

# AD&D CHARACTER RECORD SHEET

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Player:	Campaign:	Starting Date:
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## NAME AND TITLES

## ABILITIES

<b>STRENGTH</b>		Strength consists of:	Muscle:	Stamina:	
		Attack/Damage:	Bend Bars:	Open doors:	
<b>DEXTERITY</b>		Dexterity consists of:	Aim:	Balance:	
		Attack (missiles):	Reaction modifier:	Defensive modifier:	
<b>CONSTITUTION</b>		Constitution consists of:	Fitness:	Health:	
		Hit Point modifier:	System Shock:	Poison Save:	
<b>INTELLIGENCE</b>		Intelligence consists of:	Knowledge:	Reason:	
		Skill bonus:	Max spell level:	Learn spell:	
<b>WISDOM</b>		Wisdom consists of:	Intuition:	Willpower:	
		Mental Save:	Bonus Spells: 1:      2:      3:      4:		
<b>CHARISMA</b>		Charisma consists of:	Appearance:	Leadership:	
		Reaction modifier:	Loyalty:	Henchmen:	
<b>PERCEPTION</b>		Perception consists of:	Observation:	Alertness:	
		Secret doors:	Concealed doors:	Surprise modifier:	

## CHARACTER PROFILE

Race:	Sex:	
Skin:	Height:	
Build:		
Eyes:		
Hair:		
Handedness:		
Apparent Age:	Actual Age:	
Vision:	Hearing:	
Alignment:		
Goals:		
Mannerisms and tendencies:		
General appearance:		
Marks, scarring and maiming:		

## STATUS AND ORIGINS

Class:
Character kit:
Social Class: At birth:                      Current:
Birthplace:
Birthdate:
Starting age and category:
Patron Deity:
Family:
Affiliations:
Titles or honours granted:



## COMBAT

Base Attack vs AC 0 (unmodified):		
Strength Modifier:	A:	D:
Dexterity Modifier:	A:	D:
Special combat bonuses:	Attack	Damage

## ARMOUR

Normal Armour Class:	
Rear Armour Class:	
Shieldless Armour Class:	
Armourless Armour Class:	
Dexterity Modifier:	Shield Modifier:
Magical Modifier:	
Armour type and notes:	

## HIT POINTS

Current maximum hit points:		
CON Bonus:	Hit Die:	Death:
Level:		
HP:		
Level:		
HP:		
Level:		
HP:		

## RESISTANCES

Resistance:	Score:

## TRAINING

Proficiency slots:	Advancement:		
Non-proficiency penalty:			
Weapons of Proficiency:	Slots		
Weapons of	A	D	Slots:
Combat Skills:	Slots:		
Martial Arts slots (see Martial Arts):			

## SAVING THROWS

Paralysation, Poison and Death	
Petrification and Polymorph:	
Rod, Staff and Wand:	
Breath Weapon:	
Spells and Magic:	
Special Adjustments:	Modifier

# MELEE WEAPONS

MELEE WEAPON	Total A	Total D	Weapon Damage	No. of Attack	Str. bonus	Magic bonus	Spec. bonus	Class Bonus	Weapon Length
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
Proficient weapon			Varies		/	/	0/0	/	Varies
Non-proficient weapon			Varies		/	/	0/0	/	Varies
<b>Special Notes:</b>									

# MISSILE WEAPONS

MISSILE WEAPON	Total A	Total D	Weapon Damage	No. of Attack	Dex. bonus	Magic bonus	Spec. bonus	Class Bonus	Weapon Length
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
			/		/	/	/	/	
Proficient weapon			Varies	Varies	/	/	0/0	/	Varies
Non-proficient weapon			Varies	Varies	/	/	0/0	/	Varies
<b>Special Notes:</b>									

# PUMPELLING

Action	A	D	Dam.	Spec.	Att.	Stun
Pummel						
Kick						
Special						
Type of glove:				Bonus:		
Type of boot:				Bonus:		
Special equipment and notes:						

# SPECIAL WEAPONS NOTES


## STEEDS

Name	Type	Training	MV	HD	HP	AC	Attacks	Damage
Notes:								
Notes:								
Notes:								

## ANIMAL FOLLOWERS

Name	Type	HD	HP	AC	Int.	Notes

## LAST WILL AND TESTAMENT

## FOLLOWERS

Name	Race	Class	Sex	Al.	Lvl

## PROPERTY

## OBLIGATIONS

# PEOPLE KNOWN

## COMPANIONS

Name	Race	Class	Sex	Al.	Lvl

## FRIENDS

Name	Race	Class	Sex	Al.	Lvl

## FOES AND ENEMIES

Name	Race	Class	Sex	Al.	Lvl

## IMPARTIALS

Name	Race	Class	Sex	Al.	Lvl

# MAGIC AND SPECIAL ITEMS

## ARMOUR AND SHIELDS

Blank area for recording armour and shields, featuring horizontal dashed lines.

## MISCELLANEOUS ITEMS

Large blank area for recording miscellaneous items, featuring horizontal dashed lines.

## WEAPONS

Blank area for recording weapons, featuring horizontal dashed lines.

## RINGS

Blank area for recording rings, featuring horizontal dashed lines.

## RODS, STAVES, WANDS

Blank area for recording rods, staves, and wands, featuring horizontal dashed lines.

## CLOTHING

Location	Everyday clothing	Formal clothing	Other:
Head			
Torso			
Arms			
Hands			
Back			
Legs			
Feet			
Other			
General Notes:			

## EQUIPMENT

Item	Location	Item	Location
General Notes:			

## WEALTH

Gems, jewellery:
Other valuable items:



## SPECIAL CLOTHING

<b>TYPE:</b>			
<b>Head</b>			
<b>Torso</b>			
<b>Arms</b>			
<b>Hands</b>			
<b>Back</b>			
<b>Legs</b>			
<b>Feet</b>			
<b>Other</b>			

<b>TYPE:</b>			
<b>Head</b>			
<b>Torso</b>			
<b>Arms</b>			
<b>Hands</b>			
<b>Back</b>			
<b>Legs</b>			
<b>Feet</b>			
<b>Other</b>			

## GENERAL NOTES


# SPECIAL EQUIPMENT

Item	Location	Item	Location
<b>Container:</b>	<b>Container:</b>	<b>Container:</b>	<b>Container:</b>
<b>Location:</b>	<b>Location:</b>	<b>Location:</b>	<b>Location:</b>
<b>Contents:</b>	<b>Contents:</b>	<b>Contents:</b>	<b>Contents:</b>
		<b>Container:</b>	<b>Container:</b>
		<b>Location:</b>	<b>Location:</b>
		<b>Contents:</b>	<b>Contents:</b>

## MAGE DETAILS

Character Kit:					School of Magic:				
Kit benefits and hindrances:					School benefits and hindrances:				
Spells:	1:	2:	3:	4:	5:	6:	7:	8:	9:
Casting Level:					Chance to learn spell:				

## TYPICAL SPELL SELECTION

FIRST LEVEL SPELLS
SECOND LEVEL SPELLS
THIRD LEVEL SPELLS
FOURTH LEVEL SPELLS

FIFTH LEVEL SPELLS
SIXTH LEVEL SPELLS
SEVENTH LEVEL SPELLS
EIGHTH LEVEL SPELLS
NINTH LEVEL SPELLS







## CLERIC DETAILS

<b>Character Kit:</b>							
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<b>Armour Permitted:</b>							
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<b>Weapons Permitted:</b>							
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<b>Dress Required:</b>							
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<b>Duties Expected:</b>							
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<b>Holy Symbol:</b>							
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<b>Spells:</b>	<b>1:</b>	<b>2:</b>	<b>3:</b>	<b>4:</b>	<b>5:</b>	<b>6:</b>	<b>7:</b>
<b>Casting Level:</b>							
.....							

<b>Deity:</b>
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<b>Major Spheres:</b>
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<b>Minor Spheres:</b>
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<b>Special Powers:</b>
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<b>Restrictions:</b>
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## TYPICAL SPELL SELECTION

<b>FIRST LEVEL SPELLS</b>
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<b>SECOND LEVEL SPELLS</b>
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<b>FIFTH LEVEL SPELLS</b>
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<b>SIXTH AND SEVENTH LEVEL SPELLS</b>
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# PSIONICS

<b>Primary Ability:</b>			
<b>Secondary Ability:</b>			
<b>Secondary Ability:</b>			
<b>Current Psionic Strength Points:</b>			
<b>Initial Psionic Strength Points:</b>			
<b>Increase in PSPs per level:</b>			
<b>PSIONIC STRENGTH POINT RECOVERY RATE</b>			
<b>Hard Exertion</b>	0/hr	<b>Walking, riding</b>	3/hr
<b>Sitting, Reading</b>	6/hr	<b>Rejuv., sleeping</b>	12/hr
<b>POWERS</b>			
<b>Max Disciplines:</b>		<b>Known:</b>	
<b>Max Sciences:</b>		<b>Known:</b>	
<b>Max Devotions:</b>		<b>Known:</b>	
<b>Max Defence Modes:</b>		<b>Known:</b>	

<b>DEFENCE MODES KNOWN</b>		
Name	Page	Power

<b>ATTACK MODES KNOWN</b>		
Name	Page	Power

<b>ATTACK VS DEFENCE MODE ADJUSTMENTS</b>					
Attack	MBI	TSh	MBar	IF	TOIW
Mind Thrust	+5	+3	-2	-3	-5
Ego Whip	+3	+4	+2	-4	-3
Id Insinuation	-5	-3	-1	+2	+5
Psychic Crush	+1	-4	+4	-1	-2
Psionic Blast	-3	+2	-5	-4	+3

<b>NOTES</b>

<b>Primary Discipline:</b>
<b>DISCIPLINES KNOWN</b>

<b>SCIENCES</b>		
Name	Page	Power

<b>DEVOTIONS</b>		
Name	Page	Power

<b>TYPE OF INSANITY</b>



# MARTIAL ARTS

**MARTIAL ARTS STYLE:**

Base number of attacks:

Base damage per attack:

Base Armour Class:

Weapons associated with style:

Total Number of Attacks:

Total Damage per Attack:

Standard Combat Armour Class:

### STYLE MANOEUVRES

Mental/Physical:	
Kick:	
Strike:	
Movement:	
Push:	
Lock:	
Throw:	
Vital area:	

### PROFICIENCIES AND MANOEUVRES

Proficiency/manoeuvre	Slots
Cost of learning style	2

### STYLE BACKGROUND AND ORIGINS

### NOTES

### WEAPONS USED

# ROGUE SKILLS

**Class:** \_\_\_\_\_

**Character Kit:** \_\_\_\_\_

**Character Kit Bonuses:**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Character Kit Hindrances:**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

<b>Skill</b>	<b>Kit</b>	<b>Dex</b>	<b>Race</b>	<b>Magic</b>	<b>Arm.</b>

<b>Rogue Skill</b>	<b>Modified Score</b>	<b>Base unmodified scores by level</b>														
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>

**SPECIAL TOOLS**

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**NOTES**

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# COATS-OF-ARMS AND SYMBOLS

## PERSONAL COAT-OF-ARMS OR SIGN

<p>Description and notes:</p>

## PERSONAL SYMBOL OR LIKENESS

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## MOTTO


## HOLY SYMBOL

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## COATS-OF-ARMS OR SYMBOLS OF ASSOCIATED ORGANISATIONS

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# HOLY WARRIORS

<b>Character Kit:</b>							
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<b>Armour Permitted:</b>							
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<b>Weapons Permitted:</b>							
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<b>Dress Required:</b>							
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<b>Duties Expected:</b>							
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<b>Holy Symbol:</b>							
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<b>Spells:</b>	<b>1:</b>	<b>2:</b>	<b>3:</b>	<b>4:</b>	<b>5:</b>	<b>6:</b>	<b>7:</b>
<b>Casting Level:</b>							
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<b>Deity:</b>
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<b>Major Spheres:</b>
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<b>SIXTH AND SEVENTH LEVEL SPELLS</b>
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# NOTES

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# NOTES

A large, empty rectangular box with a black border, intended for taking notes.

