

Advanced Dungeons & Dragons®

Official Game Accessory

PLAYER CHARACTER RECORD SHEETS



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PRODUCTS OF YOUR IMAGINATION™

How to Use:

The AD&D® Player Character Sheets consist of two parts: the Character Record and Spell Planners. Each form is easy to fill out and use. Brief explanations of how to complete each form follow.

You should use a pencil when filling out these sheets!

The Character Record (Front)

This Character Record has been designed so that it can be used with any character class, including Oriental Classes. The variety of special abilities for each class may be recorded in the special section at the base of the front page. Some examples of how to organize this information is given on the inside back cover.

Most of the special abilities due to the character's race may be recorded in special areas located about the front.

The front of the Record sheet is designed to list all the information commonly used during encounters.

Abilities: First, fill out the character's ability scores and note any attendant modifiers beside them.

Identifiers: Next, select your character's name, alignment, race, and character class and fill in the top of the page.

Saving Throws: Record any bonuses or penalties for saving throws in the spaces to the right of the column of circles and note what causes these modifiers. Then record the modified Save Scores in the appropriate circles.

Honor: If this is an Oriental character, you should record his current Honor in the large oval, and his family or class Base Honor in the small oval at its foot.

Reaction Modifier: Charisma, Comeliness, Honor and character racial preferences may create monster reaction modifiers.

Resistances: If the character is nonhuman, he may possess some natural immunities to attacks. Note them here.

Senses: If your character is nonhuman he may possess special Vision and Detection abilities. If not, you may use this space to record special ability notes.

Languages: Here you can list the languages your character speaks or reads.

Movement: In this section you may record your character's unencumbered movement rate. There are spaces to note your encumbered rates too. If you are wearing metal armor, you will probably be moving at one of the encumbered rates and should circle the appropriate one. Further, space has been provided for noting speeds of commonly used methods of movement. Note, that the speed for hidden movement may also be used for moving across hazardous terrain.

Armor: Note your normal armor class with all modifiers including magic and Dexterity, in the shield. Spaces have also been provided

to record one's AC without shield, or when being attacked from behind. If the character is Oriental, the pieces of armor and their AC adjustments may be noted.

Hit Points: Record the character's full hit point total here and keep a record of wounds by ticking them off in the space provided.

Weapons: You can record each weapon you use, the number of times you can use it each round, any modifiers to attacks and damage, the chance to hit AC0, armor class modifiers, damage or other effects, and ranges or any special notes in these rows.

The section for Ammunition may be used to record exhaustable weapons such as arrows, oil flasks, holy water and so forth. Write the name of each item in the blank and place a slash across the number of boxes equaling the amount of ammunition your character possesses. When an item is used, just cross it off.

Unarmed Combat: This section is very similar to the weapon sections, but you also record the style of fighting. If martial arts are known, special maneuvers should be noted.

Magic Items: As useful items are found note them here with a page reference or brief note of effects.

Proficiencies/Secondary Skills: If the character possesses any proficiencies or secondary skills, these should be noted here. Record the name of the proficiency, the abbreviation of the Ability Score that controls the skill and any modifiers to the roll after the slash.

"Blacksmith (Str/ +4)"

If you are not using proficiencies, this space may be used to record further notes on magic items or special abilities.

Secondary Skills work just like Proficiencies as detailed in the DUNGEONEERS SURVIVAL GUIDE. To determine if a difficult task related to the skill succeeds, an Ability Save at a +4 penalty must be made using the related Ability score. Below is a synopsis of which scores influence which skills.

STRENGTH: Carpenter

Mason

Teamster/Freighter

INTELLIGENCE: Armorer

Leather worker/Tanner

Shipwright(boats or ships)

Tailer/Weaver

WISDOM: Farmer/Gardener

Fisher(netter)

Forester

Hunter/Fisherman(hook & line)

Husbandry(animal raising)

Limner/Painter

Navigator

Trapper/Furrier

DEXTERITY: Bowyer/Fletcher

Jeweler/Lapidary

Sailor(fresh or salt water)

Woodworker/Cabinetmaker

CHARISMA: Gambler

Trader/merchant

The Character Record (Back)

The back of the Character record is used to record personal history and backgrounds, list possessions, and note henchmen or animal companions.

Description: This section is used to record the character's appearance, general personality, background and social standing, particularly valuable for Oriental characters.

Gear & Supplies: The next sections are provided to list miscellaneous possessions and to check off use of supplies. To use the supply section, place a slash across each box to note the number of supplies you have ([/]). When you use the item, cross the box off ([X]).

Treasure & Experience: These sections are to record your hard won rewards.

Family: This section is particularly valuable for Oriental characters who want to maintain a record of his father, grandsire and relations. You may develop your own families or use this space to note important NPCs and friends.

Henchmen/Animal Companions: Space is provided here for loyal lieutenants, familiars, mounts and trained animal statistics. If you possess a wealth of information on these characters, you may want to fill out a separate character record for each.

The Spell Planners

These record sheets provide complete, detailed listings of all the spells available to each character class. If the character class is able to utilize a combination of spells, he is usually very limited in his spell use, and may find it easier to record the few spells he knows right on the character sheet.

To use these records, first underline all the spells a character possesses in his spell books. If the character is a cleric, certain spells may be restricted from use and should also be noted.

Reversed versions of the spells are titled in upper/lower case type following the spell of which they are the reverse.

Next, note how many spells of each level your character is permitted to memorize each day.

To note which spells your character has memorized, place a slash across the appropriate number of boxes ([/]). When a spell is cast, either erase the slash or cross it off ([X]).

Credits:

Design/Development: Harold Johnson

Cover Artist: Keith Parkinson

Typography: Kim Lindau

Character _____

Advanced Dungeons & Dragons®

PLAYER CHARACTER RECORD

Alignment _____ Race _____ Class _____ Level _____

ABILITIES

STR	Hit Adj	Dmg Adj	Wt Adj	Open Doors	Bend Bars
INT	Add Lang.	Know Spell	Min Spells	Max Spells	
WIS	Mental Save	Spell Failure	Bonus Spells		
DEX	Surprise Adj	Missile Adj	Defense Adj		
CON	HP Adj	System Shock	Resurrect Survival		
CHR	Max # Hench.	Loyalty Base	Reaction Adj	Cms Adj	
CMS	Response				

HONOR

HONOR

Reaction Adj _____

Resistances _____

SAVING THROWS

Modifiers: _____

Paralyze/Poison

Petrify/Polymorph

Rod, Staff, or Wand

Breath Weapon

Spells

Cause _____ Modifier _____

Vision _____ Languages _____
Detections _____

MOVEMENT Hvy ^(x3/4) _____ Run ^(x10) _____ Day _____ Special Move _____
 Load ^(x1/2) _____ Normal ^(x5) _____ Hidden/Hazard ^(x1/2) _____
 Base Rate _____ Max ^(x1/4) _____ Crawl ^(x1/2) _____ Swim _____

ARMOR



Adjusted AC _____ Armor Type(Pieces) _____ AC Adj _____

Surprised _____

Shieldless _____

Rear _____

Defenses _____

HIT POINTS	Wounds

WEAPON COMBAT

Weapon	#AT	To Hit Adj/Dmg Adj	TH AC0	10	9	8	7	6	5	4	3	2	1	0	Damage vs Size	Range/Special

Special Attacks _____ Ammunition: _____

UNARMED COMBAT

Style	Attack Form	AC Adj	#AT	To Hi Adj/Dmg Adj	TH AC0	Damage/Effect	Special Maneuvers

Magic Items

Proficiencies/Skills

(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)
(/)	(/)

Special Abilities

Underline all Spells in Spellbook

FIRST LEVEL:

<input type="checkbox"/> AFFECT NORMAL FIRES (C 1st R 17/2L; D 17/1L; A 3" dia; S Nil)	<input type="checkbox"/> FRIENDS (C 1st R 0; D 17/1L; A 1" x 1 1/2"; S Spl)	<input type="checkbox"/> PUSH (C 1st R 1" x 1 1/2"; D 1st; A Spl; S Neg)
<input type="checkbox"/> ALARM (C 1st R 1"; D 2+8"/1L; A 20sqft/L; S Nil)	<input type="checkbox"/> GREASE (C 1st R 0; D Pmt; A 1sqft/L; S Spl)	<input type="checkbox"/> READ MAGIC (C 1st R 0; D 27/1L; A Spl; S Nil)
<input type="checkbox"/> ANKOR (C 1st R 1Tch; D Spl; A 1Crt; S Nil)	<input type="checkbox"/> HOLD PORTAL (C 1st R 27/1L; D 17/1L; A 80sqft/L; S Nil)	<input type="checkbox"/> Unreadable Magic (C 1st R 0; D 27/1L; A Spl; S Nil)
<input type="checkbox"/> BURNING HANDS (C 1st R 0; D 1st; A Spl; S Nil)	<input type="checkbox"/> IDENTIFY (C 1st R 0; D 1st; A 1 Obj; S Spl)	<input type="checkbox"/> RUN (C 1st R 1Tch; D 5-8ft; A Spl; S Nil)
<input type="checkbox"/> CHARM PERSON (C 1st R 12"; D Spl; A 1 Man; S Neg)	<input type="checkbox"/> JUMP (C 1st R Tch; D Spl; A 1 Crt; S Nil)	<input type="checkbox"/> SHIELD (C 1st R 0; D 57/1L; A Spl; S Nil)
<input type="checkbox"/> COMPELL ANGUAGES (C 1st R Rch; D 57/1L; A 1 Man; S Neg)	<input type="checkbox"/> LIGHT (C 1st R 6"; D 17/1L; A 2" sphere; S Nil)	<input type="checkbox"/> SHOCKING GRASP (C 1st R Tch; D 1 Touch; A 1 Crt; S Nil)
<input type="checkbox"/> Confuse Language (C 1st R Tch; D 57/1L; A 1 Man; S Nil)	<input type="checkbox"/> MAGIC MISSILE (C 1st R 6" + 1/L; D 1st; A Crt in 10sq; S Nil)	<input type="checkbox"/> SLEEP (C 1st R 3" + 1/L; D 57/1L; A 3" dia; S Nil)
<input type="checkbox"/> DANCING LIGHTS (C 1st R 4" + 1/L; D 27/1L; A Spl; S Nil)	<input type="checkbox"/> MELT (C 1st R 3"; D 17/1L; A 1sq; Ice or 2sq; snow; S Spl)	<input type="checkbox"/> SPIDER CLIMB (C 1st R Tch; D 17/1L; A 1 Crt; S Nil)
<input type="checkbox"/> DEFLECT MAGIC (C 1st R 0; D 17/1L; A 1" x 6"; S Nil)	<input type="checkbox"/> MENDING (C 1st R 3"; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> TAUNT (C 1st R 3"; D 1st; A 2HD/L; S Neg)
<input type="checkbox"/> ENLARGE (C 1st R 17/2L; D 17/1L; A Spl; S Neg)	<input type="checkbox"/> MESSAGE (C 1st R 6" + 1/L; D 56" + 1/L; A 4" pmt; S Nil)	<input type="checkbox"/> TENSER'S FLOTTING DISC (C 1st R 2"; D 36" + 1/L; A Spl; S Nil)
<input type="checkbox"/> Diminish (C 1st R 17/2L; D 17/1L; A Spl; S Neg)	<input type="checkbox"/> MOUNT (C 1st R 1"; D 12" + 6"; A Crt; S Nil)	<input type="checkbox"/> WALKER (C 1st R Tch; D 17/1L; A 1 Crt; S Nil)
<input type="checkbox"/> ERASE (C 1st R 3"; D Pmt; A 1 scroll or 2 pages; S Neg)	<input type="checkbox"/> NYSTULUS MAGIC AURA (C 1st R Tch; D 1d67/1L; A Spl; S Spl)	<input type="checkbox"/> WIZARD MARK (C 1st R Tch; D Pmt; A 1 sqft; S Nil)
<input type="checkbox"/> FEATHER FALL (C 1st R 1/2L; D 17/1L; A Spl; S Nil)	<input type="checkbox"/> PERCUSSION (C 1st R Tch; D 27/1L; A 1 Crt; S Nil)	<input type="checkbox"/> WRITE (C 1st R 0; D 1hr/L; A 1 Spell; S Spl)
<input type="checkbox"/> FIND FAMILIAR (C 1-24hr; R 1hr/L; D Spl; A 1hr/L; S Neg)	<input type="checkbox"/> PROTEVIL (C 1st R Tch; D 27/1L; A 1 Crt; S Nil)	
<input type="checkbox"/> FIREWATER (C 1st R 1"; D 1st; A 1pnt/L; S Nil)		

SECOND LEVEL:

<input type="checkbox"/> AUDIBLE GLAMER (C 2s; R 6" + 1/L; D 27/1L; A Hearing; S Spl)	<input type="checkbox"/> IRRITATION (C 2s; R 17/1L; D Spl; A 1 Crt; S Neg)	<input type="checkbox"/> PYROTECHNICS (C 2s; R 12"; D Spl; A Spl; S Nil)
<input type="checkbox"/> BIND (C 2s; R 3"; D 17/1L; A Spl; S Nil)	<input type="checkbox"/> KNOW (C 1st R 6"; D Spl; A 10sqft/L; S Nil)	<input type="checkbox"/> RAY OF ENFEEBLEMENT (C 2s; R 1" + 1/L; D 17/1L; A 1 Crt; S Neg)
<input type="checkbox"/> CONTINUAL LIGHT (C 2s; R 6"; D Pmt; A 6" sphere; S Spl)	<input type="checkbox"/> KNOW ALIGNMENT (C 1st R 1"; D 17/1L; A 1 Crt/2s; S Nil)	<input type="checkbox"/> ROPE TRICK (C 2s; R Tch; D 27/1L; A Spl; S Nil)
<input type="checkbox"/> DARKNESS, 15' rad (C 2s; R 17/1L; D 17/1L; A 1 1/2" sphere; S Spl)	<input type="checkbox"/> Obscure Alignment (C 1st R 1"; D 17/1L; A 1 Crt/2s; S Nil)	<input type="checkbox"/> SCARE (C 2s; R 1"; D 3-12ft; A 1 Crt up to 5HD/L; S Neg)
<input type="checkbox"/> DEEPPOCKETS (C 1st R Tch; D 24" + 6"; A 1000gpw; S Nil)	<input type="checkbox"/> LEOMUND'S TRAP (C 3s; R Tch; D Pmt; A 1 Obj; S Nil)	<input type="checkbox"/> SHATTER (C 2s; R 6"; D Pmt; A 1 Obj; S Neg)
<input type="checkbox"/> DEFLECT EVIL (C 2s; R 6"; D 57/1L; A 1" pmt; S Nil)	<input type="checkbox"/> LEVITATE (C 2s; R 27/1L; D 17/1L; A Spl; S Neg)	<input type="checkbox"/> STINKING CLOUD (C 2s; R 3"; D 17/1L; A 2" x 2" x 2"; S Spl)
<input type="checkbox"/> Detect Good (C 2s; R 6"; D 57/1L; A 1" pmt; S Nil)	<input type="checkbox"/> LOCATE OBJECT (C 2s; R 27/1L; D 17/1L; A Spl; S Nil)	<input type="checkbox"/> STRENGTH (C 1st R Tch; D 67/1L; A 1 Man; S Nil)
<input type="checkbox"/> ESP (C 2s; R 17/2L; D 17/1L; A 1Crt; S Nil)	<input type="checkbox"/> Obscure Object (C 2s; R 27/1L; D 17/1L; A Spl; S Nil)	<input type="checkbox"/> TASHAS LAUGHTER (C 2s; R 5"; D 1st; A 1 Crt; S Spl)
<input type="checkbox"/> FLAMING SPHERE (C 2s; R 1"; D 17/1L; A 6" sphere; S Neg)	<input type="checkbox"/> MAGIC MOUTH (C 2s; R 17/2L; D Spl; A 1 Obj; S Nil)	<input type="checkbox"/> VOCALIZE (C 1st R Tch; D 57/1L; A 1 Caster; S Nil)
<input type="checkbox"/> FOOLS GOLD (C 1st R 1"; D 67/1L; A 1cut/L; S Nil)	<input type="checkbox"/> MELF'S ACID ARROW (C 4s; R 3"; D 27/1L; A 1 Imm; S Spl)	<input type="checkbox"/> WEB (C 2s; R 17/2L; D 27/1L; A Spl; S Neg or 1/2)
<input type="checkbox"/> FOGLET (C 2s; R 3"; D Pmt; A 17/16ft; pmt in 2 sq; S Neg)	<input type="checkbox"/> MIRROR IMAGE (C 2s; R 0; D 27/1L; A 6" rad; S Nil)	<input type="checkbox"/> WHIP (C 2s; R 1"; D 17/1L; A Spl; S Spl)
<input type="checkbox"/> INVISIBILITY (C 2s; R Tch; D Spl; A 1Crt; S Nil)	<input type="checkbox"/> PRESERVE (C 2s; R Tch; D Pmt; A 1/2cut/L; S Nil)	<input type="checkbox"/> WIZARD LOCK (C 2s; R Tch; D Pmt; A 50sqft/L; S Nil)
	<input type="checkbox"/> PROTCANTRIPS (C 2s; R Tch; D 1 day/L; A 1 Imm; S Spl)	<input type="checkbox"/> ZEPHYR (C 2s; R 0; D 1st; A 1" pathx27/1L; S Nil)

THIRD LEVEL:

<input type="checkbox"/> BLINK (C 1st R 0; D 17/1L; A MU; S Nil)	<input type="checkbox"/> HASTE (C 3s; R 6"; D 37/1L; A 1 Crt/L in 4" sq; S Nil)	<input type="checkbox"/> Proot/Good, 10' rad (C 3s; R Tch; D 27/1L; A 10' rad; S Nil)
<input type="checkbox"/> CLAIRAUDIENCE (C 3s; R Spl; D 17/1L; A 6" rad; S Nil)	<input type="checkbox"/> HOLD PERSON (C 3s; R 12"; D 27/1L; A 1-4 Mem; S Neg)	<input type="checkbox"/> PROT/NORMAL MISSILES (C 3s; R Tch; D 17/1L; A 1 Crt; S Nil)
<input type="checkbox"/> C AIRVOYANCE (C 3s; R Spl; D 17/1L; A 1 sqft; S Nil)	<input type="checkbox"/> INFRACOLD (C 1st R Tch; D 126" + 6"; A 1 Crt; S Nil)	<input type="checkbox"/> SPECT PAGE (C 3s; R Tch; D 17/1L; A 2 sqft; S Nil)
<input type="checkbox"/> CLOUDBURST (C 3s; R 17/1L; D 1st; A 6" x 6" x 3" dia; S Spl)	<input type="checkbox"/> INVISIBILITY, 10' rad (C 3s; R Tch; D Spl; A 10' rad; S Nil)	<input type="checkbox"/> SEDIA SNAKE SIGIL (C 3s; R 7/2"; D Spl; A 1 Glyph; S Nil)
<input type="checkbox"/> DEFLECT ILLUSION (C 3s; R Tch; D 27/1L; A 17/1L; S Nil)	<input type="checkbox"/> ITEM (C 3s; R Tch; D 67/1L or 247/1L; A 2cut/L; S Spl)	<input type="checkbox"/> SLOW (C 3s; R 9" + 1/L; D 37/1L; A 1 Crt/L in 4" sq; S Nil)
<input type="checkbox"/> DISPEL MAGIC (C 3s; R 12"; D Pmt; A 3" cube; S Nil)	<input type="checkbox"/> LEOMUND'S TINY HUT (C 3s; R 0; D 67/1L; A 10" sphere; S Nil)	<input type="checkbox"/> SUGGESTION (C 3s; R 3"; D 67/1L; A 1 Crt; S Neg)
<input type="checkbox"/> EXPLOSIVE RUNES (C 3s; R Tch; D Spl; A 1" rad; S 1/2)	<input type="checkbox"/> LIGHTNING BOLT (C 3s; R 4" + 1/L; D 1st; A Spl; S 1/2)	<input type="checkbox"/> TONGUES (C 3s; R 0; D 17/1L; A 6" dia; S Nil)
<input type="checkbox"/> FEEBLE (C 1st R Tch; D 67/1L; A 1 Crt; S Nil)	<input type="checkbox"/> MATERIAL (C 1st R 1"; D Pmt; A 1cut/L; S Nil)	<input type="checkbox"/> Babble (C 3s; R 0; D 17/1L; A 6" dia; S Nil)
<input type="checkbox"/> FERRBALL (C 3s; R 10" + 1/L; D 1st; A 2" sphere; S 1/2)	<input type="checkbox"/> MELF'S MINUTE METEORS (C 5s; R 17/1L; D Spl; A Spl; S Nil)	<input type="checkbox"/> WATER BREATHING (C 3s; R Tch; D 37/1L; A 1 Crt; S Nil)
<input type="checkbox"/> FLAME ARROW (C 3s; R Tch; D 17/1L; A 1 Arrow; S Nil)	<input type="checkbox"/> MONSTER SUMMON I (C 3s; R 3"; D 27/1L; A Spl; S Nil)	<input type="checkbox"/> Air Breathing (C 3s; R Tch; D 37/1L; A 1 Crt; S Nil)
<input type="checkbox"/> FLY (C 3s; R Tch; D 1-67/1L; A 1Crt; S Nil)	<input type="checkbox"/> PHANTMORSE (C 3s; R 8" + 1/L; D Spl; A 8sq' + 1/L; Spl)	<input type="checkbox"/> WIND WALL (C 3s; R 17/1L; D 17/1L; A 1" wide x 17/2L; S Spl)
<input type="checkbox"/> GUST OF WIND (C 3s; R 0; D 1st; A 17/1L; S Nil)	<input type="checkbox"/> PROTEVIL, 10' rad (C 3s; R Tch; D 27/1L; A 10' rad; S Nil)	

FOURTH LEVEL:

<input type="checkbox"/> CHARM MONSTER (C 4s; R 6"; D Spl; A Spl; S Neg)	<input type="checkbox"/> FIRE TRAP (C 3s; R Tch; D Spl; A 1 Obj; S 1/2)	<input type="checkbox"/> POLYMORPH OTHER (C 4s; R 17/2L; D Pmt; A 1 Crt; S Neg)
<input type="checkbox"/> CONUSION (C 4s; R 12"; D 27/1L; A 6" x 6"; S Spl)	<input type="checkbox"/> FUMBLE (C 4s; R 17/1L; D 17/1L; A 1 Crt; S 1/2)	<input type="checkbox"/> POLYMORPH SELF (C 4s; R 0; D 27/1L; A MU; S Nil)
<input type="checkbox"/> DIG (C 4s; R 3"; D 17/1L; A 5" cube/L; S Spl)	<input type="checkbox"/> HALLUCINATION (C 1st R 27/1L; D Spl; A 1" x 17/1L; S Nil)	<input type="checkbox"/> RARY'S MNEMOMIC ENCHANGER (C 1st R 0; D 1 day; A MU; S Nil)
<input type="checkbox"/> DIMENSION DOOR (C 1st R 0; D Spl; A MU; S Nil)	<input type="checkbox"/> ICE STORM (C 4s; R 17/1L; D 1st; A Spl; S Nil)	<input type="checkbox"/> REMOVE CURSE (C 4s; R Tch; D Pmt; A 1 Cures; S Spl)
<input type="checkbox"/> DISPEL ILLUSION (C 4s; R 17/2L; D Pmt; A Spl; S Nil)	<input type="checkbox"/> LEOMUND'S SHELTER (C 4s; R 2"; D 67/1L; A 30sqft/L; S Nil)	<input type="checkbox"/> Bestow Curse (C 4s; R Tch; D 17/1L; A 1 Crt; S Neg)
<input type="checkbox"/> ENCHANTED WEAPON (C 1st R Tch; D Spl; A Spl; S Nil)	<input type="checkbox"/> MAGIC MIRROR (C 1st R Tch; D 17/1L; A Spl; S Nil)	<input type="checkbox"/> SHOUT (C 1st R 0; D 1st; A Cone; 3" x 1"; S Neg)
<input type="checkbox"/> Cursed Weapon (C 1st R Tch; D 57/1L; A Spl; S Nil)	<input type="checkbox"/> MASSMORPH (C 1st R 17/1L; D Spl; A 1" x 17/1L; S Nil)	<input type="checkbox"/> STONESKIN (C 1st R Tch; D Spl; A 1 Crt; S Nil)
<input type="checkbox"/> EWARD'S TENTACLES (C 4s; R 3"; D 17/1L; A 30sqft/L; S Nil)	<input type="checkbox"/> MINOR GLOBE OF INVULN (C 4s; R 0; D 17/1L; A 1" dia; S Nil)	<input type="checkbox"/> ULTRAVISION (C 4s; R Tch; D 67/1L; A 1 Crt; S Nil)
<input type="checkbox"/> EXTENSION I (C 2s; R 0; D +50% A 1 Spl; S Neg)	<input type="checkbox"/> MONSTER SUMMON II (C 4s; R 2"; D 37/1L; A Spl; S Nil)	<input type="checkbox"/> WALL OF FIRE (C 4s; R 6"; D 17/1L; A Spl; S Spl)
<input type="checkbox"/> FEAR (C 4s; R 0; D Spl; A Cone; 6" x 4"; S Neg)	<input type="checkbox"/> OTTILDER'S RES. SPHERE (C 4s; R 4"; D 17/1L; A 1 dial; S Neg)	<input type="checkbox"/> WALL OF ICE (C 4s; R 17/1L; D Spl; A Spl; S Spl)
<input type="checkbox"/> FIRE CHARM (C 4s; R 4"; D 27/1L; A 30dia; S Neg)	<input type="checkbox"/> PLANT GROWTH (C 4s; R 17/1L; D Pmt; A 1" x 17/1L; S Nil)	<input type="checkbox"/> WIZARD EYE (C 1st R 0; D 17/1L; A 1-3" r; S Nil)
<input type="checkbox"/> FIRE SHIELD (C 4s; R 0; D 27/1L; A MU; S Nil)		

FIFTH LEVEL:

<input type="checkbox"/> AIRY WATER (C 5s; R 6; D 17/1L; A 2" sphere; S Nil)	<input type="checkbox"/> Beckon (C 1st R Spl; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> MORDEKAINEN'S HOUND (C 5s; R 1"; D 27/1L; A 1 Hound; S Nil)
<input type="checkbox"/> ANIMAL GROWTH (C 5s; R 6"; D 17/1L; A 1-8 Ani; in 2 sq; S Nil)	<input type="checkbox"/> DISTANCE DISTORTION (C 6s; R 7/1L; D 17/1L; A 100sq' + 1/L; S Nil)	<input type="checkbox"/> PASS WALL (C 5s; R 3"; D 67/1L; A 5" x 8" x 10" hole; S Nil)
<input type="checkbox"/> Shrink Animal (C 5s; R 6"; D 17/1L; A 1-8 Ani; in 2 sq; S Neg)	<input type="checkbox"/> DOLOR (C 5s; R 1"; D 27/1L; A 1 Crt; S Spl)	<input type="checkbox"/> SENDING (C 1st R Spl; D Spl; A 1 Crt; S Nil)
<input type="checkbox"/> ANIMATE DEAD (C 5s; R 1"; D Pmt; A 1 Dead/L; S Nil)	<input type="checkbox"/> EXTENSION II (C 4s; R 0; D +50% A 1 Spl; S Neg)	<input type="checkbox"/> STONE SHAPE (C 1st R Tch; D Pmt; A 1cut/L; S Nil)
<input type="checkbox"/> AVOIDANCE (C 5s; R 1"; D Dispel; A 1 Obj; up to 3" cube; S Spl)	<input type="checkbox"/> FABRICATE (C 5s; R 17/2L; D Pmt; A 1cut/L; S Nil)	<input type="checkbox"/> TELEKINESIS (C 5s; R 17/1L; D 27/1L; A 250gpw/L; S Nil)
<input type="checkbox"/> Attraction (C 5s; R 1"; D Dispel; A 1 Obj; up to 3" cube; S Spl)	<input type="checkbox"/> FEEBLE MIND (C 5s; R 17/1L; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> TELEPORT (C 2s; R Tch; D 1st; A Spl; S Nil)
<input type="checkbox"/> BIGBY'S INTERPOSING HAND (C 5s; R 17/1L; D 17/1L; A Spl; S Nil)	<input type="checkbox"/> HOLD MONSTER (C 5s; R 17/2L; D 17/1L; A 1-4 Crt; S Neg)	<input type="checkbox"/> TRANSMUTE ROCK TO MUD (C 5s; R 17/1L; D Spl; A 2cu' + 1/L; S Nil)
<input type="checkbox"/> CLOUDKILL (C 5s; R 1"; D 17/1L; A 4" x 2" x 2"; S Nil)	<input type="checkbox"/> LEOMUND'S BELAUBMENT (C 5s; R 1"; D Spl; A Crt in 1" rad; S Spl)	<input type="checkbox"/> Transmute Mud to Rock (C 5s; R 17/1L; D Pmt; A 2cu' + 1/L; S Nil)
<input type="checkbox"/> CONE OF COLD (C 5s; R 0; D 1st; A Cone; 17/2L; S 1/2)	<input type="checkbox"/> LEOMUND'S CHEST (C 1st R Spl; D 60 dross; A 2x2 x 3"; S Nil)	<input type="checkbox"/> WALL OF FORCE (C 5s; R 3"; D 17/1L; A 20' sq/L; S Nil)
<input type="checkbox"/> CONTACT OTHER PLANE (C 1st R 0; D Spl; A 17/2L; S Nil)	<input type="checkbox"/> MAGIC JAR (C 1st R 17/1L; D Spl; A 1 Crt; S Nil)	<input type="checkbox"/> WALL OF IRON (C 5s; R 17/2L; D Pmt; A 15sqft/L; S Nil)
<input type="checkbox"/> DISMISSAL (C 1st R 1"; D Pmt; A 1 Crt; S Neg)	<input type="checkbox"/> MONSTER SUMMON III (C 5s; R 5"; D 47/1L; A Spl; S Nil)	<input type="checkbox"/> WALL OF STONE (C 5s; R 17/2L; D Pmt; A 3ind/L; A 20sqft/L; S Nil)

FOLLOWING are some examples of how you might organize the special information for various character classes.

(Cleric)	(Thief)	(Cavalier)	(Monk)
<i>Spells: Turn/Undead</i>	<i>Backstab: PP-30</i>	<i>#AT = +5 Lvls Mount</i>	<i>1st - KI - 1/2 Dmg OL-25</i>
<i>1st 7+3 Skt D* Mum T</i>	<i>(+4 to Hid) OL-25</i>	<i>+/Dmg/Lvl=Lance 3rd Van/f-Mount</i>	<i>3rd - Speak w/Ani F/RT-20</i>
<i>2nd 7+2 Zom D* Spc T</i>	<i>x2 Dmg (L1-4) F/RT-20</i>	<i>1 wpn + Vid Parry 5th + 2" Speed</i>	<i>4th - Fall 20'</i>
<i>3rd 7+2 Ghl D* Vmp 4</i>	<i>x3 Dmg (L5-8)</i>	<i>(+All Bonuses) 7th Ride Pegasus</i>	<i>ESP (30%) MS-15</i>
<i>4th 6 Shd D* Ght 7</i>	<i>x4 Dmg (L9-12) MS-15</i>		<i>4/5-10</i>
<i>5th 5 Wgt D Lch 10</i>	<i>x5 Dmg (L13+) 4/5-10</i>	<i>85% Avoid Dismount</i>	
<i>6th 3 Gst D Spl 13</i>		<i>Avoid Injury</i>	<i>4/R-10</i>
<i>7th 1 Wrt D</i>			<i>CL-85</i>
			<i>SR-</i>
	<i>CW-85</i>		
	<i>RD-</i>		

Abbreviations

" = Scale size; in a building this equals 10 feet, outdoors it equals 10 yards.
' = Feet

The following abbreviations identify the book in which details may be found.

! = AD&D® Players Handbook
@ = AD&D® Unearthed Arcana
* = AD&D® Oriental Adventures

A = Area of Effect
AC = Armor Class
Adj = Adjustment; bonus or penalty modifiers
Ani = Animal
#AT = Number of attacks in one round
C = Casting Time; the gametime it takes to cast a spell
Chr = Charisma
CL = Cleric
Cms = Comeliness
Con = Constitution
Cone = A cone; measured in length × width of far end
Crt = Any creature; intelligent or not
cu = Cubic shape
Cyl = A cylinder; measured by height × diameter

D = Duration
Def = Defenses
Dex = Dexterity
dia = Diameter

Dmg = Damage
DR = Druid
ft = Feet
gpw = Gold piece weight; the average weight of any coin is 1/10th of a pound

HD = Hit Dice
hp = Hit points
hr = Hour
Hvy = Heavy encumbrance
IL = Illusionist
in = Inches
Int = Intelligence
Ist = Instantaneous
Itm = An item; any object or creature

L = Level
Load = Loaded encumbrance
Man = Any intelligent creature who is defined as a "person" by the rules
Max = Maximum encumbrance
mi = Miles
MU = Magic-User
Neg = Negates the effect
Nil = No saving throw allowed
NPC = Non-Player Character

Obj = Any inanimate object
Pmt = Permanent
r = A game round; 1 minute
R = Range

rad = Radius
RX = Reaction or attitude modifiers; the abbreviations may be used to denote general tendencies.
F = Friendly,
N = Neutral, and
H = Hostile.

s = A game segment; 6 seconds
S = Save effect
S ½ = Effects of attack is halved if Save is successful.
Save = Saving throw
SH = Shukenja
Spl = Special; see the appropriate book for details
sq = Square
Str = Strength
t = A game turn; 10 minutes
Tch = Touch
THAC0 = To Hit AC0; subtract the foe's AC from this score to determine the number needed to hit

w/ = With
Wis = Wisdom
wk = A week
Wpn = Weapon
WU = Wu Jen

SPELLS that are capitalized are normal spells.

Spells in lower case are the *reverse* of the preceding spell.

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