

<b>Name &amp; title:</b>  <b>Class &amp; level:</b> <b>Kit:</b> <b>ExPoints:</b> <b>Next level:</b> <b>Levels to train:</b>	<b>Physical description:</b> <div style="border: 1px solid black; width: 150px; height: 100px; float: right;"></div>  <b>Birthdate:</b>  <b>Age:</b> <b>Apparent age:</b>
<b>Race:</b> <b>Nation/Clan:</b> <b>Place of origin:</b> <b>Racial abilities/languages:</b>	<b>Social class &amp; rank:</b> <b>Sibling rank &amp; standing:</b> <b>Guild memberships, noble titles, etc.:</b>
<b>Alignment:</b> <b>Patron deity:</b> <b>Notes:</b> <div style="border: 1px solid black; width: 80px; height: 50px; margin: 10px auto; text-align: center;">             holy symbol           </div>	<b>Idiosyncracies, quirks, etc.:</b>  <b>Favorite quote:</b>

## 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.:
<b>Observation:</b>	conceal doors:	secret doors:
<b>Sanity:</b>	check modifier:	

## Vital Information:

<b>A.C.:</b> Shieldless:  Rear: Armor Worn: Armor hit points & condition: <div style="border: 1px solid black; width: 80px; height: 20px; display: inline-block;"></div>	numbed: <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block;"></div> useless: <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block;"></div>	<b>Wounds:</b> <b>Life pts:</b> <b>Luck pts:</b> <b>Deeds:</b>
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**THAC0:****Attacks per round:**

<b>Critical Hit %:</b> <b>Crit Fumble %:</b> <b>Base Move:</b> <b>Climbing:</b> <b>Vision:</b> <b>Hear Noise:</b> <b>Saving throws:</b> <b>Modifiers:</b> <b>Poison:</b> <b>Breath:</b>	<b>Critical hit damage modifier:</b>  <b>Current Move:</b> <b>Encumbered Move:</b>  <b>Polymorph:</b> <b>Spells:</b> <b>Rod:</b>
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## Skills

**Base Mental Skill Points** (received each level):

$$(\text{Int} + \text{Wis} + \text{Cha} = \square)/3 = \square$$

Total above \* Ego multiplier  $\square = \square$

Total above \* Mental class multiplier =  (Base/level)

Total mental skill points =

Unused mental points =

Total physical skill points =

Unused physical points =

**Base Physical Skill Points** (received each level):

$$(\text{Str} + \text{Dex} + \text{Con} = \square)/3 = \square$$

Total above \* Ego multiplier  $\square = \square$

Total above \* Physical class multi. =  (Base/level)

Racial skill points =

Unused racial skill points =

Bonus = +60%

Recommended = +30%

**Skill abbreviations:**

Craft = C

Mental = M

Physical = P

Mental-Physical = MP

Weapon = W

Racial = R

High-level = H

[illegible]

## Equipment

[illegible]

# Expendibles

[illegible]

### Notes:

### Light Source

Torch	15' rad.
Candle	5' rad.
Lantern	30' rad.
Bullseye Lantern	20' w x 60' l
Magic Dagger	10' rad.
Magic Sword	15'-30' rad.
Light Spell	30' rad.
Cont. Light Spell	60' rad.

### Burn times

lantern oil	2hrs/pint
torch	30 min.
candle	10 min/inch

**Abbreviations:**

Backpack = B  
 Belt pouch = BP  
 Large Sack = LS  
 Small Sack = SS  
 Bag of Holding = BH  
 Portable Hole = PH  
 Worn = W  
 Pocket = Pk  
 Purse = P  
 Boot = Bt

# Magic/Special items

Item/description/history/powers	Save	gp value	weight	location
Potions/herbs				
Scrolls				
Rings				
Wands/Staves/Rods				
Miscellaneous				
Armor/Shields				
Weapons				
Other				

## Item Saving Throws

Item	Acid	Crushing Blow	Disintegration	Fall	Magical fire	Normal fire	Cold	Lightning	Electricity
Bone or Ivory	11	16	19	6	9	3	2	8	2
Cloth	12	—	19	—	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather or book	10	23	19	2	6	4	3	13	2
Metal, hard	13	7	17	3	6	2	2	12	2
Metal, soft	13	14	19	4	18	5	2	16	2
Oil	16	—	19	—	19	17	5	19	16
Papers, etc.	16	7	19	—	19	19	2	19	2
Potions	15	—	19	—	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock, Crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	—	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

# Warrior information

Skill level: NP = Nonproficient, F = familiarity, P = proficient, E = expert, S = specialized, M = mastery, HM = high mastery, GM = grand mastery; Speed: VF = Very fast, F = Fast, A = Average, S = Slow, VS = Very slow

## Melee Weapons (Nonproficient -2 to hit, Familiarity -1 to hit)

[illegible]

## Missile Weapons (Range modifiers: S = 0, M = -2, L = -5)

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## Weapon groups

Weapon group	SP	Weapons in group

## Other weapon skills

Skill Name	Skill Type	Bonus/ Rec. mod.	Relevant Ability	Ability Mod.	Skill Score	page reference/notes

## Fighting Styles

Skill points	Description/benefits:

## Kit/Class benefits/disadvantages

[illegible]

## Thief information

## Thief skills

Thief skills	Known Skills	Base Score	Ability Mod.	Racial Mod.	Kit Mod.	Armor Mod.	Points Allocated	Total
Back Protection		15%						
Bribe Official		5%						
Climb Walls		60%						
Detect Illusion		10%						
Detect Magic		5%						
Detect Noise		15%						
Dig Tunnel		15%						
Escape Bonds		10%						
Find/Remove Large Traps		5%						
Find/Remove Traps		5%						
Hide in Shadows		5%						
Move Silently		10%						
Open Locks		10%						
Pick Pockets		15%						
Read Languages		0%						
Set Large Traps		5%						
Set Traps		5%						
Underworld Contacts		10%						

### Kit/Class benefits/disadvantages

## Backstab Damage Multipliers

Level	Multiplier
1-4	x 2
5-8	x 3
9-12	x 4
13+	x 5

Backstab attacks are made with a +4 bonus to hit and negate Dexterity bonuses to Armor Class; add Strength damage bonus after multiplying base.

## Melee and missile weapon skills

Skill level: NP = Nonproficient, F = familiarity, P = proficient, E = expert; Speed: VF = Very fast, F = Fast, A = Average, S = Slow, VS = Very slow; (Nonproficient -2 to hit, Familiarity -1 to hit); (Range modifiers: S = 0, M = -2, L = -5)

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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/>).**