

Advanced Dungeons & Dragons[®]

2nd Edition Official Game Accessory

Character Record Sheets



Character JACORD HAN-AZ1Z
Align. CN Race ELF Class M/T Level 2/3

PLAYER CHARACTER RECORD

Player's Name STEVE WINTER Family AZ1Z Race/Clan —
Homeland WATERDEEP Liege/Patron NONE Religion LEIRA
Sex M Age 119 Social Class LOW Status NONE
Ht. 60" Wt. 106 lbs. Birth Rank 4 # Siblings 3
Hair BLOND Eyes GREEN Appearance AVG, EXCEPT DAGGER TATTOO ON RIGHT HAND
Honor — (Base Honor —) Reaction Adjustment —

ABILITIES

<u>8</u>	STR	Hit Prob —	Dmg Adj —	Wgt Allow <u>35</u>	Max Press <u>90</u>	Op Drs <u>5</u>	B B/L G <u>19%</u>
<u>15</u>	DEX	Rctn Adj <u>0</u>	Missile Att Adj <u>0</u>	Def Adj <u>-1</u>			
<u>10</u>	CON	HP Adj <u>0</u>	Sys Shk <u>70%</u>	Res Sur <u>75%</u>	Pois Save <u>0</u>	Regen <u>—</u>	
<u>16</u>	INT	No of Lang <u>5</u>	Spell Lvl <u>8</u>	Lrn Sp <u>70%</u>	Spells/Level <u>11</u>	Spell Immun <u>—</u>	
<u>11</u>	WIS	Mag Def Adjus <u>0</u>	Bonus Spells <u>—</u>	Spell Fail <u>—</u>	Spell Immun <u>—</u>		
<u>12</u>	CHR	Max No Hench <u>5</u>	Loy Base <u>0</u>	Rctn Adj <u>0</u>			

MOVEMENT

Base Rate	<u>12</u>
Light	<u>36-50</u> <u>8</u>
Mod	<u>51-65</u> <u>6-1</u>
Hvy	<u>66-80</u> <u>4-2</u>
Svr	<u>81-90</u> <u>1-4</u>
Jog	(× 2) <u>24</u>
Run	(× 3) <u>36</u>
Run	(× 4) <u>48</u>
Run	(× 5) <u>60</u>

SAVING THROWS

Paralyze/Poison	<u>13</u>
Rod, Staff, or Wand	<u>11</u>
Petrify/Polymorph	<u>12</u>
Breath Weapon	<u>15</u>
Spells	<u>12</u>
Modifier	Save

ARMOR Adjusted AC 9 Armor Type (Pieces) NONE

Surprised 10
Shieldless 9
Rear 10

Defenses _____

HIT POINTS	Wounds
<u>8</u>	

WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed
<u>SHORT SWORD</u>	<u>1</u>	<u>+1</u>	<u>19</u>	<u>1d6/1d8</u>		<u>3</u>	<u>S</u>	<u>P</u>	<u>3</u>
<u>DAGGER</u>	<u>1</u>		<u>19</u>	<u>1d4/1d3</u>	<u>1 2 3</u>	<u>1</u>	<u>S</u>	<u>P</u>	<u>2</u>
<u>SHORT BOW</u>	<u>2/1</u>	<u>+1</u>	<u>19</u>	<u>1d6/1d6</u>	<u>5 10 15</u>	<u>2</u>	<u>M</u>	<u>P</u>	<u>7</u>

Special Attacks _____ Ammunition: ARROWS ARROWS +1

Special Abilities 90% VS. SLEEP, CHARM PICK POCKETS 20 SHORTSWORD (/) READING/WRIT (I +1)
+1 W/BOW OPEN LOCKS 5 DAGGER (/) SPELLCRAFT (I -2)
+1 W/LONG, SHORTS. FIND/REMOVE TRAPS 15 SHORTBOW (/) ASTROLOGY (I 0)
-4 SURPRISE MOVE SILENTLY 50 (/) ANCIENT HIS (/)
IF SCOUTING HIDE/SHADOWS 45 (/) (WATERDEEP) (I -1)
INFRAVISION 00' DET. NOISE 65 (/) APPRAISING (I 0)
1/6 NOTICE SECRET DOOR CLIMB WALLS 60 (/) GAMING (C 0)
1/3 FIND SECRET DOOR READ LANG. 0 (/) ROPE USE (D 0)
1/3 FIND CONCEALED DOOR BACKSTAB +4, X2 (/) STONE MASON (S -2)
+10% MAGE XP (/) COMMON (I 0)
THIEVES' CANT (/)

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.

PLAYER CHARACTER RECORD

Character _____
 Align. _____ Race _____ Class _____ Level _____

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

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

MOVEMENT

Base Rate	
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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Gear

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.

Supplies

Water/Wine	
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
Rations	
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
Feed	
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Experience

--

Treasure

Coins	Other Valuables

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#AT	THAC0	Dmg/Effects	hp	Skills/Abilities
Background								
Background								
Background								

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

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 - V. Roll 4d6 (ignore lowest die) six times, assign as desired.
 - VI. Roll 7d6, assign dice to base scores of 8 in each ability.
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Dexterity	Wisdom
Constitution	Charisma

Step 2: Choose a Race

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- b. Adjust ability scores:

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Elf	Dex +1, Con -1
Gnome	Int +1, Wis -1
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Halfling	Dex +1, Str -1
Human	no adjustments
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- 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.

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- 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.

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
BACKPACK		2	LOK PICKS	/				
2 CANDLES			WEISTONE	/				
CHALK			WEITING-NIK					
BULLS LANT	3		PERISH					
HAND MIRROR	1							
LAMP OIL								
6 SHATS PAPER								
2 VIALS BERGUME								
WHISTLE								
SOAP								

Supplies

Water Wine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rations	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Feed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Experience	Magical Items, Command Words, Small Maps, etc.)
MAGE	THIEF
4180	3800
Coins	185 GP
Gems	90 SP
	DIAMOND 8000 GP
	RUBY, 1200 GP
Other Valuables	BROOD STOVEN FROM THE
	CAPTAIN OF THE CITY GUARD
	SPELL BOOK (80 PGS)

Henchmen/Animal Companions						
Name	AC	Race Class	HD Lvl	#AT	THACO	Dmg Effects
ADRIAE	7	DOG	+1	1	19	1/44
Background						
Background						
Background						
Background						

Miscellaneous Information

Spells per Level:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spell: CANTRP									
Level: /									
Casting Time: /									
Effect: ONLY MINOR MAGICAL TRICKS -- CANNOT INJURE OR DISRUPT CONCENTRATION									
Spell: READ MAGIC									
Level: /									
Casting Time: /									
Effect: ALWAYS JALDED TO READ MAGICAL WEITING									

Spell: SHIELD	Range: 0	SPEC	School Sphere: VS	Evocation	Duration: 5 RDS/LVL
Level: /					
Casting Time: /					
Effect: BLOCKS ALL MAGICAL MISSILES, AC 2 VS. THROWN MISSILES, AC 3 VS. OTHER MISSILES, AC 4 VS. OTHER ATTACKS. SAVING THROWS: 1 (D)					

Spell: SLEEP	Range: 30 YDS.	SPEC	School Sphere: ENCHANTMENT/CHARM.		Duration: 5 RDS/LVL
Level: /					
Casting Time: /					
Effect: KNOCKS OUT 2d4 HD OF MONSTERS					

Spell: SCHOOL SPHERE	Range: NONE	NONE	School Sphere: NONE		Duration: NONE
Level: /					
Casting Time: /					
Effect: KNOCKS OUT 2d4 HD OF MONSTERS					

Spell: SCHOOL SPHERE	Range: NONE	NONE	School Sphere: NONE		Duration: NONE
Level: /					
Casting Time: /					
Effect: KNOCKS OUT 2d4 HD OF MONSTERS					

Spell: SCHOOL SPHERE	Range: NONE	NONE	School Sphere: NONE		Duration: NONE
Level: /					
Casting Time: /					
Effect: KNOCKS OUT 2d4 HD OF MONSTERS					

Spell: SCHOOL SPHERE	Range: NONE	NONE	School Sphere: NONE		Duration: NONE
Level: /					
Casting Time: /					
Effect: KNOCKS OUT 2d4 HD OF MONSTERS					



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® 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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United Kingdom

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