Advanced **Dungeons & Dragons** *2nd Edition*

Character sheet design by Dan Corrin

Player's Name: ______________________ Character Name: ______________________

Profession: ______________________ Race: ____________ Age: ____________

Alignment: ______________________ Height: ____________ Weight: ____________

Diety: ______________________ Level: ____________ Title: ____________

Attributes

Strength: ________
Intelligence: ________
Wisdom: ________
Dexterity: ________
Constitution: ________
Charisma: ________
Comeliness: ________

Saving Throws

Poison/Death Magic:.................... ______
Paralysis/Petrification/Polymorph: .... ______
Rod/Staff/Wand: .... ______
Breath Weapon: .... ______
Magic/Spell:................................ ______
System Shock:............................. ______
Resurrection:............................... ______

Attribute Bonouses

(S)	Weight Allowance:	______
(S)	Maximum Press:	______
(S)	To Hit Bonous:	______
(S)	Damage Bonous:	______
(S)	Open Doors:	______
(S)	Bend Bars/Lift Gates:	______
(W)	Wisdom Bonous:	______
(D)	Reaction/Missile Bonous:	______
(D)	Defence Bonous:	______
(Con)	Hit Die Bonous:	______
(Ch)	Loyalty Base:	______
(Com)	Reaction Modifier:	______
	Detect Secret Door:	______
	Detect Concealed:	______
	Surprised on:	______
	______________	______
	______________	______

Normal AC

Special AC

Hit Points

THACO

High AC

Progression:

Weapon	Size	Iniative	Modifiers	Damage	10	9	8	7	6	5	4	3	2	1	0

Equipment

Pounds Carried: *Encumberence:* *Move:*

Proficiency Slots

#
W/NW

Psionics

Roll: ________

Strength: ________
Defense: ________
A/D Modes: ________
Disciplines: ________

Money

Platinum: ________
Gold: ________
Electrum: ________
Silver: ________
Copper: ________

1/5 Platinum = 1 Gold = 2 Electrum = 10 Silver = 100 Copper

Gems/Jewellery

Turning Undead

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

Spell Book / Notes

Spell Failure: ____% *Max Spells/Level:* ____

Max Spell Level: ____ *Learn Spell:* _____%

Thieving

Open Locks: ______

Pick Pockets: ______

Find/Remove Traps: ______

Move Silently: ______

Hide in Shadows: ______

Hear Noise: ______

Special Abilities

Bonous Spells: _ _ _ _ _ _

Spell Progression: _ _ _ _ _ _ _ _ _ _

Experience

Required:

Languages