

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

2<sup>nd</sup> Edition Official Game Accessory

## Character Record Sheets



# Player Character Generation Worksheet & Flowchart

## Step 1: Roll Ability Scores

- a. Indicate dice-rolling method (p. 13):
  - I. Roll 3d6 six times, in order.
  - II. Roll 3d6 twice per ability, select either.
  - III. Roll 3d6 six times and assign to abilities as desired.
  - IV. Roll 3d6 twelve times and assign any six as desired.
  - V. Roll 4d6 (ignore lowest die) six times, assign as desired.
  - VI. Roll 7d6, assign dice to base scores of 8 in each ability.
  - VII. Other.

- b. Generate and record scores for:
 

Strength	Intelligence
Dexterity	Wisdom
Constitution	Charisma

## Step 2: Choose a Race

- a. Before selection, consult Table 7 (p. 20) for requirements.
- b. Adjust ability scores:
 

Dwarf	Con +1, Cha -1
Elf	Dex +1, Con -1
Gnome	Int +1, Wis -1
Half-elf	no adjustments
Halfling	Dex +1, Str -1
Human	no adjustments
- c. Consult Table 1 (p. 14) and record hit probability, damage adjustment, weight allowance, maximum press, open doors chance, and bend bars/lift weights chance.
- d. Consult Table 2 (p. 14) and record reaction adjustment, missile attack adjustment, and defensive adjustment.
- e. Consult Table 3 (p. 15) and record hit point adjustment, system shock, resurrection survival, poison save, and regeneration.
- f. Consult Table 4 (p. 16) and record number of languages and spell immunity.
- g. Consult Table 5 (p. 17) and record magical defense adjustment, spell immunity.
- h. Consult Table 6 (p. 18) and record maximum number of henchmen, loyalty base, and reaction adjustment.

- i. Record special racial abilities:

Dwarf	p. 20
Elf	p. 21
Gnome	p. 22
Half-elf	p. 22
Halfling	p. 23
Human	none

- j. Consult Table 10 (p. 24) for height and weight, consult Table 11 (p. 24) to determine starting age, and consult Table 12 (p. 24) to determine effects of aging.

## Step 3: Select a Class

- a. Check racial restrictions:

Dwarf	F, C, T, F/T, F/C
Elf	F, R, M, C, T, F/M, F/T, M/T, F/M/T
Gnome	F, I, C, T, F/C, F/I, F/T, C/I, C/T, I/T
Half-elf	F, R, M, C, D, T, B, F/C, F/T, F/D, F/M, C/R, C/M, T/M, F/M/C, F/M/T
Halfling	F, C, T, F/T
Human	F, P, R, M, I, C, D, T, B

- b. Consult Table 13 (p. 25) for ability score restrictions.

- c. Record class special abilities and restrictions:

Fighter	p. 26
Paladin	p. 27
Ranger	p. 28
Mage	p. 31
Specialist Wizard	p. 31
Cleric	p. 33
Mythos Priest	p. 34
Thief	p. 38
Bard	p. 41

- d. Fighter, Paladin, Ranger: If your character's Strength is 18 and the character is not a halfling, roll d100 to determine exceptional Strength. Consult Table 1 (p. 14) and readjust hit probability, damage adjustment, weight allowance, maximum press, open doors, and bend bars/lift gates.
- e. Mage: If your character is a mage, consult Table 4 (p. 16) and record spell level, chance to learn spell, and maximum number of spells per level (optional). Then ask your DM what your first spells are and record them in your spell book.
- f. Specialist Wizard: If your character is a specialist wizard, choose a school of magic by consulting Table 22



(p. 31). Then consult Table 4 (p. 16) and record spell level, chance to learn spell, and maximum number of spells per level (optional). Then ask your DM what your first spells are and record them in your spell book.

- g. Cleric: If your character is a cleric, consult Table 5 (p. 17) and record bonus spells and chance of spell failure. Note the spheres to which the character has major access (all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, sun) and minor access (elemental).
- h. Mythos Priest: If your character is a mythos priest, consult Table 5 (p. 17) and record bonus spells and chance of spell failure. Note the weapons and armor allowed. Note the spheres to which he has major and minor access. Note his granted powers and mythos-related special abilities. Note his religious tenets.
- i. Thief: If your character is a thief, record his basic thieving skill scores from Table 26 (p. 39). Modify these scores according to Tables 27 and 28 (p. 39). Then apportion 60 points between those abilities (no more than 30 points to any one score).
- j. Bard: If your character is a bard, note his thief abilities from Table 33 (p. 42). Modify these percentages according to Tables 27 and 28 (p. 39). Then apportion 20 points between these abilities.

#### Step 4: Choose Your Alignment

- a. In selecting your alignment, abide by class restrictions:

Fighter	any
Paladin	LG
Ranger	LG, NG, CG
Mage	any
Specialist	any
Cleric	any
Mythos Priest	any acceptable
Thief	any
Bard	any N combination

#### Step 5: Record Saving Throws

- a. Consult Table 60 (p. 101) to determine the base saving throws for your character.

#### Step 6: Record THAC0

- a. Consult Table 53 (p. 91) to determine your character's THAC0.

#### Step 7: Roll Hit Points

- a. Roll the appropriate hit dice.

Warriors:	1d10
Priests:	1d8
Rogues:	1d6
Mages:	1d4
- b. If multi-classed, roll hit dice and average the results (p. 44).

#### Step 8: Record Base Movement

- a. Find the character's base movement rate on Table 64 (p. 119) and record it. If the optional encumbrance rules are in effect, also record the encumbrance categories from Table 47 (p. 76) and modified movement rates and combat abilities (p. 79).

#### Step 9: Select Proficiencies (optional)

- a. Consult Table 34 (p. 51) to determine the character's weapon and nonweapon proficiency slots. Add the character's number of languages known (from Table 4) to his initial number of nonweapon proficiencies.
- b. Select weapon proficiencies. If the character is a fighter, you may select a weapon specialization.
- c. Select nonweapon proficiencies. Record their relevant abilities and check modifiers.

#### Step 10: Equip Your Character

- a. Consult Table 43 (p. 66) to determine your character's starting funds.
- b. Using Table 44 (p. 66), select and pay for your character's starting equipment.
- c. Consult Table 46 (p. 75) to determine your character's armor class rating. Modify this base AC by your defensive adjustment.
- d. Record the weight, size, and damage information for each melee weapon carried. Include type and speed factors if those optional rules are in play.
- e. Record the weight, size, damage, rate of fire, and range information for each missile weapon carried. Include type and speed factors if those optional rules are in play.

Character \_\_\_\_\_  
 Align. \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_

## PLAYER CHARACTER RECORD

Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

	<b>STR</b>	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	B B/L G
	<b>DEX</b>	Rctn Adj	Missile Att Adj		Def Adj		
	<b>CON</b>	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
	<b>INT</b>	No of Lang	Spell Lvl	Lrn Sp	Spells/Level	Spell Immun	
	<b>WIS</b>	Mag Def Adj	Bonus Spells	Spell Fail		Spell Immun	
	<b>CHR</b>	Max No Hench	Loy Base	Rctn Adj			

### MOVEMENT

Base Rate	<input style="width: 50px;" type="text"/>
Light ( )	_____
Mod ( )	_____
Hvy ( )	_____
Svr ( )	_____
Jog ( × 2 )	_____
Run ( × 3 )	_____
Run ( × 4 )	_____
Run ( × 5 )	_____

### SAVING THROWS

_____	Paralyze/Poison	_____
_____	Rod, Staff, or Wand	_____
_____	Petrify/Polymorph	_____
_____	Breath Weapon	_____
_____	Spells	_____
Modifier		Save

### ARMOR

	Adjusted AC	Armor Type (Pieces)
	Surprised	_____
	Shieldless	_____
	Rear	_____
Defenses	_____	

### HIT POINTS

### Wounds

--	--

## WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed
				/					
				/					
				/					
				/					
				/					
				/					

### Special Attacks

### Ammunition:

_____	_____	_____	_____	□ □ □ □	□ □ □ □	□ □ □ □
_____	_____	_____	_____	□ □ □ □	□ □ □ □	□ □ □ □
_____	_____	_____	_____	□ □ □ □	□ □ □ □	□ □ □ □

### Special Abilities

### Proficiencies/Skills/Languages

_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
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_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )
_____	( / )	_____	( / )



Spell: _____	School/Sphere: _____
Level: _____ Range: _____	Components: _____ Duration: _____
Casting Time: _____ Area of Effect: _____	Saving Throw: _____ Reversible?: _____
Effect: _____	Pages: _____

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Level: _____ Range: _____	Components: _____ Duration: _____
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Level: _____ Range: _____	Components: _____ Duration: _____
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Specialist	any
Cleric	any
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#### Step 9: Select Proficiencies (optional)

- a. Consult Table 34 (p. 51) to determine the character's weapon and nonweapon proficiency slots. Add the character's number of languages known (from Table 4) to his initial number of nonweapon proficiencies.
- b. Select weapon proficiencies. If the character is a fighter, you may select a weapon specialization.
- c. Select nonweapon proficiencies. Record their relevant abilities and check modifiers.

#### Step 10: Equip Your Character

- a. Consult Table 43 (p. 66) to determine your character's starting funds.
- b. Using Table 44 (p. 66), select and pay for your character's starting equipment.
- c. Consult Table 46 (p. 75) to determine your character's armor class rating. Modify this base AC by your defensive adjustment.
- d. Record the weight, size, and damage information for each melee weapon carried. Include type and speed factors if those optional rules are in play.
- e. Record the weight, size, damage, rate of fire, and range information for each missile weapon carried. Include type and speed factors if those optional rules are in play.



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2<sup>nd</sup> Edition Official Game Accessory

## Character Record Sheets

What weapon would you choose when you have to fight a 100-foot dragon? What are your chances of falling off that cliff and breaking your neck? Do you still have that certain magical potion or did your character drink it last week?

These questions, and many more, can be answered when you fill out your all new AD&D<sup>®</sup> 2nd Edition Character Record Sheet. Record your character's ability scores, possessions, background, and much, much more!

And the new record sheets are formatted more clearly than ever for faster, more spontaneous role-playing fun!

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