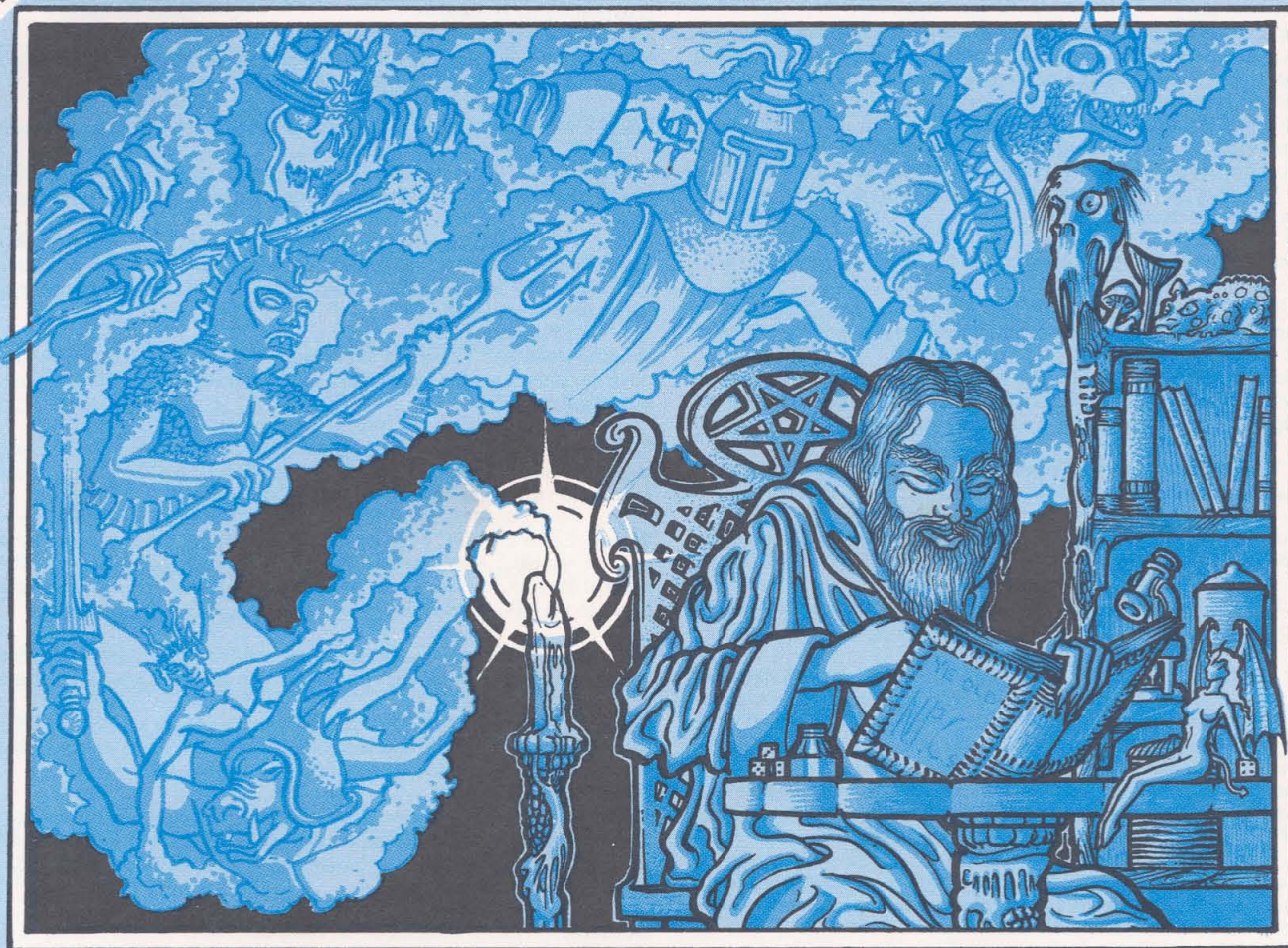


FOR  
ADVANCED  
D&D™ GAME

# NON-PLAYER CHARACTER RECORDS



At last, record sheets for non-player characters! **ADVANCED DUNGEONS & DRAGONS NON-PLAYER CHARACTER RECORDS** are especially designed for **ADVANCED DUNGEONS & DRAGONS™**. No longer will the DM need to worry about lack of continuity or lost records on non-player characters, for these sheets provide the DM with easy-to-store records of the many non-player personalities which populate his or her campaign.

These convenient referee aids contain all information needed to run each non-player character and his, her or its personal background. The sheets have been organized under specific headings and important, oft-consulted information is boxed in eye-catching, easy-to-find displays. These records contain information on the character's abilities, combat skills, description, possessions and background. Compact, but complete, their small size provides easy handling and more sheets. If you enjoy this product you will want to discover **AD & D PLAYER CHARACTER RECORDS** and other quality products from TSR, those Game Wizards.

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## USING THESE SHEETS

A major problem of many DM's is the creation and keeping of non-player characters. Scraps of paper written on the spur of the moment do not work well and are often misplaced. These sheets have been designed to eliminate that problem. Found here is space for the information necessary for AD&D non-player characters or special intelligent monsters and more space for other information useful in play.

The sheets have been printed 2 to a page and are perforated down the center. The sheets may be separated (a straight-edge will help) and the front and back of 1 sheet filled out for each NPC. Or as an option, they can be used to present information on a character side by side depending on the desire of the DM whether to separate the sheets or to leave them as is. Their unique size allows many advantages. The sheets will not be confused with player-character sheets, they are compact, there are more sheets to a package, and all the information about one NPC may be put on one sheet. All information should be written in pencil, so that the sheets may be altered.

Those items needing explanation appear below.

**Number:** It may be useful to divide NPC's by their special class, profession, or monster type. Each group can then be numbered individually for filing purposes.

**Class:** This should include not only the normal adventuring classes such as fighter, thief, or cleric, but also professions for craftsmen and expert hirelings and monster types for special monsters that players might interact with.

**Strength:** The adjustments strength gives to combat, in hit and damage, appear under the section headed "Combat Information."

**Intelligence:** The number of languages known is not listed here, but may be placed under special abilities.

**Wisdom:** The magical attack saving throw adjustment should be listed under saving throw adjustments.

**Dexterity:** The reaction/missile adjustment is for use in determining surprise and "to hit" adjustments with a missile weapon. The dexterity adjustment to armor class appears beside the shield under the heading "Combat Information."

**Magic Resistance:** Certain races and monsters have special resistances to specific spells or, in some cases, all spells. These include, for example, an elf's 90% resistance to sleep, or the 35% resistance of a pseudo-dragon to all magic. All such as these and their exact conditions should be listed here.

**Immunities:** Unlike resistance, this spot is for complete immunities to various attack forms. Some monsters are immune to charm and sleep, while paladins are immune to disease. All these should be listed here.

**Saves Adjustments:** Adjustments to saving throws can be due to many factors—wisdom, racial constitution adjustments, and magical devices, for example. The + or - of each should be listed along with the conditions it affects (i.e., poison, mental attack, etc.)

**Morale and Loyalty/Obedience:** This can be used to keep track of the current morale of the NPC toward his master. This may change during the course of an adventure. Tables for loyalty and morale may be found on pages 36 and 37 of the **DUNGEON MASTERS GUIDE**.

**Detect:** Special racial detection abilities, those possessed by monsters, and others given by special magic items may be listed on this line.

**Armor Class:** In the shield design should be written the final adjusted armor class of the NPC. Next to it is a space for the adjustment due to dexterity and a space for any magical adjustments. Base AC is for the armor class according to the type of armor without magical bonuses. The line after it is given to write in the type of armor worn. Creatures with natural armor need only use the first space.

**Combat Adjustments:** Here may be listed the + or - on the "to hit" and damage rolls because of strength, dexterity, magical devices, racial adjustments, or other special abilities.

**Grappling, Pummeling, and Overbearing:** The necessary information for weaponless combat may be found on pages 72 and 73 of the **DUNGEON MASTERS GUIDE**. Certain modifiers may be figured ahead of time; these are adjustments to the chance of making a successful attack, the adjustment to damage done, and the adjustment to defense from like attacks.

**Special Attacks and Defenses:** This line is for those things that cannot be fit into other sections or special abilities that an NPC may acquire during the course of a campaign. It is also meant to be used for listing monsters' special powers.

**Tactics:** Through the course of play an NPC may develop standard or favored tactics. This space has been allowed to note these, thereby allowing continuity of play from game to game.

**Special Abilities/Skills:** Any special powers that can't be fit elsewhere and any secondary skills that an NPC may have may be written here.

**Social Class and Standing:** Use of this is optional and is by no means required.

**Thieving Skills:** The percentages for each type of activity are to be listed in the box. Any adjustments for dexterity and race may be noted in the upper corner.

**Spells:** The lines for spell/level allow the DM to note the number of spells that can be memorized at each spell level. The boxed area below it is for listing the spell in that NPC's books. The slashed off area is for the DM to mark the spells memorized at any given time.

**Debts/Obligations:** This area is to be used to note debts of honor, obligations to other characters, service required to one's lord, taxes due, installment loans and other time payments.

**Facts and Traits:** Information concerning personality traits may be found on pages 100 and 101 of the **DUNGEON MASTERS GUIDE**. Alternatively, this information may be supplied from the DM's imagination.

**Wages:** Either the NPC's current agreement with his employer may be listed here or his basic asking price if he is unemployed. Conditions can include magical treasure, choice of selection and anything else that can be negotiated between the NPC and the player.

**Compatriots:** This section allows only minimal information about each character. More may be given on each person through the use of other NPC sheets.

**Locales Frequented:** This may be useful for noting where a particular NPC may be found, where he drinks, or where he lives or lairs. It is also useful for noting the condition of the character—asleep, drunk, or working, for example.

**Employment Record:** It helps to maintain an employment record so that past employers may re-hire NPC's and so that good or poor treatment from previous employers may be noted. These things may affect the attitude of the NPC to a greater or lesser extent.

Obviously, on such a small sheet, not every detail can be allotted space. If, as the campaign progresses, more information is generated and, if needed, a sheet of notebook paper may be included along with this sheet. It might become desirable to develop a floor plan of the NPC's dwelling or to give a longer, more detailed employment record.

Levels of NPC's also present a slight problem. High level characters may have a great deal more information than can be listed here. Again a sheet of notebook paper should suffice.

It is to the DM's advantage to have a special 3-ring binder or section of one to maintain a file of characters, both those of players and NPC's. This product, combined with the **AD&D™ PLAYER CHARACTER RECORDS** will make a quick and easy reference work.

TSR Hobbies, Inc.  
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# ADVANCED D & D™

## Non-Player Character Record Sheet

# \_\_\_\_\_

CAMPAIGN \_\_\_\_\_ NUMBER \_\_\_\_\_

NAME \_\_\_\_\_

PRESENT EMPLOYER \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL/HIT DICE \_\_\_\_\_ HIT DIE TYPE \_\_\_\_\_

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

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

### ABILITIES:

<input type="checkbox"/>	S	% OPEN DOORS	BEND BARS/LIFT GATES	MOVE	SPECIAL MOVE	SAVING THROWS POISON
<input type="checkbox"/>	I	<b>STRENGTH</b> % KNOW SPELL    MIN SPELL    MAX SPELL		MAGIC RESIST.		PETRIFY
<input type="checkbox"/>	W	<b>INTELLIGENCE</b> SPELL BONUS    SPELL FAILURE		IMMUNITIES		RODS, ET AL
<input type="checkbox"/>	D	<b>WISDOM</b> REACTION ADJ.    MISSILE ADJ.		SAVES ADJUSTMENTS:		BREATH
<input type="checkbox"/>	C	<b>DEXTERITY</b> RESURRECT. SURVIVAL    SYSTEM SHOCK		+/-    CONDITION		SPELL
<input type="checkbox"/>	CH	<b>CONSTITUTION</b> MAX HENCH    LOYAL BASE    REACT ADJ.		+/-    CONDITION		
		<b>CHARISMA</b>		+/-    CONDITION		

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR.    ATK/DEF MODES    DISCIPLINES

MORALE    LOYALTY/OBEDIENCE    LISTENING    VISION

DETECT: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_



DEX. ADJ.	MAGIC ADJ.	BASE AC	ARMOR WORN	
<input type="checkbox"/>			<b>COMBAT ADJUSTMENTS:</b>	
HIT POINTS	CONST. ADJ.	WOUNDS	+/-	CONDITION
SURPRISE	DEX. ADJ.	REAR ATTACKS ADJ.	+/-	CONDITION
# ATTACKS	RATE OF FIRE	WEAKNESSES/FEARS	+/-	CONDITION
PUMMELING	GRAPPLING	OVERBEARING		

ATK. ADJ.	DAM. ADJ.	DEF. ADJ.	ATK. ADJ.	DAM. ADJ.	DEF. ADJ.	ATK. ADJ.	DAM. ADJ.						
WEAPON	MAG. ADJ.	ROOM/RANGE	SPEED	10	9	8	7	6	5	4	3	2	S-M/L DAMAGE

TURNING UNDEAD/GOOD: \_\_\_\_\_

SKELETON    ZOMBIE    GHOUL    SHADOW    WIGHT    GHOST

WRAITH    MUMMY    SPECTRE    VAMPIRE    GHOST    LICH    SPECIAL

SPECIAL ATTACKS: \_\_\_\_\_

SPECIAL DEFENSES: \_\_\_\_\_

TACTICS: \_\_\_\_\_

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

AGE	MAGICAL AGE	SEX	HAIR	EYES
-----	-------------	-----	------	------

HEIGHT/LENGTH    GENERAL APPEARANCE    SOCIAL CLASS (IF ANY)    STANDING (IF ANY)

WEIGHT    HATRED/ENEMIES    DESIRES/LOVES

**THIEVING SKILLS:**

PICK POCKETS	OPEN LOCKS	REMOVE/ * FIND TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES
%	%	%	%	%	%	%	%

\*TRY ONCE ONLY PER LOCK OR TRAP



SPELLS/LEVELS:

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

MAGICAL ITEMS/COMPONENTS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DEBTS/OBLIGATIONS: \_\_\_\_\_

### FACTS & TRAITS:

POSSESSIONS    SANITY    TENDENCIES    PERSONALITY    DISPOSITION

INTELLECT    NATURE    THRIFT    MATERIALISM    ENERGY

MORALS    HONESTY    BRAVERY    PIETY    INTERESTS

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION	WT.

ENCUMBRANCE: \_\_\_\_\_ CAPACITY VS. MOVE RATE: \_\_\_\_\_

STR. ADJ.    NORM    HEAVY    LOADED    MAX    TOTAL CARRIED

WAGES: \_\_\_\_\_ MONTHLY    ADVENTURE    BONUSES    CONDITIONS

<b>WEALTH:</b> WEIGHT: _____ TOTAL: _____ COPPER—    GEMS— SILVER—    JEWELS— ELECTRUM—    MISC— GOLD— PLATINUM—	<b>EXPERIENCE POINTS:</b> TREASURE . . . _____ COMBAT . . . _____ OTHER . . . _____ TOTAL _____
---	---

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

#	NAME	RACE	CLASS	LEVEL	#	NAME	RACE	CLASS	LEVEL

LOCALES FREQUENTED: \_\_\_\_\_

EMPLOYMENT RECORD:

WHERE	TIME/CONDITION	NAME	DUR.	NOTES

NOTES: \_\_\_\_\_

# ADVANCED D & D™

Non-Player Character Record Sheet

DAROKIN CAMPAIGN

NUMBER # 26

**THORVALD (ISKWIT)**  
NAME

**ATHELSTAN (ILUSIONIST)**  
PRESENT EMPLOYER

CLASS \_\_\_\_\_ LEVEL/HIT DICE 4 HD HIT DIE TYPE d8  
RACE DOPPLEGANGER ALIGNMENT NEUTRAL  
PATRON DEITY \_\_\_\_\_ RELIGION \_\_\_\_\_

**ABILITIES:**

17	S	OPEN DOORS 1-3	BEND BARS/LIFT GATES 13%	9"	MOVE SPECIAL MOVE	POISON	8
12	I	% KNOW SPELL	MIN SPELL	MAX SPELL	standard	MAGIC RESIST.	PETRIFY
9	W	INTELLIGENCE	SPELL BONUS	SPELL FAILURE	SLEEP and	IMMUNITIES	9
14	D	WISDOM	REACTION ADJ.	MISSILE ADJ.	CHARM SPELLS	RODS, ET AL	10
15	C	DEXTERITY	RESURRECT. SURVIVAL	SYSTEM SHOCK 94%	SAVES ADJUSTMENTS:	CONDITION	9
-	CH	CONSTITUTION	MAX HENCH	LOYAL BASE	REACT ADJ.	CONDITION	11

PSIONICS: ATK. STR./DEF. STR. ATK/DEF MODES DISCIPLINES  
ALL PHONY nothing special INFRAVISION 60'  
MORALE LOYALTY/OBEDIENCE LISTENING VISION

DETECT: \_\_\_\_\_  
LANGUAGES: COMMON, ANY WITHIN ESP RANGE

AC 2 \*COMBAT 

2 PLATE MAIL + SHIELD  
ARMOR WORN  
COMBAT ADJUSTMENTS: +1 HIT + DAMAGE  
CONDITION

DEX. ADJ.	MAGIC ADJ.	BASE AC	WOUNDS
<u>21</u>	<u>+1</u>		
HIT POINTS <u>1-4(d6)</u>	CONST. ADJ.		
SURPRISE <u>1</u>	DEX. ADJ.	REAR ATTACKS ADJ.	
# ATTACKS	RATE OF FIRE	WEAKNESSES/FEARS	GRAPPLING
	PUMMELING		OVERBEARING

+18% +10% -57% +14% +31% -35% +14% +17% -03%  
ATK ADJ DAM ADJ DEF ADJ ATK ADJ DAM ADJ DEF ADJ ATK ADJ DAM ADJ DEF ADJ

WEAPON	MAG. ADJ.	ROOM/RANGE	SPEED	10	9	8	7	6	5	4	3	2	S-M/L	DAMAGE
APPARENT														
-SWORD		3'												1-12
DAGGER		1'		2	+3	+1	+1	0	0	-2	-2	-3	-3	1-4/2-3

TURNING UNDEAD/GOOD: SKELETON ZOMBIE GHOUL SHADOW WIGHT GHAST

WRAITH MUMMY SPECTRE VAMPIRE GHOST LICH SPECIAL

SPECIAL ATTACKS: SURPRISE ON 1-4 (d6)

SPECIAL DEFENSES: SAVE AS IF 10<sup>th</sup> LEVEL FIGHTER

TACTICS: ESP TO DISCOVER WEAKEST OPPONENT + WEAKNESS

SPECIAL ABILITIES: ESP - ALTER APPEARANCE

TO ANY HUMANOID

AGE 34 MAGICAL AGE NONE SEX ANY HAIR ANY EYES ANY  
HEIGHT/LENGTH 4'-8" GENERAL APPEARANCE ANY SOCIAL CLASS (IF ANY) ALL HUMANS STANDING (IF ANY) TREASURE + FLESH  
WEIGHT 250# HATRED/ENEMIES ALL HUMANS DESIRES/LOVES TREASURE + FLESH

**THEIVING SKILLS:**

PICK POCKETS	OPEN LOCKS	REMOVE/ FIND TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES
0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0

\*TRY ONCE ONLY PER LOCK OR TRAP

**SPELLS**

SPELLS/LEVELS:

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

MAGICAL ITEMS/COMPONENTS: \_\_\_\_\_  
DEBTS/OBLIGATIONS: \_\_\_\_\_

**FACTS & TRAITS:**

SCANT POSSESSIONS	NEUROTIC SANITY	VARIABLE TENDENCIES	VARIABLE PERSONALITY	VARIABLE DISPOSITION
SCHEMING INTELLECT	VENGEFUL NATURE	MEAN THRIFT	AVARICIOUS MATERIALISM	ENERGETIC ENERGY
AMORAL MORALS	DECEITFUL HONESTY	COMARDLY BRAVERY	IRRELIGIOUS PIETY	NONE INTERESTS

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WT.	ITEM	LOCATION	WT.	ITEM	LOCATION	WT.
L-SHIELD	ARM	100	ARMOR	WORN	450	DAGGER	BELT	10
OIL FLASK	(2) POUCH	40	PACKPACK	ON BACK	20	WATERSON	BACK	50
L-POUCH	BELT	2	ROPE	50' -PACK	75			
L-SACK	BELT	20	TORCHES	(2)-PACK	50			
SWORD	BELT	-	L-RATION	-PACK	75			
			L-SPIKES	(2)-PACK	20			
total 162			total 690			total 60		

ENCUMBRANCE: 2500 CAPACITY VS. MOVE RATE: 850-1200-1550-1700 927  
STR. ADJ. NORM HEAVY LOADED MAX TOTAL CARRIED

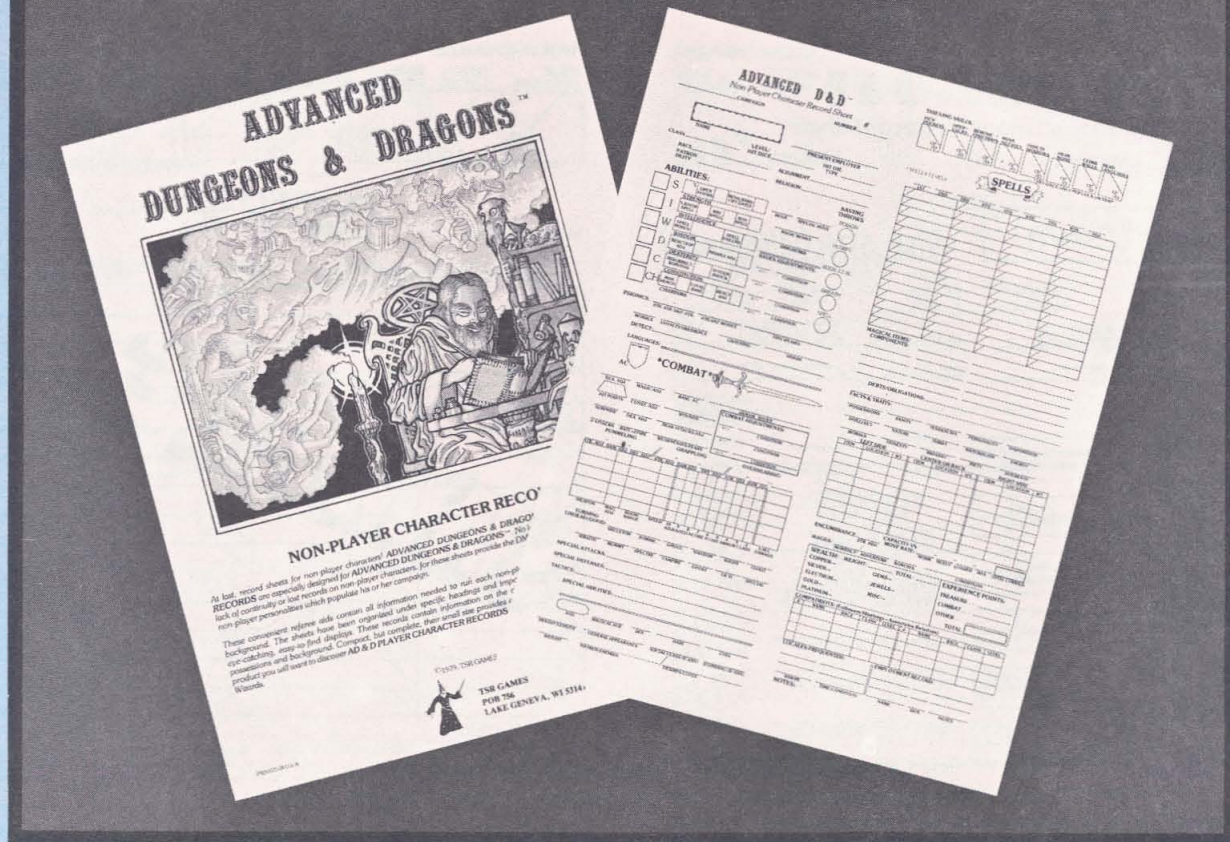
WAGES: 150 gp MONTHLY/ADVENTURE BONUSES FOLLOW ORDERS - NOT GET KILLED CONDITIONS  
WEALTH: WEIGHT: 20g.p. TOTAL: 15g.p. EXPERIENCE POINTS:  
COPPER— GEMS— TREASURE...  
SILVER— JEWELS— COMBAT...  
ELECTRUM— 10 MISC— OTHER...  
GOLD— 10 PLATINUM— TOTAL

COMPATRIOTS: (Followers/Hirelings—Associates/Relatives)

#	NAME	RACE	CLASS	LEVEL	#	NAME	RACE	CLASS	LEVEL

LOCALES FREQUENTED: APARTMENT TO AVOID CONTACT EMPLOYMENT RECORD: NONE

NOTES: HAS TAKEN THE PRECAUTION TO DON THORVALD'S ARMOR -- IMITATING A HIRELING FIGHTER UNTIL HE GETS A SURE CHANCE TO DESTROY AND TAKE THE PLACE OF ATHELSTAN (A PLAYER CHARACTER).



This item is only one of the many popular playing aids for **ADVANCED DUNGEONS & DRAGONS™** Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the AD&D™ game system currently include:

- Players Handbook (everything the AD&D player needs to know)
- Dungeon Masters Guide (the essential reference work for DMs)
- Monster Manual (over 350 monsters, with full explanations and many illustrations)
- DEITIES & DEMIGODS™ Cyclopeda (over a dozen pantheons given in AD&D terms to aid the DM in expanding a campaign)
- AD&D Dungeon Masters Screen (combat tables, saving throws, psionics, and many other valuable reference tables for DMs and players)
- AD&D Dungeon Masters Adventure Log (contains many tables not found on the DM Screen, as well as illustrations of many armors and weapons, and pages on which to record all information needed about a party of adventurers)
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- AD&D Player Character Record Sheets
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- Dungeon Module G1-2-3 (Against the Giants)
- Dungeon Module Q1 (Queen of the Demonweb Pits)
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- Dungeon Module S2 (White Plume Mountain)
- Dungeon Module S3 (Expedition to the Barrier Peaks)
- Dungeon Module T1 (Village of Hommlet)

Other releases of additional items related to the AD&D™ game system are planned for the future. TSR Hobbies publishes a complete line of games, playing aids, and gaming accessories available from better hobby, game, and department stores worldwide. If you desire a complete catalogue, write to: TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147

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