Advanced Dungeons Dungeons Tragons

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.



PRODUCTS OF YOUR IMAGINATION"

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 charac-

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.

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 HANDCOOK, 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

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 pro-

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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:

Small pouch or purse	Volume 1/4 cu. ft.	G.P. Equivalent 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.

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D REACTION MISSILE ADJ.	DEFENSE ADJ.	DETECTION	ON:							_ Bı	eath	$\tilde{\bigcirc}$
C HIT POINT SYSTEM SHOCK	RESURRECT. SURVIVAL	LANGUAC	GES:							- `	Veapon-	\sim
CONSTITUTION	REACTION	PSIONICS:	ATK. STR./DEF	CTD ATT	ACV MOD	re	DEFENS	FHORE		- S ₁	oells	\bigcirc
CT HENCHMEN BASE	ADJ.		AIR. SIR.IDER						->			
CHARISMA		MAJOR DISC	CIPLINES									
COMBAT	Make dhen	MAJOR DISC	IPLINES									
	Made diam	> MINOR DISCI				: NUMBE			ON-PROF	FICIENCY	PENALTY	
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ARMOR WORN AC BAS DEX. ADJ. MAGICAL ADJ. (CONST. ADJ. HIT DIE TY.) Wounds:	SHIELDLESS AC	MINOR DISCI	IPLINES	OF PROFI	CIENCY	NUMBE		NC	DN-PROF		PENALTY MAGE ADJ.	
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ARMOR WORN AC BAS DEX. ADJ. MAGICAL ADJ. CONST. ADJ. HIT DIE TY. WOUNDS: WEAPONIN HAND WEAPONLESS COMBAT:	SHIELDLESS AC SPECIAL AD. REAR ATTACK	MINOR DISCI	WEAPONS COMBAT AE +/- EQUIRED/	OF PROFI	CIENCY TS: Tota	NUMBER ALS:	"TO HIT".	NO ADJ.		DA	MAGE ADJ.	
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POSSESSIONS: LEFT SIDE **CENTER OR BACK** RIGHT SIDE ITEM LOCATION WEIGHT WEIGHT ITEM LOCATION LOCATION WEIGHT MBRANCE: Total Weight Carried NORMAL = 1 HEAVY = % LOADED = % MAXIMUM = % CONTAINER MAX VOL. LOAD MAX. VOL LOAD MAX. VOL LOAD MAX. VOL LOAD **EXPERIENCE POINTS:** NEXT LEVEL GOAL LTH: TOTAL WEIGHT _____ TOTAL VALUE ____ TOTAL: + % TREASURE— COMBAT— OTHER PER-GEMS-ER-JEWELS-TRUM-MISCELLANEOUS-INUM-EBTS OWED/OBLIGATIONS ESCRIPTION: AGE— APPARENT AGE UNNATURAL AGING COLOR OF: HAIR GENERAL APPEARANCE: DISTINGUISHING MARKS: __ MANNERISMS: L CLASS (if any) STANDING (if any) WEAKNESSES/FEAR DESIRES/LOVES ATRIOTS: Followers/Hitelings Associates/Relatives AME CLASS LEVEL RACE NOTE # NAME CLASS LEVEL RACE NOTES ION TIME/CONDITION DETAILS LOCATION TIME/CONDITION DETAILS RESIDENCE LOCATION DETAILS I_____ do hereby ___

Advanced Dungeons®

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