Character:_____

Race_____ Class_____ Kit_____ Level_____

Align._____ Sex_____ Hight_____ Weight_____

Hair_____ Eyes_____ Age_____ Religion_____

Advanced Dungeons&Dragons

2nd Edition

ABILITIES

	STR	Hit Prob.	Dmg Adj.	Wgt Allow.	Max Press	Open Doors	B.B/ L.G.
	DEX	Reaction Adjustment		Missile Attack Adjustment		Defense Adjustment	
	CON	HP Adj.	System Shock	Resurection Survival	Poison Save	Regener-ation	
	INT	Number of Laguages		Spell Level	Learn Spell	Spells/ Level	Spell Immunity
	WIS	Mag Def Adjustment		Bonus Spells		Spell Failure	Spell Immunity
	CHR	Max No Henchmen		Loyality Base		Reaction Adjustment	
	COM	Reaction					

SAVING THROWS

Saving Throws	Base	Modifiers	Total
Paralyze/Poison/ Death Magic			
Rod/Staff/Wand			
Petrification/ Polymorph			
Breath Weapon			
Spells			

Magic Resistance:_____%

RACIAL ABILITIES

Vision:_____ SThr. vs Poison,Rod,Staff,Wand,Spells:_____ Detect Sloping Passage:___/___ Detect New Construction:___/___
Detect Sliding, Shifting Walls or Rooms:___/___ Detect Stonework Traps,Pits and Deadfalls:___/___ Determ. Approx. Depth Underground:___/___
Detect Unsafe Walls, Ceiling and Floors___/___ Determine Approx. Direction Underground:___/___ Chance of Magic Item Malfunction:_____%
Detect Secret, Concealed Doors:___/___ Resist Sleep & Charm related Spells:_____%

ARMOR

AC

Adjusted AC
Surprised_____
Shieldless_____
Rear_____

Armor Type	Base	Mag.	Total

Defenses_____

H P	Wounds

WEAPON COMBAT

Weapon	#AT	Attack Adj				Damage Adj				Thac0	Damage		Range			W. Speed			
		Mag.	St/De	Other	Total	Mag.	STR	Other	Total	Total	S/M	Large	S	M	L	Base	Other	Mag.	Total

Single-Weapon _____
Two-Handed Weapon&Shield _____
Two Weapons _____
Wrestling _____
Punching _____
Material Arts _____
(Fighting Styles) #Slots

Special Attacks:_____

_____

_____

Thac0:____ Specialized in:_____
Base (Single Classed Fighters Only)

Amunition:

_____	□□□□□	_____	□□□□□
_____	□□□□□	_____	□□□□□
_____	□□□□□	_____	□□□□□
_____	□□□□□	_____	□□□□□
_____	□□□□□	_____	□□□□□

THIEVING SKILLS

THIEVING SKILLS	Pick Pockets	Open Locks	Find/Remove Traps	Hide In Shadows	Move Silently	Detect Noise	Climb Walls	Read Languages	Backstab Multiplier
Base Score:									Level 1-4: x2
Class Kit:									Level 5-8: x3
Racial Adj:									Level 9-12: x4
Dex Adj:									Level 13+: x5
Armor Adj:									Bard
% Distr.:									Ident. Item:
TOTAL:									(Level x5%)

TURNING UNDEAD

Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre	Vampire	Ghost	Lich	Special

WILD TALENT PSIONIC ABILITY

PSP Maximum:_____ PSP Current:_____ Disciplines:_____

Devotions _____(/) _____(/) _____(/) _____(/)

Sciences _____(/) _____(/) _____(/) _____(/)

Created by U.Wagner email: Wagner@vzdmze.zdv.uni-mainz.de

PROFICIENCIES

Special Abilities	Weapon Proficiencies		Nonweapon Proficiencies/Skills					
	Proficiency	Slots	Proficiency	Slots	Ability	Stat	Mod.	Total

EQUIPMENT

Item	Weight	Location

Special/ Magical Items	Weight	Location

Arms & Armor	Weight	Location

Treasure & Valuables	Value	Weight	Location

Platinum :_____ PP
Gold :_____ GP
Electrum :_____ EP
Silver :_____ SP
Copper :_____ CP

Total Wealth :_____
Carried :_____
Total Weight :_____
Carried :_____

Supplies
Rations: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Water/Wine ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Feed ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Spc. Food: ☐☐☐☐☐
_____ ☐☐☐☐☐
_____ ☐☐☐☐☐
_____ ☐☐☐☐☐

EXPERIENCE

Combat	Individuel	Other	Total + %
			Goal:

KIT

Benefits:

Hinderances:

HENCHMEN/HIRELINGS/ANIMAL COMPANIONS/FAMILIARS

Name	Race/Class	AC	HD/Lvl	Thac0	#AT	Damage/Effects	HP	Movement	Size	Align.
Notes:										
Notes:										
Notes:										

Created by U.Wagner email: Wagner@vzdmze.zdv.uni-mainz.de