Advanced Dungeons & Dragons 2nd Edition Character Sheet

Advanced Dungeons & Dragons

Player: Character Name:

Hit Points

Hit Die

Recover (Full HP)

Alignment	Race/Subrace	Class/Kit	Gender	Hair	Height	Homeland & Campaign World
			Age	Eye Color	Weight	Faith/Religion

Social Class	Birthrank	Status	Leige/Patron	Honor Base

Family Information:

Appearance:

Experience

Level

Modifier

Advance w/: XP

		Hit Prob	Damage Adj	Wt. Allow	Max Press	Open Doors	Bend Bars
	STR						
	DEX	Reaction Adjustment		Missile Attack Adjust		Defense Adjustment	
	CON	HP Adjust	System Shock	Res. Survival	Poison Save	Regeneration	
	INTEL	Language Max	Max Wiz Sp Lvl	Learn Spell	Max Spells/Lvl	Spell Immunity	
	WIS	Magic Def Adj	Spell Failure	Bonus Pr Sp/Lvl:			
				Spell Immunity:			
	CHAR	Max Number of Henchmen		Loyalty Base		Reaction Adjustment	

Movement

Current:

Base:

Total weight of carried items

Ecumbrance

Light:

Moderate:

Heavy:

Severe:

Saving Throws

Modifier		Save
	Paralysis, Poison, and Death Magic	
	Rod, Staff, or Wand	
	Petrify or Polymorph	
	Breath Weapon	
	Spell	

Gems	Platinum Pieces
	GOLD Pieces
Jewelry	Electrum Pieces
	Silver Pieces
Other Valuables	Copper Pieces
	Bits/Other Coins

EQUIPMENT

Wt	Item	Wt

Defense

Special Defenses/Immunities

Defensive Spells in Effect

AC

Worn?	Armor	Wt	AC adj

Natural AC: Surprised:

AC w/ Dex: Shieldless:

Parrying: Rear:

Weapons

Attacks per Round	Damage Adjust	Modified THAC0	Damage S-M	Damage L	Range S	Range M	Range L	Wt	Size	Type	Speed	Weapon Specifics; Ammunition, Powers/Attributes & Quality

Base THAC0	Weapon Slots Initial	Weapon Slots +1 every	Penalty	Nonweapon Slots Initial	Nonweapon Slots +1 every	Intel Bonus	Saved Slots Weapon	Saved Slots Nonweapon

Rogue Abilities

pick pockts	open locks	find and remove traps	move silent	hide in shadow	Backstab
detect noise	climb walls	read lang	escape bonds	forge doc.	tracking

TURNING UNDEAD

Skeleton/1HD:	Zombie:	Ghoul/2HD:
Shadow/3-4HD:	Wight/5HD:	Ghast:
Wraith/6HD:	Mummy/7HD:	Spectre/8HD:
Vampire/9HD:	Ghost/10HD:	Lich/11+HD: Special:

Spell Level	1	2	3	4	5	6	7	8	9
Number of Spells per Level									

Weapon Proficiencies

Nonweapon Proficiencies

Languages

Lore/Regional/Cultural/Historical Knowledge

Advantages/Disadvantages and Other Notes

NPCs - followers, companions, bodyguards, servants

DIVISIONS OF POWER

-schools, spheres, disciplines, derivation, etc.

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