

Name & title: Class & level: Kit: ExPoints: Next level: Levels to train:	Physical description: Birthdate: Age: Apparent age:
Race: Nation/Clan: Place of origin: Racial abilities/languages:	Social class & rank: Sibling rank & standing: Guild memberships, noble titles, etc.:
Alignment: Patron deity: Notes: holy symbol	Idiosyncracies, quirks, etc.: Favorite quote:

Ability Scores:

Strength:

Stamina:	Weight allowance:	Movement Adj.	
Muscle:	Att. Adj.: Dam. Adj.	Press: Doors:	Bend bars: Dig tunnels:

Dexterity:

Aim:	Mis. Adj:	Crit. hit mod.:	Fumble mod.:	EB:	OL:	PP:	RT:	ST:	
Balance:	Reac. Adj:	Def. Adj.:	Move. Adj.:	MS:	CW:	HS:			

Constitution:

Health:	System Shock:	Poison Save:
Fitness:	Hit Point Adj:	Resurrection Chance: Regeneration:

Intelligence:

Reason:	Spell lvl:	Spell pt. bon.:	Max.# spells:	DI:	Spell Immunity:
Knowledge:	Bonus Prof.:	% learn spell:	Read languages:		

Wisdom:

Intuition:	% detect scry:	Det. Magic:Auto scry. det.:
Understanding:	Bonus spell points:	% spell failure

Charisma:

Leadership:	Comand Rad.:	Loyalty base:	# of henchmen:	Underworld Contacts:
Appearance:	Reactoion Adj:	Bribe Official:		

Ego:

Willpower:	Mental Att. Adj.:	Attack Immunity:		
Aura:	Life Point Adj.:	Luck Point Adj.:	Death Magic Def. Adj.:	

Observation:

conceal doors:	secret doors:	hear noise:	BP:	FT:	Spell immunity:
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Sanity:

check modifier:

Vital Information:

A.C.: Shieldless: Rear:

Armor Worn:

Armor hit points & condition:

numbed:

useless:

Hit Points:

Wounds:

Life pts:

Luck pts:

Deeds:

THAC0:

Attacks per round:

Critical Hit %:

Critical hit damage modifier:

Crit Fumble %:

Base Move:

Current Move:

Climbing:

Encumbered Move:

Vision:

Hear Noise:

Saving throws:

Modifiers:

Poison:

Polymorph:

Rod:

Breath:

Spells:

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This character sheet and others for use with Advanced Dungeons & Dragons 2nd edition (AD&D) games can be found at Zayix's Fälgorna Archives for Dungeons & Dragons (<http://www.saintsilver.com/zayix/>).