Advanced Dungeons & Dragons 2nd Edition

Character:_____ Level:_____

Align:_____ Race:_____ Class:_____ Player's Name:_____

Homeland:_____ Family:_____ Religion:_____

Clan:_____ Liege/Patron:_____ Status:_____ Honor:_____

Sex:_____ Age:_____ Height:_____ Weight:_____ Hair:_____ Eyes:_____

Social Class:_____ Birth Rank:_____ Number of Siblings:_____

Appearance:_____ Reaction Adjustment:_____

ABILITIES

	STR	Hit Prob	Dmg Adj	Wgt Allow	Max Press	Op Drs	BB/ LG
	DEX	Retn Adj		Missile Att Adj		Def Adj	
	CON	HP Adj	Sys Shk	Res Sur	Pois Save	Regen	
	INT	No of Lang	Spell Level	Lrn Spell	Spells/ Level	Spell Immun	
	WIS	Mag Def Adjust	Bonus Spells	Spell Fail	Spell Immun		
	CHR	Max No Hench		Loy Base		Rctn Adj	
	COM	Initial Reaction					
	PER	Perception Bonus		Perception Penalty		Race Modifier	

MOVEMENT

Base Rate _____

Light ( ) _____

Mod ( ) _____

Hvy ( ) _____

Svr ( ) _____

Jog (x2) _____

Run (x3) _____

Run (x4) _____

SAVING THROWS

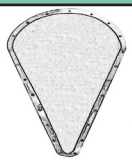
_____ Paralyze/ Poison _____

_____ Rod, Staff, or Wand _____

_____ Petrify/ Polymorph _____

_____ Breath Weapon _____

_____ Spells _____



AC

Adjusted AC **Armor Type (Pieces)**

Surprised:_____ _____

Shieldless:_____ _____

Rear:_____ _____

Defenses:_____

Hit Points

Wounds

WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed

Special Abilities/Attacks

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

Proficiencies/Skills/Languages

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

_____(___/___) _____(___/___)

Gear

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt

Supplies

Water/Wine

Rations

Feed

Experience

Next Level:_____

Treasure

Coins

Gems

Other Valuables

Miscellaneous Information

Thieving Skills, Memorized Spells, Turning Undead, Etc.

Turning Undead

Skeleton (1): _____

Zombie: _____

Ghoul (2): _____

Shadow (3-4): _____

Wight (5): _____

Ghast: _____

Wraith (6): _____

Mummy (7): _____

Spectre (8): _____

Vampire (9): _____

Ghost (10): _____

Lich (11+): _____

Special: _____

Thieving Skills

Pick Pockets: _____

Open Locks: _____

F/R Traps: _____

Move Silent: _____

Hide Shadow: _____

Detect Noise: _____

Climb Walls: _____

Read Lang: _____

Backstab: x _____

Memorized Spells

Calculated THACO

Group	Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#AT	THACO	Dmg/Effects	HP	Skills/Abilities
Background								
Background								
Background								