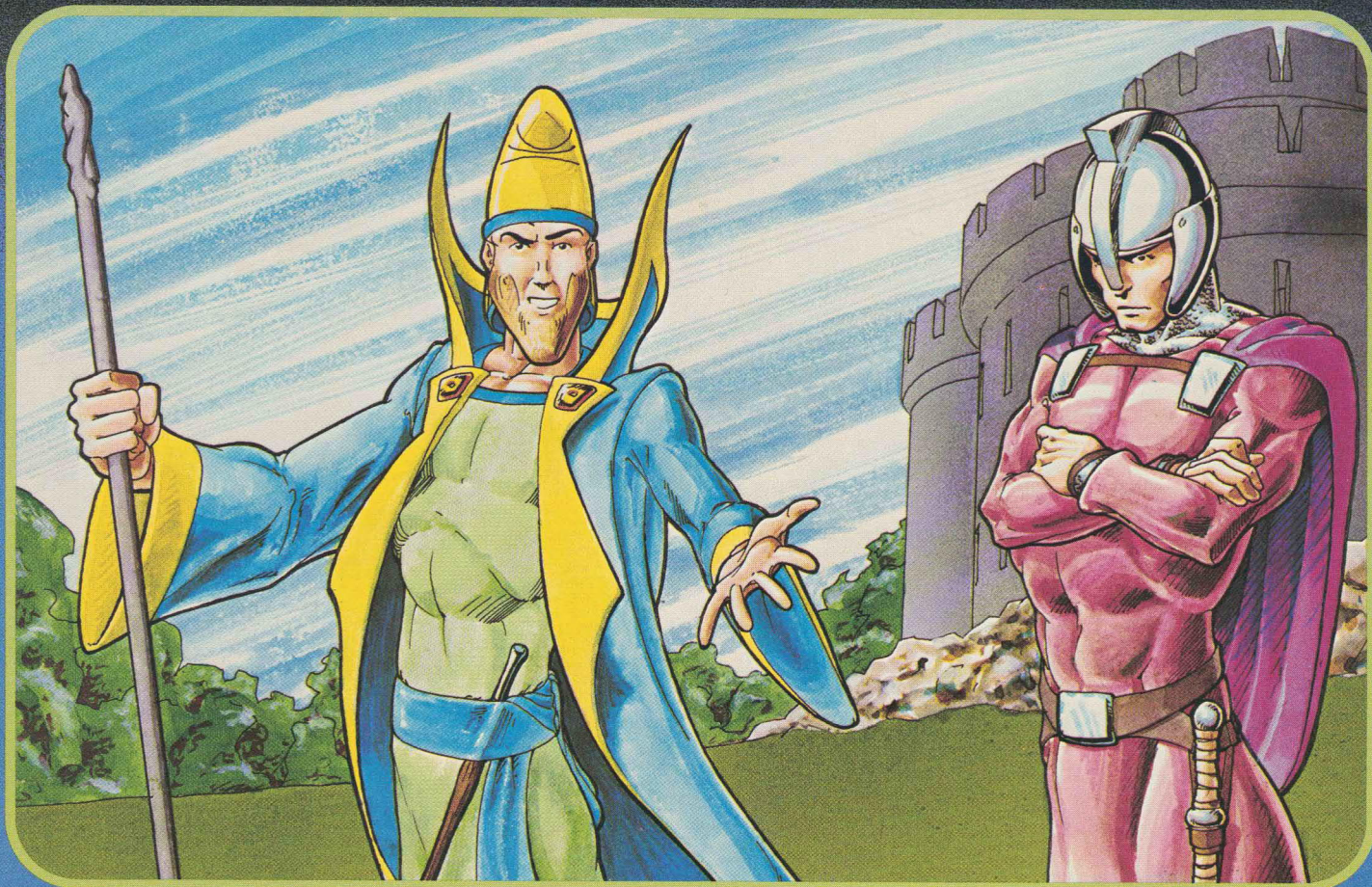


# Advanced Dungeons & Dragons<sup>®</sup>

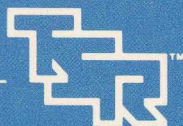
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## Player Character Record Sheets

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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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**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

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

### \*COMBAT\*

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

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

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

NUMBER    NON-PROFICIENCY PENALTY

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.

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

\_\_\_\_\_ "TO HIT" ADJ.    DAMAGE ADJ.

\_\_\_\_\_

+/-    CONDITION    +/-    CONDITION



| WEAPON IN HAND                       | WEAPON | MAG. SPACE REQUIRED/ | ADJUSTED TO HIT ARMOR CLASS | DAMAGE | S-M/L |
|--------------------------------------|--------|----------------------|-----------------------------|--------|-------|
| WEAPONLESS COMBAT:                   |        |                      |                             |        |       |
| ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. |        |                      |                             |        |       |

FIGHTER  
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"/> | <b>S</b>  | % HIT ADJ.        | DAM. ADJ.    | OPEN DOORS          | BEND BARS     |
| <input type="checkbox"/> | <b>I</b>  | ADD. LANG.        | % KNOW SPELL | MIN. # SPELLS       | MAX. # SPELLS |
| <input type="checkbox"/> | <b>W</b>  | MAGICAL ATK. ADJ. | SPELL BONUS  | % SPELL FAILURE     |               |
| <input type="checkbox"/> | <b>D</b>  | REACTION ADJ.     | MISSILE ADJ. | DEFENSE ADJ.        |               |
| <input type="checkbox"/> | <b>C</b>  | HIT POINT ADJ.    | SYSTEM SHOCK | RESURRECT. SURVIVAL |               |
| <input type="checkbox"/> | <b>CH</b> | 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 \_\_\_\_\_

### \*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

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 \_\_\_\_\_ Church's Influence: \_\_\_\_\_

SPELLS—KNOWN

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

CLERIC  
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:

**S**

|            |           |            |           |
|------------|-----------|------------|-----------|
| % HIT ADJ. | DAM. ADJ. | OPEN DOORS | BEND BARS |
|------------|-----------|------------|-----------|

  
**STRENGTH**

**I**

|           |               |               |               |
|-----------|---------------|---------------|---------------|
| ADD LANG. | % KNOW SPELL. | MIN. # SPELLS | MAX. # SPELLS |
|-----------|---------------|---------------|---------------|

  
**INTELLIGENCE**

**W**

|                   |             |                 |
|-------------------|-------------|-----------------|
| MAGICAL ATK. ADJ. | SPELL BONUS | % SPELL FAILURE |
|-------------------|-------------|-----------------|

  
**WISDOM**

**D**

|               |              |              |
|---------------|--------------|--------------|
| REACTION ADJ. | MISSILE ADJ. | DEFENSE ADJ. |
|---------------|--------------|--------------|

  
**DEXTERITY**

**C**

|                |              |                     |
|----------------|--------------|---------------------|
| HIT POINT ADJ. | SYSTEM SHOCK | RESURRECT. SURVIVAL |
|----------------|--------------|---------------------|

  
**CONSTITUTION**

**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  
 AC    DEX. ADJ.    MAGICAL ADJ.    SHIELDLESS AC    REAR AC

**HIT POINTS**  
 Wounds: \_\_\_\_\_

**SURPRISE**    DEX. ADJUST.    REAR ATTACKS ADJUST.

### COMBAT ADJUSTMENTS:

Totals: \_\_\_\_\_ "TO HIT" ADJ.    DAMAGE ADJ.  
 +/-    CONDITION    +/-    CONDITION



### WEAPON IN HAND

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

PUMMELING \_\_\_\_\_  
 GRAPPLING \_\_\_\_\_  
 OVERBEARING \_\_\_\_\_

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



### SPELLS MEMORIZED PER LEVEL:

MASTER: \_\_\_\_\_  
 MORALE MODIFIER \_\_\_\_\_  
 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 \_\_\_\_\_

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

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

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

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



MOVE BASE

CONCEALED

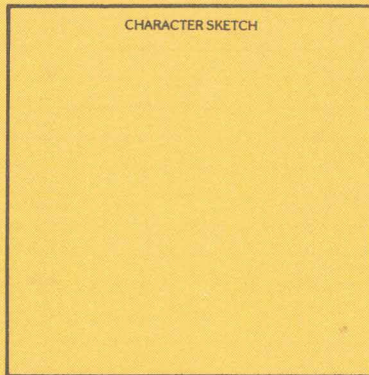
CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING



CHARACTER SKETCH

### 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



AC

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.

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

### WEAPONLESS COMBAT:

ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ

PUMMELING

GRAPPLING

SPECIAL TOOLS: \_\_\_\_\_

OVERBEARING

GUILD/ORDER: \_\_\_\_\_

MORALE MODIFIER

SUPERIOR: \_\_\_\_\_

Rank in Guild/Order: \_\_\_\_\_

CONTACTS:

NAME OR PSEUDONYM    OCCUPATION

NAME OR PSEUDONYM    OCCUPATION    NAME OR PSEUDONYM    OCCUPATION

DISGUISES: \_\_\_\_\_

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

SPECIAL IMMUNITIES: \_\_\_\_\_

### THIEVING SKILLS:

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

THIEF ASSASSIN MONK



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 \_\_\_\_\_

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

HIT POINTS    Wounds: \_\_\_\_\_

SURPRISE /    DEX. ADJUST.    REAR ATTACKS ADJUST.

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:<br>ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. |        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                      |  |  |
| PUMMELING  |        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                      |  |  |
| GRAPPLING  |        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                      |  |  |
| OVERBEARING  |        |           |                      |       |                             |   |   |   |   |   |   |   |   |  |                      |  |  |

SPILLS—KNOWN

SPILLS MEMORIZED PER LEVEL:

|                 | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 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-CLASSSED BARD







# 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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