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.

Armor: Note your normal armor class with 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, list 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. "Blacksmit (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)
Tailor/Weaver

WISDOM: Farmer/Gardener
Fisherman/netter
Forester
Hunter/Fisherman(hook & line)
Husbandry(animal raising)
Linner/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
### PLAYER CHARACTER RECORD

<table>
<thead>
<tr>
<th>Character</th>
<th>Race</th>
<th>Class</th>
<th>Level</th>
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#### ABILITIES

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<th>Ability</th>
<th>Hit</th>
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#### HONOR

**Modifiers:**
- Paralyze/ Poison
- Petrify/ Polymorph
- Rod, Staff, or Wand
- Breath Weapon
- Spells

**Reaction Adj**

**Resistances**

**Modifiers:**
- Cause
- Modifier

#### SAVING THROWS

**HIT POINTS**

**Wounds**

#### MOVEMENT

**Hvy (x2)**

**Run (x10)**

**Day**

**Hidden/ Hazard (x10)**

**Special Move**

#### ARMOR

**AC**

**Defenses**

**Adjusted AC**

**Armor Type (Pieces)**

**AC Adj**

**WEAPON COMBAT**

**Weapon**

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<tr>
<th>#AT</th>
<th>To Hit Adj/Dmg Adj</th>
<th>TH AC0</th>
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<th>9</th>
<th>8</th>
<th>7</th>
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**Special Attacks**

**Ammunition:**

**UNARMED COMBAT**

**Style**

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**Magic Items**

**Proficiencies/Skills**

**Special Abilities**

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**Experience**

**Treasure**

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**Henchmen/Animal Companions**

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<th>Name</th>
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**Noteworthy Events:**

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AFFECT NORMAL FIRES (C 1s; R 1"/2L; D 1r/L; A 3" dia; S Nil)

ALARM (C 1r; R 1"; D 2-8t+1/L; A 20sqft/L; S Nil)

ARMOR (C 1r; R Tch; D Spl; A 1Crt; S Nil)

BURNING HANDS (C 1s; R 0; D ...) A Spl; S Nil)

FIND FAMILIAR (C 1-24hr; R 1mi/L; D Spl; A 1mi/L; S Neg)

FIREWATER (C 1s; R 1"; D 1r; A 1pint/L; S Nil)

FRIENDS (C 1s; R 0; D 1r/L; A 1"+1/L; S Spl)

GREASE (C 1s; R 1"; D Pmt; A 1sqft/L; S Spl)

HOLD PORTAL (C 1s; R 2"/L; D ...) A Cyl 12"x3" dia; S Spl)

PROT/EVIL (C 1s; R Tch; D 2r/L; A 1 Crt; S Nil)

Prot/Good (C 1s; R Tch; D 2r/L; A 1 Crt; S Nil)

PUSH (C 1s; R 1"+1/L; D Ist; A Spl; S Neg)

READ MAGIC (C 1r; R 0; D 2r/L; A Spl; S Nil)

Unreadable Magic (C 1r; R 0; D ...) A 1 Obj; S Nil)

WIZARD MARK (C 1s; R Tch; D Pmt; A 1sqft; S Nil)

WRITE (C 1r; R 0; D 1hr/L; A 1 Spell; S Spl)

AUDIBLE GLAMER (C 2s; R 6"+1/L; D 2r/L; A Hearing; S Spl)

BIND (C 2s; R 3"; D 1r/L; A Spl; S Nil)

CONTINUAL LIGHT (C 2s, ... S Nil)

FORGET (C 2s; R 3"; D Pmt; A 1r+1⅓L past in 2" sq; S Neg)

INVISIBILITY (C 2s; R Tch; D Spl; A 1Crt; S Nil)

IRRITATION (C 2s; R 1"/L; D Spl; A 1 Crt; S Neg)

KNOCK (C 1s; R 6"; D Spl; A 10sqft/L; S Nil)

KNOW ALIGNMENT (C 1r; R ... A 6' rad; S Nil)

PRESERVE (C 2r; R Tch; D Pmt; A ½cuft/L; S Nil)

PROT/CANTRIPS (C 2s; R Tch; D 1 day/L; A 1 Itm; S Spl)

PYROTECHNICS (C 2s; R 12"; D Spl; A Spl; S Nil)

RAY OF ENFEEBLEMENT (C 2s; R 1"+¼L; D 1r/L; A 1 Crt; S Neg)

ROPE TRICK (C 2s; R 1"/L; D 1r/L; A Spl; S Spl)

WIZARD LOCK (C 2s; R Tch; D Pmt; A 30sqft/L; S Nil)

ZEPHYR (C 2s; R 0; D 1s; A 1" pathx½"/L; S Nil)

BLINK (C 1s; R 0; D 1r/L; A MU; S Nil)

CLAIRAUDIENCE (C 3s; R Spl; D 1r/L; A 6" rad; S Nil)

CLAIRVOYANCE (C 3s; R Spl; D ... D 1s/L; A 1 Arrow/s; S Nil)

FLY (C 3s; R Tch; D 1-6t+1/L; A 1Crt; S Nil)

GUST OF WIND (C 3s; R 0; D 1s; A 1"/L; S Nil)

HASTE (C 3s; R 6"; D 3r+1/L; A 1 Crt/L in 4" sq; S Nil)

HOLD PERSON (C 3s; R 12"; D 2r/L; A 1-4 Men; S Neg)

INFRAVISION (C 3s; R Spl; D ... S Nil)

PHANT.OFORCE (C 3s; R 8"+1/L; D Spl; A 8sq"+1/L; Spl)

Prot/EVIL, 10' rad (C 3s; R Tch; D 2r/L; A 10' rad; S Nil)

Prot/Good, 10' rad (C 3s; R Tch; D 2r/L; A 10' rad; S Nil)

PROT/NORMAL MISSILES (C 3s; R Tch; D Pmt; A 1 Crt; S ... Crt; S Nil)

Air Breathing (C 3s; R Tch; D 3t/L; A 1 Crt; S Nil)

WIND WALL (C 3s; R 1"/L; D 1r/L; A 1"wide x1"/2L; S Spl)

CHARM MONSTER (C 4s; R 6"; D Spl; A Spl; S Neg)

CONFUSION (C 4s; R 12"; D 2r+1/L; A 6"x6"; S Spl)

DIG (C 4s; R 3"; D ... A Cone 6"x4"; S Neg)

FIRE CHARM (C 4s; R 1"; D 2r/L; A 30'dia; S Neg)

FIRE SHIELD (C 4s; R 0; D 2r+1/L; A MU; S Nil)

FIRE TRAP (C 3r; R Tch; D Spl; A 1 Obj; S ½)

FUMBLE (C 4s; R 1"/L; D 1r/L; A 1 Crt; S ½)

HALLUC.TERRAIN (C 1t; R 2"/L; D ... S Nil)

OTILUKE'S RES. SPHERE (C 4s; R 2"; D 1r/L; A 1' dia/L, S Neg)

PLANT GROWTH (C 4s; R 1"/L; D Pmt; A 1"x1"/L; S Nil)

POLYMORPH OTHER (C 4s; R 1"/2L; D Pmt; A 1 Crt; S Neg)

POLYMORPH SELF (C 3s; R 0; D 2t/L; A MU; S Nil)

RARY'S MNEMONIC (C 4s; R 0; D Spl; A Spl; S Spl)

WIZARD EYE (C 1t; R 0; D 1r/L; A 1-3"/r; S Nil)

AIRY WATER (C 5s; R 0; D 1t/L; A 2" sphere; S Nil)

ANIMAL GROWTH (C 5s; R 6"; D 1r/L; A 1-8 Ani in 2"sq; S Nil)

Beckon (C 1r; R Spl; D Pmt; A 1 Crt; S Neg)

DISTANCE DISTORTION (C 6s; R 6"/L; d 1t/L; A 100sq"/L; S Nil)

DOLOR (C 5s; R ... 2'x2'x3'; S Nil)

MAGIC JAR (C 1r; R 1"/L; D Spl; A 1 Crt; S Spl)

MONSTER SUMMON III (C 5s; R 5"; D 4r+1/L; A Spl; S Nil)

MORDENKAINEN'S HOUND (C 5s; R 1"; D 2r/L; A 1 Hound; S Nil)

PASS WALL (C 5s; R 3"; D 6t+1/L; A 5'x8'x10' hole; S ... Nil)

WALL OF IRON (C 5s; R 1"/2L; D Pmt; A 15sqft/L; S Nil)

WALL OF STONE (C 5s; R 1"/2L; D Pmt; A 3in/L+20sqft/L; S Nil)

DUNGEON'S GUIDE

FIFTH LEVEL: FOURTH LEVEL: THIRD LEVEL: SECOND LEVEL: FIRST LEVEL:

SPELL PLANNER

Spells Available by Level

MAGIC-USER SPELLS    Character:

123456789
FOLLOWING are some examples of how you might organize the special information for various character classes.

<table>
<thead>
<tr>
<th>(Cleric)</th>
<th>(Thief)</th>
<th>(Cavalier)</th>
<th>(Monk)</th>
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<tbody>
<tr>
<td>Spells: Turn/Undead</td>
<td>Backstab: PP-30</td>
<td>#AT = +5 Lvl</td>
<td>1st - KI - V2 Dmg OL-25</td>
</tr>
<tr>
<td>1st 7+3 Slt D* Mum T</td>
<td>(+4 to Hit)</td>
<td>OL-25</td>
<td>+1Dmg/Lv=Range and Vanif-Mount</td>
</tr>
<tr>
<td>2nd 7+2 Zom D* Spc T</td>
<td>x2 Dmg (L4-4)</td>
<td>F/RT-20</td>
<td>3rd - Speak w/Ani F/RT-20</td>
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<tr>
<td>3rd 7+2 Ghl D* Vmp 4</td>
<td>x3 Dmg (L5-8)</td>
<td>4th - Fall 20'</td>
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<tr>
<td>4th x 4 Shd D* Ght 7</td>
<td>x4 Dmg (L9-12)</td>
<td>MS-15</td>
<td>(All Bonuses) 7th Ride Pegasus</td>
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<tr>
<td>5th + x5 Dmg (L14)</td>
<td>HS-10</td>
<td>8th Avoid Dismount</td>
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<tr>
<td>6th x 3 * Gst D Spd 13</td>
<td>WR-10</td>
<td>Avoid Injury</td>
<td>WR-10</td>
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<td>7th x 1 Wnt D</td>
<td>CA-85</td>
<td>Hvy-10</td>
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Abbreviations

- " = Scale size; in a building this equals 10 feet, outdoors it equals 10 yards.
- ' = Feet
- 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 = 70%
- CL = 85%
- SR = -
- Dmg = Damage
- 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
- S½ = Effects of attack is halved if Save is successful.
- Save = Saving throw
- SH = Shukkenja
- 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
- Rad = Radius
- w/l = 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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