

THE PLAYER CHARACTERS

KBI-PCs.PDF

- FELONIUS, MAGIC-USER
- GREGGAN, THIEF
- BELRAIN, ELF
- ALEENA, CLERK
- FLEETWOOD, FIGHTER

"YOU AND I... HAVE

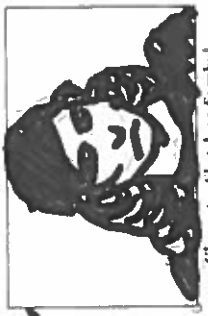
UNFINISHED BUSINESS"

— ALEENA THE CLERK

FLEETWOOD THE WARRIOR

DUNGEONS & DRAGONS® Character Record Sheet

DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|--|----|--|----|
| Player's Name FLEETWOOD | | Dungeon Master  | |
| Character's Name FIGHTER | | Alignment LAWFUL | |
| Class 2 | | Level 18 | |
| Armor Class 2 | | Hit Points 18 | |
| ABILITIES: | | SAVING THROWS: | |
| STRENGTH | 18 | POISON or DEATH RAY | 12 |
| INTELLIGENCE | 10 | MAGIC WAND | 13 |
| WISDOM | 9 | TURN TO STONE or PARALYSIS | 14 |
| DEXTERITY | 12 | DRAGON BREATH | 15 |
| CONSTITUTION | 17 | SPELLS or MAGIC STAFF | 16 |
| CHARISMA | 15 | | |
| ADJUSTMENTS: | | ADJUSTMENTS: | |
| STRENGTH | +3 | POISON or DEATH RAY | |
| INTELLIGENCE | | MAGIC WAND | |
| WISDOM | | TURN TO STONE or PARALYSIS | |
| DEXTERITY | | DRAGON BREATH | |
| CONSTITUTION | +2 | SPELLS or MAGIC STAFF | |
| CHARISMA | +1 | | |
| LANGUAGES: | | LANGUAGES: | |
| SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | | SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | |
| HIT ROLL NEEDED | | TARGET AC: | |
| 10 11 12 13 14 15 16 17 18 19 | | 9 8 7 6 5 4 3 2 1 0 | |

| | | | |
|--|--|--|--|
| EQUIPMENT CARRIED | | NORMAL ITEMS | |
| MAGIC ITEMS | | BACKPACK SHIELD PLATE MAIL ARMOR IRON RATIONS 50' ROPE DAGGER SWORD SMALL HAMMER 12 SPIKES 1 FULL WINESKIN 1 SMALL SACK, 1 LARGE SACK | |
| WOLFSPRANE | | OTHER NOTES including places explored, people & monsters met | |
| • HONEST AND SIMPLE, HE SEEKS AN ADVENTUROUS LIFE. | | | |
| MONEY and TREASURE | | EXPERIENCE | |
| GEMS: | | 2000 | |
| PP: GP: EP: SP: CP: | | BONUS/PENALTY: | |
| | | +10% | |
| TOTAL VALUE: | | 4000 | |
| | | Needed for next level: | |

DUNGEONS & DRAGONS® characters (character class — human)

Fighter

Description

A fighter is a human who studies combat. Fighters usually have greater Strength than other characters. They usually hit monsters more often, and inflict more damage.

In the D&D game, fighters protect the weaker characters. A party of all fighters would probably survive most dungeons, even where magic would be useful. Every group of explorers should have at least one or two fighters.

Strength is needed in many game situations. For example, a door may be stuck, or a huge boulder may block the party's progress; a strong fighter can often solve these problems. Magic might also work, but magic is limited, and a fighter can use strength as often as needed.

Your fighter could probably survive a dungeon adventure when exploring alone. This is why your Solo Adventures have been designed for fighters. The other classes are not as self-sufficient as the fighter. Magic-users and thieves are much weaker, and although clerics can wear any type of armor, they are limited in other ways.

In group adventures, your fighter should stay in front. If there are three or more fighters in the party, one should stay in the back, in case a monster tries to sneak up on you. Whenever a battle occurs, don't be afraid to move in; your character is better equipped for combat than any other type.

When a group is surprised, the monsters may damage the characters before they have a chance to react. Fighters have a better chance at surviving these dangers, since they have more hit points.

A fighter character should know more about the many weapons than other characters. Be sure to read the Combat section, on page 59, to learn how to use both hand-to-hand and missile weapons. Learn the forms of Defensive Movement described in the same section, so you can play your fighter most effectively when those rules are added to your game.

Fighters often look for magical healing potions, since they are usually hurt in battles. Magical weapons are also valuable, adding bonuses to Hit and Damage Rolls.

FIGHTER SAVING THROW TABLE

| | |
|----------------------------|----|
| Death Ray or Poison | 12 |
| Magic Wands | 13 |
| Paralysis or Turn to Stone | 14 |
| Dragon Breath | 15 |
| Rods, Staves, or Spells | 16 |

FIGHTER EXPERIENCE TABLE

| XP | Level | Title |
|------|-------|-------------|
| 0 | 1 | Veteran |
| 2000 | 2 | Warrior |
| 4000 | 3 | Swordmaster |

Explanation of Fighter Experience Table:

XP: When this number of Experience Points have been earned, the fighter automatically moves up to the next Level of Experience.

Title: Your fighter should use this title when talking with other characters. Instead of saying "I'm Fleetwood, a Second Level fighter," the character should say "I'm Fleetwood, the Warrior."

Other Details:

Prime Requisite: A fighter's PR is Strength. If a fighter has a Strength score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

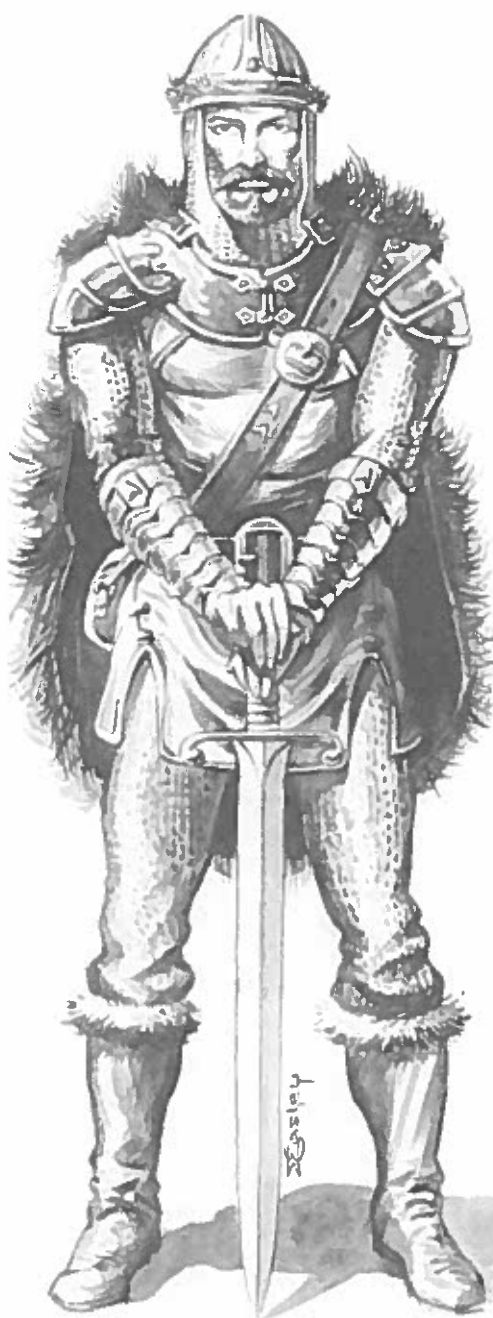
Hit Dice: An eight-sided die (1d8) is used to determine a fighter's hit points. A fighter starts with 1-8 hit points (plus Constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each Level of Experience.

Armor: A fighter may wear any kind of armor, and may use a shield.

Weapons: A fighter may use any kind of weapon.

Special Abilities:

Fighters need no special abilities to survive and prosper. Their great strength, hit points, strong armor and many weapons make them a powerful character class.



FELONIUS THE SEER

DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|---------------------------------------|-----------|---|-----------|
| Player's Name FELONIUS | | Alignment LAWFUL | |
| Character's Name MAGIC-USER | | Level 2 | |
| Class 7 | | Hit Points 8 | |
| Armor Class 7 | | Sex MALE | |
| Abilities: | | Saving Throws: | |
| STRENGTH | 6 | POISON or DEATH RAY | 13 |
| INTELLIGENCE | 17 | MAGIC WAND | 14 |
| WISDOM | 11 | TURN TO STONE or PARALYSIS | 13 |
| DEXTERITY | 16 | DRAGON BREATH | 16 |
| CONSTITUTION | 14 | SPELLS or MAGIC STAFF | 15 |
| CHARISMA | 9 | | |
| Languages: | | SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | |
| READ MAGIC, SLEEP | | READ MAGIC, SLEEP | |
| TARGET AC: 9 | | HIT ROLL NEEDED | |
| 10 | | 11 | |
| 12 | | 13 | |
| 14 | | 15 | |
| 16 | | 17 | |
| 18 | | 19 | |
| 20 | | 0 | |

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DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|--|--|--|--|
| EQUIPMENT CARRIED | | NORMAL ITEMS | |
| MAGIC BOOK 1 HOLY WATER | | BACKPACK IRON RATIONS 1 SILVER DAGGER LANTERN 4 FLASKS OIL TINDER BOX SMALL METAL MIRROR 1 WATERSKIN (FULL) 2 SMALL SACKS 1 WINESKIN (FULL) 2 LARGE SACKS | |
| OTHER NOTES including places explored, people & monsters met • OLDER, HALF-BROTHER OF GREGGAN THE THIEF | | | |
| MONEY and TREASURE | | EXPERIENCE | |
| GEMS: | | 2500 | |
| PP: GP: EP: SP: CP: | | BONUS PENALTY: +10% Needed for next level: 5000 | |
| TOTAL VALUE: | | | |

DUNGEONS & DRAGONS® characters (character class — human)

Magic-user

Description

A magic-user is a human character who studies the powers of magic. Magic-users find spells, put them into books, and study those books to learn the spells. Magic-users have their own spells, entirely different from cleric spells. A magic-user has poor fighting skills, and should avoid combat.

In D&D games, magic is merely a part of the action of the game. The player can imagine how spells would be cast, using various mysterious items, but *no* special items are needed by the player. After the player has learned the effect each spell has in the game, a magic-user is as easy to play as any other character class.

A magic-user concentrates on learning and casting magic spells. A high Intelligence is needed, and the other Ability Scores are often low. However, a high Constitution score will help your magic-user survive longer, because it gives a bonus to hit points — a magic-user's weak point.

Magic-users greatly fear damage. All the other character classes can use armor of some kind, but magic-users can only wear their robes or normal clothes. Thus, they are easy to hit. In addition, they have few hit points. Magic-users start as the weakest characters, but can become the most powerful! Their magic spells can be used for many things — from simple things like opening doors and locks, to impressive and dangerous magical attacks, such as lightning bolts (described in the D&D EXPERT Set).

Your Magic-user should *never* explore dungeons alone; one surprise could kill you. In groups, you should always stay in the middle of the party, protected from attacks. Watch for ways that you can help the battles, by casting spells, but *never* try to fight a monster hand-to-hand. Always carry a dagger, to be ready if you are forced to fight. Be sure to call for help if you get into a battle; other characters can fight the same monster, distracting it and (hopefully) keeping it from attacking you.

Beware of other magic-users! Some spells are designed specially to protect you from attacks, including other magic. When you encounter another magic-user, keep watch. If the enemy starts casting a spell, warn your friends.

As a player, you should study the spell descriptions on the next pages. Your greatest challenge will be keeping the character alive, to gain more Levels of Experience.

Explanation of Magic-User Experience Table:

XP: When this number of Experience Points have been earned, the magic-user automatically moves up to the next Level of Experience.

Title: A magic-user should use this title when talking with other characters. Instead of saying "I'm Felonius, a Second Level magic-user," the character should say "I'm Felonius, the Seer."

Spells: The number of spells a magic-user can cast, and their levels of power, are given here. Spells are explained in detail below, under "Special Abilities."

Other Details:

Prime Requisite: A magic-user's PR is Intelligence. If a magic-user has an Intelligence score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: A four-sided die (1d4) is used to determine a magic-user's hit points. A magic-user starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

Armor: A magic-user may *not* wear any kind of armor, and may not use a shield.

Weapons: A magic-user can only use a dagger for a weapon.

Special Abilities

A magic-user can cast magic spells, as described hereafter.

Spell Power:

There are many spells for magic-users to use. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells, which can be used by beginning magic-users. Higher level spells are usable by higher level characters. Be careful not to confuse your character's Level of Experience with the level of a spell's power.

MAGIC-USER SAVING
THROW TABLE

| | |
|----------------------------|----|
| Death Ray or Poison | 13 |
| Magic Wands | 14 |
| Paralysis or Turn to Stone | 13 |
| Dragon Breath | 16 |
| Rods, Staves, or Spells | 15 |

MAGIC-USER EXPERIENCE TABLE

| XP | Level | Title | No. of Spells/ Spell Level |
|------|-------|----------|-------------------------------|
| 0 | 1 | Medium | 1 First |
| 2500 | 2 | Seer | 2 First |
| 5000 | 3 | Conjurer | 2 First plus 1 Second |

DUNGEONS & DRAGONS® characters (character class — human)

Spell Books:

Your Medium (1st Level magic-user) starts with a spell book, containing two First Level spells. Your Dungeon Master will tell you what spells your character starts with. The spell book is a large bulky thing, and cannot be easily carried. A spell book is about 2 feet square, 2-6 inches thick, and weighs at least 20 pounds. It will not fit inside a normal sack of any size, but may be carried in a backpack or saddlebag.

When your character becomes a Seer, you will add another First Level spell to the book; again, your DM will tell you which spell. Upon reaching 3rd Level of Experience, a Second Level spell will be gained. When the 4th Level of Experience is reached, another Second Level spell is added to the book. (Magic-users of levels 4-14 are explained in the D&D EXPERT Set.)

Assume that your character is given these additional spells by a teacher, a powerful magic-user of 7th Level or greater. All magic-users of less than that level must have teachers. These teachers never go on adventures with characters. They will not affect most games.

Different magic-users often have different spells in their books. For example, you might start with the **Read Magic** and **Sleep** spells, and find another magic-user who knows **Read Magic** and **Magic Missile**. But magic-users *never* trade spells, nor do they ever allow anyone (except their teachers) to read their spell books. The risk of losing the book or having it damaged, is too great. If a magic-user's book is lost, the character cannot memorize any spells to cast!

One magical treasure which may be found during an adventure is a magic scroll. Some scrolls contain magic-user spells. If a new spell is found on a scroll, it may be added to the magic-user's book — but this can only be done once for each scroll spell, and uses up the scroll in the process. If the spell is of too high a level to be cast, it cannot be put into the book.

EXAMPLE: A Medium finds a scroll of one Second Level spell. The spell cannot be put into a book until the character becomes a Conjurer (3rd Level) and is able to use a Second Level spell.

A spell on a scroll may be saved, to be put into a book at a future time. It may

also be carried during adventures, to be cast as needed. Any magic-user can cast a spell found on a scroll as if it were memorized, regardless of the level of the spell. If the spell is cast, it disappears from the scroll.

You, the player, need only keep a list of which of the many spells are in your character's book. Keep the list on your character sheet, under "Special Abilities." Scrolls are magic items, listed on the back of the character sheet.

Learning Spells:

To learn a spell, the magic-user must be completely rested. A good night's sleep is enough. The character then gets out the spell book and studies the spells to be used, which takes an hour or less. The character is then ready for adventure, and is able to cast the spell or spells studied.

A Medium can cast *one* spell per adventure. A Seer can cast *two* First Level spells per adventure. A Conjurer can cast 3 spells per adventure, *two* of the First Level of Power and *one* of the Second Level.

In more advanced games, adventures may last more than a day. In such cases, a magic-user can study spells each morning, if completely rested. A mule should be brought along on long adventures, to carry the spell book along with normal equipment. But beware! If the book is lost, the character is in big trouble. If that happens, ask your Dungeon Master what you should do.

Don't confuse the spells memorized with spells in a book! Your magic-user character will eventually have many spells in a spell book, but can still only memorize a few each day.

Casting Spells:

In the game, when you want your character to cast a spell, just tell your Dungeon Master.

EXAMPLE: "I'm casting a Sleep spell at the goblins." The DM may ask for some details; for example, some spells are cast at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words.

When the magic-user casts a spell, the memory of that spell is forgotten. Imag-

ine that the magic-user's memory is like a blackboard. When studying, the character "writes spells on the blackboard," but each spell is "erased" as it is cast. If your character has studied a spell twice and casts one, the other still remains to be used.

EXAMPLE: The spell book of Felonius the Seer has two spells in it, **Sleep** and **Shield**. Before going on an adventure, he decides to learn **Sleep** twice (as he can cast two spells per adventure). He casts one in a battle, and still remembers one **Sleep** spell, to be used later in that adventure.

The character *must* be able to gesture and speak without interruption to cast a spell. While casting a spell, the magic-user must concentrate, and may not move. A spell cannot be cast while the character is walking or running. If the magic-user is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

Types of Spells:

Most spells have an effect that lasts for a given time. For example, a Magic Missile spell creates a glowing arrow that follows the magic-user around, either until it is shot or until a turn passes (10 minutes). However, some higher level spells may have "instant" duration. A Fire Ball spell creates an explosion which causes damage. The damage remains until cured, but the spell itself only lasts part of a second, much less than a round.



Saving throws vs. Spells:

Many spells only have full effect if the victim fails a Saving Throw (vs. spells). If a Saving Throw is allowed, it is mentioned in the spell description.

DUNGEONS & DRAGONS® characters (character class — human)

Magic-user Spells:

Each spell has a given Range, Duration, and Effect.

Range: The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used by the magic-user, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the magic-user touches — including the magic-user himself (or herself, as the case may be).

Duration is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

Effect of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

Magical Spell Descriptions

FIRST LEVEL MAGIC-USER SPELLS

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

Charm Person

Range: 120'
Duration: See below
Effect: One living "person" (see below)

This spell will only affect humans, demi-humans, and certain other creatures. The victim is allowed a Saving Throw vs.

Spells. If the Saving Throw is successful, the spell has no effect. If it is failed, the victim will believe that the magic-user is his "best friend," and will try to defend the magic-user against any threat, whether real or imagined. The victim is "Charmed."

As a general rule, the "persons" affected by this spell are all creatures which look similar to humans in various ways. It will not affect animals, magical creatures (such as living statues), or human-like creatures larger than ogres. You will learn, through trial and error, which monsters can be charmed.

If the magic-user can speak a language that the Charmed victim understands, the magic-user may give orders to the victim. These orders should sound like suggestions, as if "just between friends." These orders will usually be obeyed, but orders that are contrary to the victim's nature (alignment and habits) may be resisted. A victim will refuse to obey if ordered to kill itself.

EXAMPLE: After Bargle Charmed you, he ordered you to leave the cleric's body behind. You resisted, because that was against your nature. Bargle had to talk you into doing what he wanted. If he had ordered you to go away, you would have resisted that, too; you considered him a friend!

A Charm may last for months. The victim may make another Saving Throw every day, week, or month, depending on its Intelligence. If you are Charmed, your DM will tell you when to make the new Saving Throw.

The Charm is automatically broken if the magic-user attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the magic-user's allies.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the magic-user will see all magical objects, creatures, and places within range glow. This effect will not last very long, and should be saved until the magic-user wants to see if something found during an adventure is, in fact, magical. Example: Shortly

after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion lying nearby, and a treasure chest containing a magic wand. All the magic will glow, but only the door and potion will be seen; the light of the glowing wand is hidden by the treasure chest.

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc is created at the height of the magic-user's waist, and will always remain at that height. It will automatically follow the magic-user, remaining within 6' at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc will disappear, suddenly dropping anything upon it.

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any "portal" — for example, a door or gate. A **Knock** spell will open the **Hold Portal**. Any creature 3 or more hit dice greater than the caster (including characters) may break open a held portal in one round's time, but the portal will relock if allowed to close within the duration of the spell.

EXAMPLE: Any 5th level character may break through a **Hold Portal** spell cast by a 2nd level magic-user.

DUNGEONS & DRAGONS² characters (character class — human)

Light

Range: 120'
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: Volume of 30' diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as a coin), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack. If the Saving Throw is successful, the light appears in the air behind the intended victim.

Magic Missile

Range: 150'
Duration: 1 round
Effect: Creates 1 or more arrows

A **Magic Missile** is a glowing arrow, created and shot by magic, which inflicts 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the magic-user and hovers there until the magic-user causes it to shoot. When shot, it will automatically hit any visible target. It will move with the magic-user until shot or until the duration ends. The **Magic Missile** actually has no solid form, and cannot be touched. A **Magic Missile** never misses its target and the target is *not* allowed a Saving Throw.

For every 5 levels of experience of the caster, *two* more missiles are created by the same spell. Thus a 6th Level Magic-user may create three missiles. The missiles may be shot at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The magic-user only

This spell creates an invisible magical barrier all around the magic-user's body (less than an inch away). All attacks against the magic-user are penalized by -1 to their Hit rolls, and the magic-user gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the magic-user! If a

magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. The barrier thus completely prevents all from attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile spell. If the Magic-user attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

Read Languages

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

Read Magic

Range: 0
Duration: 1 turn
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any magical words or runes, such as those found on magic scrolls and other items. Unfamiliar magic writings cannot be understood without using this spell. However, once a magic-user reads a scroll or runes with this spell, that magic can be read or spoken later (without) using a spell. All spell books are written in magical words, and only their owners may read them without using this spell.

Shield

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell creates a magical barrier all around the magic-user (less than an inch away). It moves with the magic-user. While the duration lasts, the magic-user becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

If a **Magic Missile** is shot at a magic-user protected by this spell, the magic-user may make a Saving Throw vs. Spells (one Saving Throw per missile). If successful, the **Magic Missile** will have no effect.

Sleep

Range: 240'
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40' square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4 + 1 Hit Dice or less — generally, small or man-sized creatures. All the creatures to be affected must be within a 40' x 40' area. The spell will not work against Undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). A sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points.

Your Dungeon Master will roll to find the total Hit Dice of monsters affected, using 2d8. The victims get no Saving Throw.







Ventriloquism

Range: 60'
Duration: 2 turns
Effect: One item or location

This spell will allow the magic-user to make the sound of his or her voice to come from somewhere else, such as a statue, animal, dark corner, and so forth.

DUNGEONS & DRAGONS® Character Record Sheet

| | | | | | |
|---|---|--|----------------------------|---|--|
| Player's Name | ALEENA | | Alignment | LAWFUL | |
| Character's Name | CLERIC | | Level | 2 | |
| Class |  | | Hit Points |  | |
| |  | | Armor Class | | |
| ABILITIES: | | | SAVING THROWS: | | |
| STRENGTH | 9 | | adjustment | 11 | |
| INTELLIGENCE | 11 | | adjustment | 12 | |
| WISDOM | 17 | | adjustment | 14 | |
| DEXTERITY | 8 | | adjustment | 16 | |
| CONSTITUTION | 14 | | adjustment | 15 | |
| CHARISMA | 16 | | adjustment | | |
| LANGUAGES: | | | MAGIC WAND | | |
| SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | | | TURN TO STONE or PARALYSIS | | |
| | | | DRAGON BREATH | | |
| | | | SPELLS or MAGIC STAFF | | |
| | | | POISON or DEATH RAY | | |



Character Sketch or Symbol

FEMALE

TARGET AC: 9 8 7 6 5 4 3 2 1 0

HIT ROLL: 10 11 12 13 14 15 16 17 18 19

NEEDS: 10 11 12 13 14 15 16 17 18 19

DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|-------------------|---|---|---|
| EQUIPMENT CARRIED | <div>MAGIC ITEMS</div> <div>NORMAL ITEMS</div> <div> CHAIN MAIL ARMOR SHIELD BACKPACK MACE 50 ROPE HOLY SYMBOL FLASK OF OIL 2 SMALL SACKS, 2 LARGE SACKS 2 WATERSKINS (FULL) Tinder BOX IRON RATIONS 6 TORCHES </div> | <div>OTHER NOTES including places explored, people & monsters met</div> <div> -RIGHTFUL HEIR TO THE BARON OF THRESHOLD. </div> | <div> MONEY and TREASURE GEMS: </div> <div> PP: GP: EP: SP: CP: </div> <div> TOTAL VALUE: </div> <div> EXPERIENCE: 1500 </div> <div> BONUS PENALTY: +10% </div> <div> Needed for next level: 2000 </div> |
|-------------------|---|---|---|

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DUNGEONS & DRAGONS® characters (character class — human)

Cleric

Description

A cleric is a human character who is dedicated to serving a great and worthy cause. This cause is usually the cleric's Alignment; for example, a cleric may be dedicated to spreading law and order. A cleric has good fighting skills, and can also learn to cast spells after gaining a Level of Experience. A first level cleric **cannot** cast any spells.

In D&D games, as in real life, people have ethical and theological beliefs. This game does *not* deal with those beliefs. All characters are assumed to have them, and they do not affect the game. They can be assumed, just as eating, resting, and other activities are assumed, and should not become part of the game.

A cleric's spell powers come from the strength of the cleric's beliefs. The cleric sits and meditates, and mystically learns spells. These spells can then be used during an adventure. Most clerical spells are for curing, protection, and gathering information. Cleric spells are different from magic-user spells. Clerics can use *only* their own type of spells.

Your cleric also can fight monsters. A cleric can wear any type of armor, like a fighter, and must be ready for combat at any time. Unlike magic-users, whose spells are often used during battles, a cleric's spells are usually needed *after* battles (such as cures) or for general exploring (such as detecting things).

If your party has enough fighters, your cleric should not need to fight often. But you are equipped for fighting if your combat skill is needed. Watch for ways that your spells can help, whether before, during, or after battles.



Title: Your cleric should use this title when talking with other characters. Instead of saying "I'm Clarion, a Second Level cleric," the character should say "I'm Clarion, the Adept."

Spells: The number of spells a cleric can cast, and their level of power, are given here. Spells are explained in detail below, under "Special Abilities."

Other Details:

Prime Requisite: A cleric's PR is Wisdom. If a cleric has a Wisdom score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: A six-sided die (1d6) is used to determine a cleric's hit points. A cleric starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

Armor: A cleric may wear any kind of armor, and may use a shield.

Weapons: A cleric *cannot* use any weapon with a sharp edge; this is forbidden by the cleric's beliefs. A cleric may only use a mace, club, war hammer, or sling.

CLERIC SAVING THROW TABLE

| | |
|----------------------------|----|
| Death Ray or Poison | 11 |
| Magic Wands | 12 |
| Paralysis or Turn to Stone | 14 |
| Dragon Breath | 16 |
| Rods, Staves, or Spells | 15 |

Explanation of Cleric Experience Table

XP: When this number of Experience Points have been earned, the cleric automatically moves up to the next Level of Experience.

CLERIC EXPERIENCE TABLE

| XP | Level | Title | No. of Spells/ Spell Level |
|------|-------|-----------------------|-------------------------------|
| 0 | 1 | Acolyte | None |
| 1500 | 2 | Adept | 1 First |
| 3000 | 3 | Priest (or Priestess) | 2 First |

DUNGEONS & DRAGONS® characters (character class — human)

Special Abilities

A cleric has two Special Abilities: Turning Undead monsters and casting Cleric Spells.

1. Turning Undead

A cleric has the power to force away certain monsters called the "Undead" (skeletons, zombies, ghouls, wights, and other more powerful types). No other class has any special effect on the Undead. This special ability is called "Turning" the Undead monsters.

When a cleric encounters an Undead monster, the cleric may either attack it normally (with a weapon or spell), or try to Turn it. The cleric cannot both attack and Turn Undead in one round.

When you want your cleric to try to Turn Undead, just tell your Dungeon Master "I'll Turn the Undead."

The Undead monsters are *not* automatically Turned by the cleric. When the encounter occurs, the player must refer to the Cleric Turning Undead Table to find the effect the cleric has.

Using the Cleric Turning Undead Table:

When the cleric encounters an Undead monster, find the cleric's Level of Experience on the left side of the chart. Then read across to the column under the name of the Undead monster, and apply the results immediately. If the attempt succeeds, one or more of the Undead monsters will retreat, but may soon return.

Explanation of Results

7, 9 or 11: Whenever a number is given, the cleric has a chance to Turn the Undead monsters. The player rolls 2d6 (two six-sided dice). If the total is equal to or greater than the number given, the attempt at Turning Undead is successful. A cleric's chances improve as more Levels of Experience are earned.

T: The attempt at Turning the Undead automatically succeeds.

N: No Effect. The cleric cannot Turn that type of undead.

CLERIC TURNING UNDEAD TABLE

| Cleric's Level | Skeleton | Undead Monster Zombie | Ghoul | Wight |
|----------------|----------|--------------------------|-------|-------|
| 1 | 7 | 9 | 11 | N |
| 2 | T | 7 | 9 | 11 |
| 3 | T | T | 7 | 9 |

Success: If the attempt at Turning Undead succeeds, the Dungeon Master will roll 2d6 to determine the number of Hit Dice of Undead monsters that turn away. You might not Turn all the monsters encountered, but if you succeed in Turning, at least one will be affected. A Turned monster will not touch the cleric and will flee as far from him as possible.

2. Clerical Spells

When a cleric reaches the 2nd Level of Experience (having earned 1500 XP or more), the cleric can use spells.

Learning Spells:

To learn a spell, the cleric meditates. The memory and details of the spells appear in the cleric's mind. The spells may be cast at any time thereafter. The cleric will remember each spell until it is cast, even if it is not used for days or weeks.

As a player, all you need to do is choose whatever spells you want your character to have. This can *only* be done at the start of an adventure. You may choose any of the spells described hereafter. You may *not* choose any magic-user spells; they are a different type.

A 2nd Level cleric can cast *one* spell per adventure. A 3rd Level cleric can cast *two* spells per adventure.

In more advanced games, adventures may last more than a day. In such cases, a cleric can gain spells each morning, if completely rested. Any and all spells may be changed at this time, if desired.

Casting Spells:

In the game, when you want your character to cast a spell, just tell your Dungeon Master. The DM may ask for some details; for example, some spells are cast

at a target, and you must tell the DM what the target is. The player does *not* have to learn any special words. *For example:* "I'm casting a Cure Light Wounds on Ruggin, the dwarf."

When the cleric casts a spell, the memory of that spell is forgotten. Imagine that your cleric's memory is like a blackboard. The knowledge of the spells appear on it, but each spell is erased as it is cast. If your character knows two of the same spells and casts one, the other still remains to be used.

The character *must* be able to gesture and speak normally to cast a spell. While casting a spell, the cleric must stand and concentrate. Spells cannot be cast while the character is walking or running. If the cleric is disturbed while casting a spell, the spell will be ruined, and will still be "erased," just as if it had been cast.

Spells must be cast one at a time. If the character wants to cast more than one (for example, two Cure Light Wounds spells just after a battle), the fastest they can be cast is one each round.

Types of Spells:

Some spells have an instant effect. For example, a **Cure Light Wounds** spell instantly cures damage. Other spells may be different; the cleric may cast a spell to gain special abilities for a short time, or give those abilities to a friend. For example, a **Remove Fear** spell helps the recipient (the creature upon whom the spell is cast) to resist fear caused by magical effects or spells.

Saving Throws versus spells:

Some spells only have full effect if the victim fails a Saving Throw vs. Spells. If a Saving Throw is allowed, it is mentioned in the spell description.

DUNGEONS & DRAGONS® characters (character class — human)

Clerical Spell Explanations:

Each spell has a listed Range, Duration, and Effect.

Range: The character should be sure that the target is within range before casting the spell. If the description says "Range: 0," the spell may only be used by the cleric, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the cleric touches — including the cleric himself (or herself, as the case may be).

Duration is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

Effect of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a

given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

Spell Power:

When a cleric reaches 4th level, more powerful spells can be cast. These are given in the D&D EXPERT Set. The power of a spell is described in a way similar to the power of a character. Spells of the lowest level of power are called "First Level" spells. The D&D EXPERT Set describes spells of the Second, Third, Fourth, and Fifth level. Sixth and Seventh level spells are described in the D&D COMPANION Set.

Clerical Spell Descriptions

FIRST LEVEL CLERIC SPELLS

1. Cure Light Wounds*
2. Detect Evil*
3. Detect Magic
4. Light*
5. Protection From Evil
6. Purify Food and Water
7. Remove Fear*
8. Resist Cold

*These spells may be "reversed" (that is, learned and cast with an effect exactly opposite from the original) in the D&D EXPERT Set. A cleric must reach the Fourth Level of Experience before learning how to reverse spell effects.

Cure Light Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell will either heal damage or remove paralysis. If used to heal, it will cure 2-7 (1d6+1) points of damage. It will *not* heal any damage if used to cure paralysis. The cleric may cast it on himself (or herself) if desired.

This spell will never increase a creature's total hit points above the original amount.

EXAMPLE: Your first fighter started with 8 hit points. You were damaged in the battle with the snake, down to 4 hit points. Aleena cast a **Cure Light Wounds** spell and touched you. She

rolled a 6, curing a total of 7 points of damage, but your hit points returned to 8, the amount you started with. The "extra" 3 points were not counted.

Detect Evil

Range: 120'
Duration: 6 turns
Effect: Everything within 120'

When this spell is cast, the cleric will see evilly enchanted objects within 120' glow. It will also cause creatures that want to harm the cleric to glow when they are within range. The actual thoughts of the creatures cannot be heard. Remember that "Chaotic" does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the cleric will see magical objects, creatures, and places within range glow. It will not last very long, and should be saved until the cleric wants to see if something found during an adventure is, in fact, magical. For example, a door may be held shut magically, or a treasure found might be enchanted; in either case, the magic item, creature, or effect will glow when it is within the effect.

Light

Range: 120'
Duration: 12 turns
Effect: Volume of 30' diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as the cleric's weapon), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack.



DUNGEONS & DRAGONS® characters (character class — human)

Protection from Evil

Range: 0
Duration: 12 turns
Effect: The cleric only

This spell creates an invisible magical barrier all around the cleric's body (less than an inch away). All attacks against the cleric are penalized by -1 to their Hit rolls, and the cleric gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the cleric! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. Any creature which is magically summoned or controlled (such as a Charmed character) is also considered to be an "enchanted" creature. The barrier thus completely prevents all attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile (magic-user's) spell. If the cleric attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

Purify Food and Water

Range: 10'
Duration: Permanent
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of food (either Iron or Standard rations), or 6 waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.

Remove Fear*

Range: Touch
Duration: 2 turns
Effect: Any one living creature

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature is running away due to magically created fear, the creature may make another Saving Throw vs. spells, adding a bonus to the roll equal to the cleric's Level of Experience, up to a maximum bonus of +6. If the Saving Throw is successful, the creature may stop running. A roll of 1 will always fail. This Saving Throw, with bonus, may be made even if the fear was so powerful as to allow no Saving Throw at first!

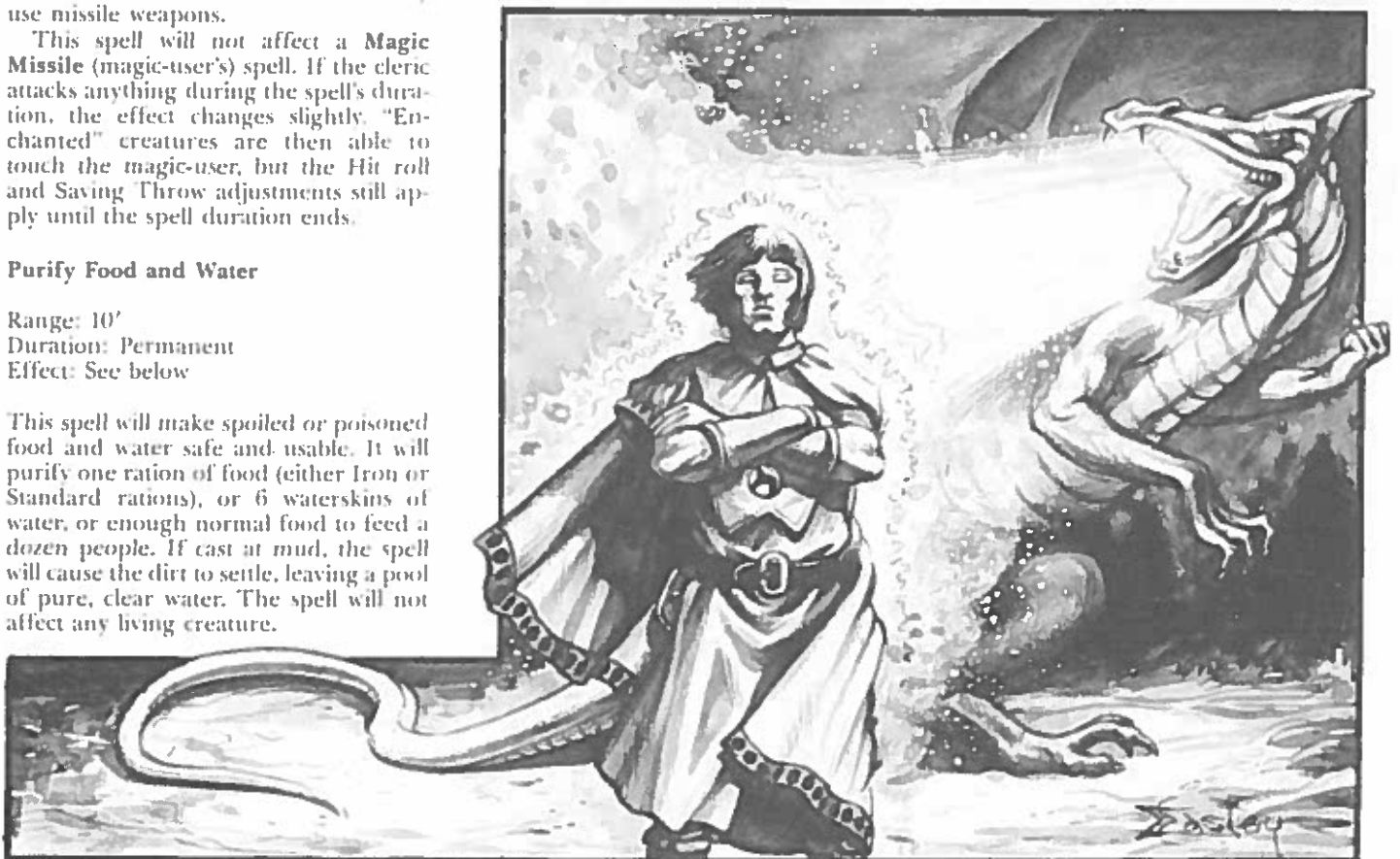
EXAMPLE: A 3rd Level cleric casting this spell gives a bonus of +3 to the Saving Throw of the creature touched.

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 30'

When this spell is cast, all creatures within 30' of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of +2 to all Saving Throws against cold attacks. Furthermore, any damage from cold is reduced by -1 per die of damage (but with a minimum of 1 point of damage per die). The effect will move with the cleric.


EXAMPLE: The party sees a white dragon approaching (whose breath is a blast ray of cold), so the cleric warns the others to stay near and casts this spell. All characters who remain within 30' of the cleric gain a +2 bonus to their Saving Throws vs. Dragon Breath.



GREGAN THE FOOTPAD

DUNGEONS & DRAGONS® Character Record Sheet

DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|--|----|--|----|
| Player's Name GREGAN | | Dungeon Master  | |
| Character's Name THIEF | | Alignment NEUTRAL | |
| Class THIEF | | Level 2 | |
| Armor Class 5 | | Hit Points 8 | |
| ABILITIES: | | | |
| STRENGTH | 16 | adjustment | +2 |
| INTELLIGENCE | 14 | adjustment | +1 |
| WISDOM | 9 | adjustment | |
| DEXTERITY | 17 | adjustment | +2 |
| CONSTITUTION | 11 | adjustment | |
| CHARISMA | 8 | adjustment | -1 |
| SAVING THROWS: | | | |
| POISON or DEATH RAY | 13 | | |
| MAGIC WAND | 14 | | |
| TURN TO STONE or PARALYSIS | 13 | | |
| DRAGON BREATH | 16 | | |
| SPELLS or MAGIC STAFF | 15 | | |
| LANGUAGES: | | | |
| SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | | | |
| THIEF'S ABILITIES - SEE ATTACHED | | | |
| TARGET AC: 9 8 7 6 5 4 3 2 1 0 | | | |
| HIT ROLL NEEDED: 10 11 12 13 14 15 16 17 18 19 | | | |

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| | |
|---|--|
| EQUIPMENT CARRIED | |
| MAGIC ITEMS | NORMAL ITEMS |
| WOLFSBANE | BACKPACK IRON RATIONS LEATHER ARMOR SWORD DAGGER LANTERN 3 FLASKS OIL TINDER BOX THEVES' TOOLS 2 SMALL SACKS, 2 LARGE SACKS |
| OTHER NOTES including places explored, people & monsters met | |
| • YOUNGER, HALF-BROTHER OF FELONIUS THE MAGIC-USER | |
| MONEY and TREASURE | EXPERIENCE |
| GEMS: | 1200 |
| PP: GP: EP: SP: CP: | BONUS/PENALTY: |
| TOTAL VALUE: | +10% 2400 |

DUNGEONS & DRAGONS® characters (character class — human)

Thief

Description

A thief is a human who specializes in stealth, lockpicking, trap removing, and other activities. Thieves are the *only* characters that can open locks and find traps without using magic. As the name indicates, however, thieves do steal, though rarely from members of their own groups. Any thief who steals from friends is usually not permitted to adventure with them ever again!

In the D&D game, all thieves belong to an organization (sometimes called a Guild). Every town has a building, called the Guild Hall, where thieves may live and eat (for a price, of course). Every thief learns "The Arts" (a thief's unique skills; see Special Abilities, below) from teachers at the Guild. Thieves are a normal part of D&D life, because of their unique skills, but they are not usually welcome in the better parts of towns.

While adventuring, your thief should avoid danger whenever possible. The thief's job is to use the Special Abilities where needed. A thief's skills can be very useful, as they can be used over and over. For example, a magic-user may use a spell to open a lock, but the spell only works once; a thief may try to open locks whenever desired.

When an encounter occurs, your thief should stay out of the way. You may try to sneak around a monster, either to steal its treasure or to attack it from behind. You should *not* fight hand-to-hand unless you have to. A thief has few hit points, and although some light armor may be worn, it is not much protection.

THIEF SAVING THROW TABLE

| | |
|----------------------------|----|
| Death Ray or Poison | 13 |
| Magic Wands | 14 |
| Paralysis or Turn to Stone | 13 |
| Dragon Breath | 16 |
| Rods, Staves, or Spells | 15 |

THIEF EXPERIENCE TABLE

| XP | Level | Title |
|------|-------|------------|
| 0 | 1 | Apprentice |
| 1200 | 2 | Footpad |
| 2400 | 3 | Robber |

Most thieves have high Dexterity scores. Since this can affect missile fire (see Advanced Combat, page 58), you should learn the rules for missiles, and carry missile weapons. A sword or dagger will be needed in situations where you can't avoid close combat.

Thieves are found in most groups of adventurers. The task of staying alive by sneaking and using your wits, instead of just fighting, can be an exciting game challenge.

Explanation of Thief Experience Table:

XP: When this number of Experience Points have been earned, the thief automatically moves up to the next Level of Experience.

Title: Your thief should use this title when talking with other characters. Instead of saying "I'm Greegan, a Second Level thief," the character should say "I'm Greegan, the Footpad."

Other Details:

Prime Requisite: A thief's PR is Dexterity. If a thief has a Dexterity score of 13 or more, the character gains a bonus to Experience Points earned in every adventure.

Hit Dice: A four-sided die (1d4) is used to determine a thief's hit points. A thief starts with 1-4 hit points (plus Constitution bonus, if any) and gains 1d4 more hit points (plus bonus) with each Level of Experience.

Armor: A thief may only wear Leather armor, and may not use a shield.

Weapons: A thief may use any missile weapon, and any other weapon usable with one hand (two-handed weapons are prohibited. For more information, see "Advanced Combat," page 58).



DUNGEONS & DRAGONS® characters (character class — human)

Special Abilities:

Thieves know how to Open Locks, Find and Remove Traps, Climb Walls, Move Silently, Hide in Shadows, Pick Pockets, and Hear Noise. They also learn the skill of "Backstabbing."

Except for "Hear Noise," each number is the Percentage chance that the thief is successful in using that Special Ability. Your Dungeon Master will roll d%; if the result is equal to or less than the Percentage given, the thief's attempt is successful. "Hear Noise" is determined in a similar way, using 1d6.

Explanation of Thief Special Abilities:

OPEN LOCKS may only be tried once per lock, and only if "Thieves' Tools" are carried. The thief may not try again with that lock until gaining another Level of Experience.

FIND TRAPS may also be tried only once per trap. If a trap is found, the thief may attempt to remove it.

REMOVE TRAPS may only be tried if a trap is found. It may be tried only once per trap.

CLIMB WALLS applies to any steep surfaces, such as sheer cliffs, walls, and so forth. The chances for success are good, but if failed, the thief slips at the halfway point and falls. The DM will roll for success only once for every 100' climbed. If failed, the thief takes 1-6 (1d6) points of damage per 10' fallen. Failure during a 10' climb will inflict 1 point of damage.

MOVE SILENTLY will always *seem* successful to the thief. However, the DM will know (based on the Percentage roll) whether the thief's movement is actually heard by nearby enemies, who may then take appropriate action.

HIDE IN SHADOWS means that the thief moves into and remains in shadows, also using neutral concealment. Movement is possible while hiding, but not attacking. The attempt will always *seem* successful to the thief, but only the DM will know for sure.

PICK POCKETS may be risky. If the DM rolls a number greater than twice the given chance for success, the thief is not only seen by those nearby, but is caught in the act by the intended victim, who may (and often does) react unfavorably.

EXAMPLE: An apprentice tries to pick the pocket of a hired fighter (a non-player character, played by the DM). Rolling 1d10 twice (see "Dice," page 12), the DM rolls 41, so the thief is caught in the act. The DM then rolls to determine the reaction of the fighter, who might attack the thief!

HEAR NOISE (checked using 1d6) applies both to listening at doors and hearing the footsteps of approaching monsters. However, there is too much noise during battles to hear anything unusual.

Using thief special abilities

Watch for opportunities to use Special Abilities, and simply tell your Dungeon Master when you want your thief to use one. Be sure you understand how each

one works. The attempt will automatically fail if improperly used. *For Example:* An ogre is charging at the party, so you say "My thief will Hide in Shadows and get out a dagger." The DM replies, "The ogre sees the movement, and heads straight for your thief!"

Backstabbing: If a thief can sneak up on a victim, completely unnoticed, the thief may Backstab. If the intended victim sees, hears, or is otherwise warned of the thief's approach, a Backstab may *not* be taken, but the thief may still attack normally.

When Backstabbing, the thief gains a bonus of +4 on the Hit Roll, and if the target is hit, the damage done is *twice* normal.

EXAMPLE: An Apprentice is carrying a sword, and sees an ogre approaching the party. The player says "I'll Hide in Shadows." The DM rolls 19 on d%, so the ogre does not see the thief (but the DM does *not* announce that fact). During the battle, the ogre gets turned around, with its back towards the thief. The player says "I'll try to move in for a Backstab!" The DM decides that the ogre doesn't notice the thief's approach (no roll is made; it depends on the situation, and the DM's judgment) and says "The ogre doesn't notice you; roll for a Backstab." The thief player then makes a Hit Roll, adding 4 to it. If the ogre is hit, the player rolls for damage, doubling the result.

When no battle is in progress, a Backstab attempt may require a "Move Silently" check. Your DM will make all the necessary rolls.

THIEF SPECIAL ABILITY TABLE

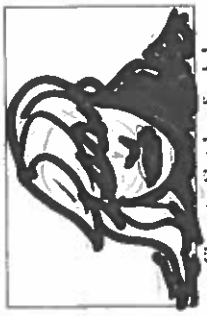
| Special Ability | | Level of Experience | | |
|-----------------|-------|---------------------|-----|-----|
| | | 1 | 2 | 3 |
| Open Locks | (d%) | 15 | 20 | 25 |
| Find Traps | (d%) | 10 | 15 | 20 |
| Remove Traps | (d%) | 10 | 15 | 20 |
| Climb Walls | (d%) | 87 | 88 | 89 |
| Move Silently | (d%) | 20 | 25 | 30 |
| Hide in Shadows | (d%) | 10 | 15 | 20 |
| Pick Pockets | (d%) | 20 | 25 | 30 |
| Hear Noise | (1d6) | 1-2 | 1-2 | 1-3 |



BELRAIN THE WARRIOR-SEER

DUNGEONS & DRAGONS® Character Record Sheet

DUNGEONS & DRAGONS® Character Record Sheet

| | | | |
|---|-------------------|---|--|
| Player's Name BELRAIN | | Dungeon Master | |
| Character's Name ELF | |  | |
| Alignment LAWFUL | | FEMALE | |
| Class ELF | Level 2 | Hit Points 10 | |
| Armor Class 3 | | | |
| ABILITIES: | | | |
| STRENGTH 16 | * | STRENGTH +2 | |
| INTELLIGENCE 9 | * | INTELLIGENCE -1 | |
| WISDOM 7 | | WISDOM +1 | |
| DEXTERITY 14 | | DEXTERITY adjustment | |
| CONSTITUTION 9 | | CONSTITUTION adjustment | |
| CHARISMA 11 | | CHARISMA adjustment | |
| SAVING THROWS: | | | |
| POISON or DEATH RAY 12 | | | |
| MAGIC WAND 13 | | | |
| TURN TO STONE or PARALYSIS 13 | | | |
| DRAGON BREATH 15 | | | |
| SPELLS or MAGIC STAFF 15 | | | |
| LANGUAGES: | | | |
| SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc. | | | |
| READ MAGIC, CHARM PERSON | | | |
| TARGET AC: 9 8 7 6 5 4 3 2 1 0 | | | |
| HIT ROLL NEEDED: 10 11 12 13 14 15 16 17 18 19 | | | |

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| | |
|---|---|
| EQUIPMENT CARRIED MAGIC ITEMS WOLFSBANE SPELL BOOK | NORMAL ITEMS BACKPACK CHAINMAIL ARMOR LONG BOW, 20 ARROWS SWORD 2 SMALL SACKS, 1 LARGE SACK IRON RATIONS SHIELD |
| OTHER NOTES including places explored, people & monsters met • HAS A CALLING TO FIGHT AGAINST EVIL WHEREVER SHE FINDS IT. | |
| MONEY and TREASURE GEMS: PP: _____ GP: _____ EP: _____ SP: _____ CP: _____ TOTAL VALUE: | EXPERIENCE 4000 BONUS PENALTY: +0% Needed for next level: 8000 |

DUNGEONS & DRAGONS® characters (character class — demi-human)

Elf

Description

An elf is slender and graceful, with delicate features and pointed ears. An elf is 5 to 5½ feet tall, and weighs about 120 pounds. Elves are able to use all armor and weapons, and can cast magic-user spells. They can thus be valuable friends (or dangerous opponents), but usually prefer to spend their time feasting and frolicking in woodland glades. They rarely visit the cities of Man. Elves are fascinated by magic and never grow tired of collecting spells and magic items, especially if the items are beautifully crafted. An elf character *must* start with an Intelligence score of 9 or greater.

Elves are similar to both fighters and magic-users. Read the description of the fighter class for some tips on playing a fighter-type character, but remember that your elf does not have as many hit points as a fighter. Be sure your character is either undamaged or only slightly hurt before you enter a battle; otherwise, stay back and help with magic spells, as a magic-user does.

Explanation of Elf Experience Table:

XP: When this number of Experience Points have been earned, the elf automatically moves up to the next Level of Experience.

Title: Your elf should use this title when talking with other characters. Instead of saying "I'm Belrain, a Second Level elf," the character should say "I'm Belrain, the Warrior Seer."

Spells: The number of magic-user spells an elf can cast, and their level of power, are given here. Spells are explained below, under "Special Abilities."

Other Details:

Prime Requisite: Elves have *two* Prime Requisites: Strength and Intelligence. If an elf has a score of 13 or more in *both* Ability Scores, the character gains a 5% bonus to Experience Points earned in every adventure. If the Intelligence score is 16 or greater (along with Strength of 13 or more), the XP bonus is 10%.

Minimum Scores: An elf character must have an Intelligence score of 9 or greater when first played.

Hit Dice: A six-sided die (1d6) is used to determine an elf's hit points. An elf starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each Level of Experience.

Armor: An elf may wear any kind of armor, and may use a shield.

Weapons: An elf may use any weapon.

Special Abilities:

An elf has special vision, knows several languages, and can detect certain things better than other characters. Elves can cast magic-user spells, and cannot be paralyzed by ghouls.

Vision: Elves have Infravision in addition to normal sight and can see 60' in the dark. Infravision is the ability to see heat (and the lack of heat). Normal and magical light makes infravision useless.

With infravision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Even

items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infravision.

Languages: In addition to the languages of all characters — the Common and Alignment tongues, as explained on page 51 — an elf can speak elf, gnoll, hobgoblin, and orc.

Detection: All elves can find secret and hidden doors better than other characters. If your elf character wants to search for hidden doors in an area, tell your Dungeon Master. The DM will roll 1d6, and a result of 1 or 2 will indicate success *if* there is a door to be found. You may check once for each door. You *must* tell your DM if you want to look for anything; the detection is never automatic.

EXAMPLES: You say "I'll check this wall to see if there are any secret doors here." The DM, knowing that one is there, rolls 1d6, and gets a result of 2. The DM says "Yes, you find a secret door."

Immunity to Ghoul Paralysis: All elves are naturally immune to the paralyzing attacks of ghouls. Other types of paralysis, such as from a carrion crawler or gelatinous cube, may affect them.

Spells: Elves can use magic-user spells just as magic-users can. Read the descriptions of spell casting, spell books, etc. on pages 39 - 42. Elves must obey all the rules for using magic-user spells (but not the other rules for the magic-user class).

ELF SAVING THROW TABLE

| | |
|----------------------------|----|
| Death Ray or Poison | 12 |
| Magic Wands | 13 |
| Paralysis or Turn to Stone | 13 |
| Dragon Breath | 15 |
| Rods, Staves, or Spells | 15 |

ELF EXPERIENCE TABLE

| XP | Level | Title | No. of Spells/ Spell Level |
|------|-------|--------------------------|----------------------------------|
| 0 | 1 | Veteran-Medium | 1 First |
| 4000 | 2 | Warrior-Seer | 2 First |
| 8000 | 3 | Swordmaster- Conjurer | 2 First plus 1 Second |

SPELLS FOR THE ELF

DUNGEONS & DRAGONS* characters (character class — human)

Magic-user Spells:

Each spell has a given Range, Duration, and Effect.

Range: The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used by the magic-user, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the magic-user touches — including the magic-user himself (or herself, as the case may be).

Duration: is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

Effect: of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

Magical Spell Descriptions

FIRST LEVEL MAGIC-USER SPELLS

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

Charm Person

Range: 120'
Duration: See below
Effect: One living "person" (see below)

This spell will only affect humans, demi-humans, and certain other creatures. The victim is allowed a Saving Throw vs.

Spells. If the Saving Throw is successful, the spell has no effect. If it is failed, the victim will believe that the magic-user is his "best friend," and will try to defend the magic-user against any threat, whether real or imagined. The victim is "Charmed."

As a general rule, the "persons" affected by this spell are all creatures which look similar to humans in various ways. It will not affect animals, magical creatures (such as living statues), or human-like creatures larger than ogres. You will learn, through trial and error, which monsters can be charmed.

If the magic-user can speak a language that the Charmed victim understands, the magic-user may give orders to the victim. These orders should sound like suggestions, as if "just between friends." These orders will usually be obeyed, but orders that are contrary to the victim's nature (alignment and habits) may be resisted. A victim will refuse to obey if ordered to kill itself.

EXAMPLE: After Bargle Charmed you, he ordered you to leave the cleric's body behind. You resisted, because that was against your nature. Bargle had to talk you into doing what he wanted. If he had ordered you to go away, you would have resisted that, too; you considered him a friend!

A Charm may last for months. The victim may make another Saving Throw every day, week, or month, depending on its Intelligence. If you are Charmed, your DM will tell you when to make the new Saving Throw.

The Charm is automatically broken if the magic-user attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the magic-user's allies.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the magic-user will see all magical objects, creatures, and places within range glow. This effect will not last very long, and should be saved until the magic-user wants to see if something found during an adventure is, in fact, magical. Example: Shortly

after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion lying nearby, and a treasure chest containing a magic wand. All the magic will glow, but only the door and potion will be seen; the light of the glowing wand is hidden by the treasure chest.

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc is created at the height of the magic-user's waist, and will always remain at that height. It will automatically follow the magic-user, remaining within 6' at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc will disappear, suddenly dropping anything upon it.

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any "portal" — for example, a door or gate. A **Knock** spell will open the **Hold Portal**. Any creature 3 or more hit dice greater than the caster (including characters) may break open a held portal in one round's time, but the portal will relock if allowed to close within the duration of the spell.

EXAMPLE: Any 5th level character may break through a **Hold Portal** spell cast by a 2nd level magic-user.

SPELLS FOR THE ELF

DUNGEONS & DRAGONS² characters (character class — human)

Light

Range: 120'
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: Volume of 30' diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as a coin), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack. If the Saving Throw is successful, the light appears in the air behind the intended victim.

Magic Missile

Range: 150'
Duration: 1 round
Effect: Creates 1 or more arrows

A **Magic Missile** is a glowing arrow, created and shot by magic, which inflicts 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the magic-user and hovers there until the magic-user causes it to shoot. When shot, it will automatically hit any visible target. It will move with the magic-user until shot or until the duration ends. The **Magic Missile** actually has no solid form, and cannot be touched. A **Magic Missile** never misses its target and the target is *not* allowed a Saving Throw.

For every 5 levels of experience of the caster, *two* more missiles are created by the same spell. Thus a 6th Level Magic-user may create three missiles. The missiles may be shot at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The magic-user only

This spell creates an invisible magical barrier all around the magic-user's body (less than an inch away). All attacks against the magic-user are penalized by -1 to their Hit rolls, and the magic-user gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the magic-user! If a

magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. The barrier thus completely prevents all from attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile spell. If the Magic-user attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

Read Languages

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

Read Magic

Range: 0
Duration: 1 turn
Effect: The magic-user only

This spell will allow the magic-user to read, *not* speak, any magical words or runes, such as those found on magic scrolls and other items. Unfamiliar magic writings cannot be understood without using this spell. However, once a magic-user reads a scroll or runes with this spell, that magic can be read or spoken later (without) using a spell. All spell books are written in magical words, and only their owners may read them without using this spell.

Shield

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell creates a magical barrier all around the magic-user (less than an inch away). It moves with the magic-user. While the duration lasts, the magic-user becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

If a **Magic Missile** is shot at a magic-user protected by this spell, the magic-user may make a Saving Throw vs. Spells (one Saving Throw per missile). If successful, the **Magic Missile** will have no effect.

Sleep

Range: 240'
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40' square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4+1 Hit Dice or less — generally, small or man-sized creatures. All the creatures to be affected must be within a 40' x 40' area. The spell will not work against Undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). A sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points.

Your Dungeon Master will roll to find the total Hit Dice of monsters affected, using 2d8. The victims get *no* Saving Throw.



Ventriloquism

Range: 60'
Duration: 2 turns
Effect: One item or location

This spell will allow the magic-user to make the sound of his or her voice to come from somewhere else, such as a statue, animal, dark corner, and so forth.