="text"/>	-4 Attack, +3 AC
Maximum	<input type="text"/>	-4 Attack, +3 AC

Move Rates

	Walk (x1)	Jog (x2)	Run (x3)	Run (x4)	Run (x5)
None (Base Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Light (2/3 Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Moderate (1/2 Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Heavy (1/3 Move)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Severe or Max. (Move=1)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>





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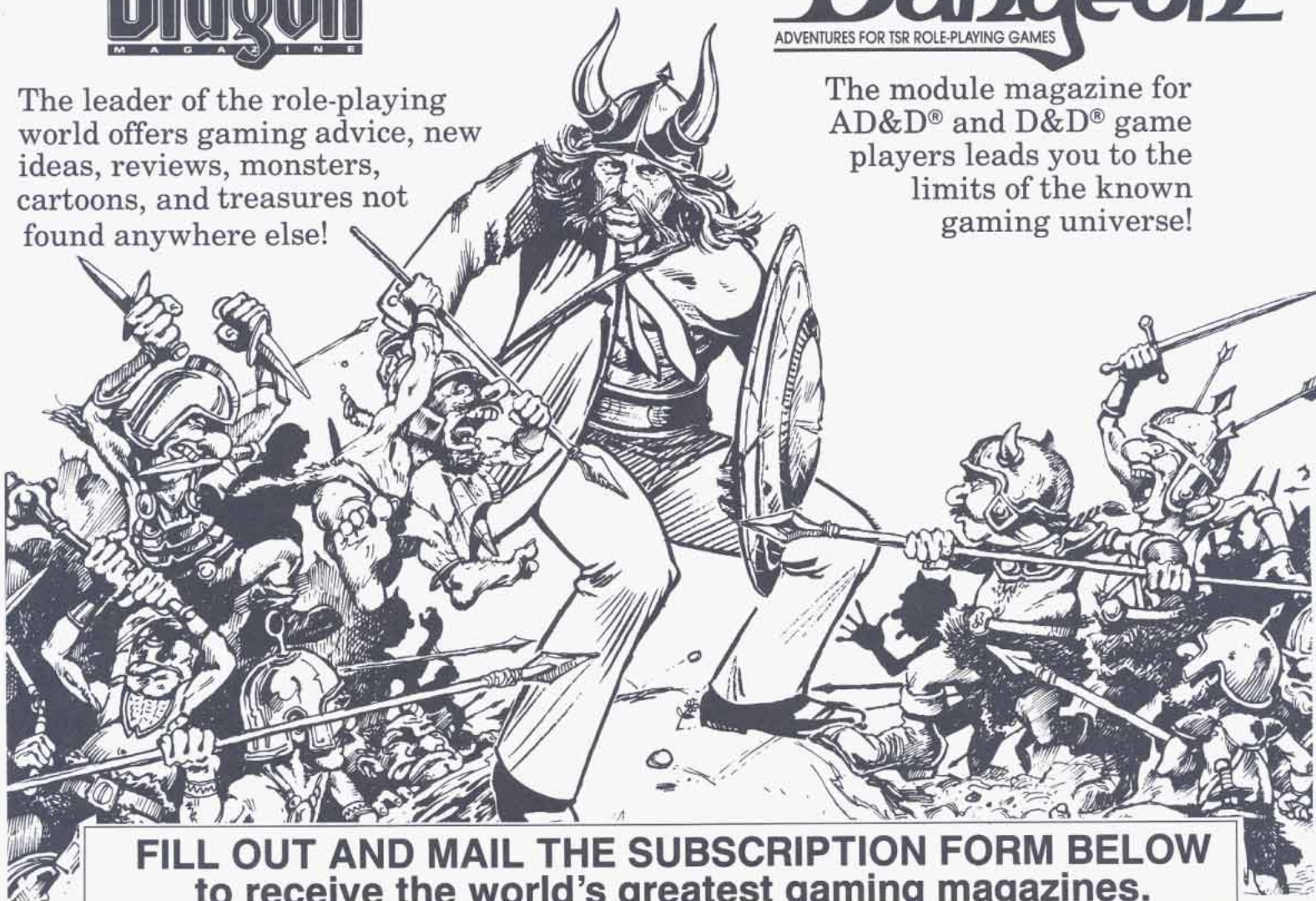
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(ASB)

Fighter's THAC0 and Saving-Throw Table

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Poison, Paralyzation, Death Magic	14	14	13	13	11	11	10	10	8	8	7	7	5	5	4	4	3	3	3	3
Rod, Staff, Wand	16	16	15	15	13	13	12	12	10	10	9	9	7	7	6	6	5	5	5	5
Petrification, Polymorph*	15	15	14	14	12	12	11	11	9	9	8	8	6	6	5	5	4	4	4	4
Breath Weapon**	17	17	16	16	13	13	12	12	9	9	8	8	5	5	4	4	4	4	4	4
Spell***	17	17	16	16	14	14	13	13	11	11	10	10	8	8	7	7	6	6	6	6

* Excluding *polymorph wand* attacks.

** Excluding those that cause petrification or polymorph.

*** Excluding those for which another saving-throw type is specified, such as death, petrification, polymorph, etc.

Fighter, Paladin, and Ranger Abilities by Level

Level	Fighter XP	Paladin/Ranger	XP	Spells per Day		Weapon Prof.	Nonweapon Prof.	Attacks per Round	Hit Dice (d10)
				Paladin	Ranger				
1	0		0	-	-	4	3	1	1
2	2,000		2,250	-	-	4	3	1	2
3	4,000		4,500	-	-	5	4	1	3
4	8,000		9,000	-	-	5	4	1	4
5	16,000		18,000	-	-	6	5	1	5
6	32,000		36,000	-	-	6	5	1	6
7	64,000		75,000	-	-	6	5	3/2	7
8	125,000		150,000	-	1	6	5	3/2	8
9	250,000		300,000	1	2	7	6	3/2	9
10	500,000		600,000	2	2	7	6	3/2	9+3
11	750,000		900,000	2	2	7	6	3/2	9+6
12	1,000,000		1,200,000	2	2	8	7	2	9+9
13	1,250,000		1,500,000	2	2	8	7	2	9+12
14	1,500,000		1,800,000	3	3	8	7	2	9+15
15	1,750,000		2,100,000	3	3	9	8	2	9+18
16	2,000,000		2,400,000	3	3	9	8	2	9+21
17	2,250,000		2,700,000	3	3	9	8	2	9+24
18	2,500,000		3,000,000	3	3	10	9	2	9+27
19	2,750,000		3,300,000	3	3	10	9	2	9+30
20	3,000,000		3,600,000	3	3	10	9	2	9+33

XP: Experience Points; Weapon/Nonweapon Prof.: Weapon/Nonweapon Proficiencies.

Suitable for All Levels of Play

Fighter's Player Pack

You've found the ideal all-in-one playing aid for your favorite game with the AD&D® Game *Fighter's Player Pack*. Inside your *Player Pack* is the information you need to play your chosen class of character—the fighter—with skill and finesse, and a gathering of playing aids selected by TSR game designers as the items both experienced and beginning gamers find most useful. Look at everything you get:

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● *Fighter Character Record Sheets*

● Eight-page booklet of valuable information about role-playing fighter characters, includes a miniature painting guide

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