

AD&D™ RECORD SHEETS

2ND EDITION

I am proud to present this complete compilation of record sheets for the AD&D™ fantasy roleplaying game. They are designed to be compatible with the 2nd edition core rules, as well as the Player's Options extension rules, including Skills & Powers, Spells & Magic, Combat and Tactics and Domains of Dread.

My friends and I were always unsatisfied with the officially published material, and set out to design a standard set of record sheets for our own campaigns. This document gives you the whole range of our record keeping playing aids. Included are:

- Character Record Sheet
- Player Session Sheet
- DM™ Session Sheet
- Wizard / Priest Spell Book
- Psionicist Power Sheet

The whole range was designed using Adobe PageMaker 6.5 to yield the most professionally looking results. In order to make this material available to a greater audience, I converted the sheets into the Adobe Acrobat PDF format.

Although we tried to include as many standard and optional rules as possible, not all published material will be covered by these record sheets. They naturally reflect our own tastes.

When I find the time I will add to this material. Planned right now is a DM™ Campaign and World Planner as well as an NPC Sheet. News on these projects will be first published online on Usenet in rec.games.frp.dnd. Please also visit the home of these sheets:

[The World in my Mind](http://www.atuelke.demon.co.uk/adnd.htm)

<http://www.atuelke.demon.co.uk/adnd.htm>

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I would welcome any comments, corrections and suggestions regarding this and the other record sheets. Please send all replies to:

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Happy Gaming, XL '99

All record sheets were designed by
JENS & XL 1994 -1997.

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AD&D™ CHARACTER SHEET

2ND EDITION

The character sheet forms the core of all the record sheets for obvious reasons. We were always upset with scribbled over records that became unusable after a few sessions and level rises. The philosophy underlying this sheet is that only 'permanent' character information is kept here. Of course THAC0, AC and Equipment will change over time but not as frequently as current HPs for example. Therefore, the entries on HP, Fatigue and Spellpoints are only meant to store the level total values of these numbers.

So, if your character sustains damage you can record the reduction in HP on the Character Session Sheet presented further below. However, if your character advances in level and gains additional total HP you would record the change on this sheet. The same procedure applies to Fatigue, Spellpoints, etc. This should effectively reduce the amount of scribbling on your permanent character record sheet and give it a longer lifespan. On the downside you now have to juggle two sheets of paper when playing. However, we found that most people do this already, as the HP number changes so frequently.

All of the information contained in this sheet should be pretty much self-explanatory, if you are sufficiently familiar with the rules. All abbreviations used are consistent with the ones published in the official material.

Name _____
 Race _____
 Kit _____
 Class _____ Level _____
 XP _____ Next Lvl at _____ CP _____
 XP Bonus _____ % Social Rank _____
 Alignment _____
 Sex _____ Age _____
 Height _____ Weight _____
 Hair _____ Eyes _____
 Homeland _____

STR
 Stamina _____
 Muscle _____
 Weight Allowance _____
 Op. Doors _____ Bd. Bars/Gates _____ %

DEX
 Aim _____
 Balance _____
 PP _____ % OL _____ %
 MS _____ % CW _____ % Reaction _____

CON
 Health _____
 Fitness _____
 System Shock _____ % Poison S. _____
 HP Adjust. _____ Res. Survival _____ %

INT
 Reason _____
 Knowldg. _____
 Spell Immunity _____

WIS
 Intuition _____
 Willpower _____
 Spell Failure (Priest) _____ %
 Spell Immunity _____

CHA
 Leaders. _____ # of Henchmen _____ Loyalty _____
 Appear. _____ Reaction Adjustment _____

SPEC. ABILITIES / HINDR.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NONWEAPON PROF.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TRAITS / DISADVANTS. WEAPON PROF.

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR CLASS

Armor _____
 DEX _____
 Shield _____
 Other _____
 Other _____
 Rear _____ negates DEX / shield
 Blind _____ +4, +0 w. blindfighting

DMG MODIFIER (STR)

HIT PTS.

FATIGUE

THACO

STR (Melee) _____
 DEX (Missile) _____
 Non-Prof. _____
 Familiarity _____
 Blind _____

SAVING THROWS **Modifiers**

Paral. / Poison	_____	_____	_____
Rod / Staff / Wand	_____	_____	_____
Petr. / Polymorph	_____	_____	_____
Breath Weapon	_____	_____	_____
Spell	_____	_____	_____
Fear	_____	_____	_____
Horror	_____	_____	_____
Madness	_____	_____	_____
Special Modifiers	_____	_____	_____

Weapon	Type	Speed	# AT	THACO	Range	Dmg S-M / L
					/ /	/
					/ /	/
					/ /	/
					/ /	/
					/ /	/

ENCUMBRANCE Total Weight Carried _____ lbs

Encumbrance Category	None	Light	Moderate	Heavy	Severe
Weight carried					
Movement Rate					
Combat Modifiers			-1 to hit	-2 to hit, AC+1	-4 to hit, AC+3

AD&D™ PLAYER SESSION SHEET

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In addition to the character sheet you will need some place where you can record all the things that happen to your adventurer while she is under way. This sheet is meant to be used for a couple of sessions, basically for as long a time as you can still read the information and before the sheet becomes too clustered up with your notes.

You just lost some HP because that nasty orc general whacked you with his bastard sword? Look no further and mark off those points here! If you are using the optional armor damage rule (first introduced in the Complete Fighters Handbook) you can mark off those points just after the HP loss. This way all your information is in one place. If you previously were afraid of all the record keeping, now is the time to try out the optional rules with minimum hassle of keeping track of them.

The same applies to your Fatigue level. Your maximum would be on your character sheet, the current value and its effects can be recorded here.

You are likely to gain and spend money a lot on your adventures. In order to avoid changing the amounts on your character sheet all the time, do all your transactions here and copy the finishing balance over to the character sheet at the end of the session. A perfect time for this is usually when the DM calculates XP.

If your campaign requires you to record your food, ammunition, light sources, etc. in detail (all of ours do) then here is the place to keep that information.

The only entry that needs some more introduction is the spell effects box, I believe. Let's say, you just cast an Armor spell on yourself.

Well, the cause would be Armor spell. The effect would be unmodified AC 6. The duration would be the number of HP the spell can sustain at your casting level. Finally, the time used up would be the HP lost after casting the spell. Erase the effect after its duration is used up.

The same procedure would apply to all other long-term spell effects cast on you. The current format should cover 95% of the Player's Handbook spells. Apply your own judgement on how to record other effects.

Some spell effects won't be known to you, as your DM wants to keep it secret from you. So he could use a separate copy of this sheet to keep track of those pesky curses affecting you.

And finally, since this is meant to be the ultimate scribbling sheet, you can record any current game information (missions, rewards, clues) on the back. All your session info in one place!

PLAYER SESSION SHEET

Name _____

HIT POINTS

Armor Damage Points		
Type	Max. DP	Lost DP

NON-PLAYER CHARACTERS

Name	Function

AMMUNITION

Type	Amount

FOOD

Type	Days worth	Perishes in (# days)

WATER

Days worth

MONEY EARNED / SPENT

LIGHT SOURCES

Type	Duration per unit	Time used up	Amnt.

SPELL EFFECTS

Cause	Effect	Total Duration	Time used up

TRANSPORTATION

Name/Type	MR	Base Mv.	2/3 Move	1/3 Move	Weight carried	Current MR	AC	HP

FATIGUE

Total Fatigue Points _____ Current Fatigue Points _____

<input type="checkbox"/> Light	<input type="checkbox"/> Moderate	<input type="checkbox"/> Heavy	<input type="checkbox"/> Severe	<input type="checkbox"/> Mortal
Move 3/4 check 1 rnd.	-1 to Hit Move 1/2 check 1 rnd.	-2 to Hit AC +1 Move 1/4 check 1 turn	-4 to Hit AC +3 Move MR 1 check 1 hour	Paralysation check or perish unconscious 1D6 hours then Severe

AD&D™ DM™ SESSION SHEET

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This sheet needs little introduction. Every DM has their own views on assigning XP awards. So we left this sheet as generic as possible. Use it in any way you like. We found it helpful in our campaigns because our DMs constantly forgot all the XP earning actions we performed during a session. At the end of the evening everybody is tired and it's hard to remember just exactly who did what. My suggestion is, directly after you resolved a PC action, record its XP award (if any) here and just tally up the result at the end of the night.

That way you will have a ready summary of each PCs base XP. Through comparison and your own judgement it becomes easy to assign additional awards for outstanding play or contribution while still staying fair to other players. As always, you, the DM has the final word on anything.

We hope this sheet will make your job a little bit easier and help keeping you and your players happy.

AD&D™ SPELLBOOKS & POWERS

2ND EDITION

The following two sheets should be pretty straight-forward. With them you can record the progress of your Wizard/Priest/Psionicist. Enter the information on your spellbook, grimoire or memory on the top of the page (this should work with whatever system of magic you use).

The rest of the sheets just provide a space to record all your spells and their required components (if any). In the case of core rule priests this can become quite extensive and I suggest recording only those spells that require components to be expended.

The source box should be filled with information regarding where the spell can be looked up in doubt of its specific effects. For example, PHB p.165 will do fine. V,S,M are checkboxes to indicate Verbal, Somatic or Material components required for casting. So, if your character is bound or gagged you know immediately if you can cast the spell you want, to get him out of his fix. No more time consuming looking up in the rulebooks.

The components and amount box can be filled with information on your supply of casting materials if your campaign requires these.

The # of Pgs. (pages) indicates the space your spell takes up in this particular spellbook if you use this optional rule. Everything else should be self-explanatory.

