Player Character Sheet for use with AD&D 2^{nd} Edition

Player Name: ______________ Character Name: ______________ Sex: ______
Race: ______________ Age: ____ Height: ______ Weight: ______ Hair: ______________ Eyes: ______
Class: ______________ Class Kit: ______________ Handedness: ______________
Social Class: ______________ Birth Rank: ______________ Siblings: M____ F____
Religion: ______________ Alignment: ______________

Level: Experience Points: Experience for Next Level:

Strength: [ ] Hit: ____ Damage: ____ Weight: ______ Press: ______ Doors: ____ Bars/Gates: ______
Dexterity: [ ] Reaction Adj: ______ Missile Attack Adj: ______ Defense (AC) Adj: ______
Constitution: [ ] HP Adj: ____ System Shock: ______ Resurrection Survival: ______ Poison Save: ____ Regen: ______
Intelligence: [ ] # of Lang/Prof.: ____ Spell Level: ____ Learn Spell: ____ Spells/Level: ____ Immunity: ____
Wisdom: [ ] Magic Defense: ______ Bonus Spells: ______________ % Fail: ______ Immunity: ______
Charisma: [ ] Max. # Henchmen: ______ Loyalty Base: ______ Reaction Adj: ______
Comeliness: [ ] Description:

Racial Bonuses and Abilities:

Hit Points: Hit Dice Type: d Attacks/Round: ______________ Movement Rate: ______________

To Hit AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Roll gtr or eql:																					

Armor Type: ______________ AC: [ ] Other: ______________ AC: [ ]
Shield Type: ______________ AC: [ ] Total Armor Class: [ ]
Helm Type: ______________ AC: [ ] w/o Shield: [ ] w/o Dexterity: [ ]

Saving Throw	*Base*	*Modifier*	*Total*
Paralyze/Poison/Death Magic			
Rod/Staff/Wand			
Petrification/Polymorph			
Breath Weapon			
Spells			

Special Abilities and Restrictions:

Languages:

Spell Progression: Specialist: ______________

Wizard: 1^{st}: 2^{nd}: 3^{rd}: 4^{th}: 5^{th}: 6^{th}: 7^{th}: 8^{th}: 9^{th}:
Priest: 1^{st}: 2^{nd}: 3^{rd}: 4^{th}: 5^{th}: 6^{th}: 7^{th}: 8^{th}: 9^{th}:

Player Character Sheet for use with AD&D 2^{nd} Edition *(pg. 2)*

Class Kit Bonus Proficiencies:

Class Kit Benefits:

Class Kit Hinderances:

Weapon Proficiency	*Slots*

Fighting Style Specialization	*Slots*
Single-Weapon	
Two-Handed	
Weapon and Shield	
Two-Weapons	
Wrestling	
Punching	
Martial Arts	
Ambidexterity	
Other:	
Other:	

Nonweapon Proficiency	*Slots*	*Ability*	*Stat*	*Check Modifier*	Total

Player Character Sheet for use with AD&D 2nd Edition *(pg. 3)*

Weapon Carried	*Cost*	*Weight*	*Size/Type*	*Weap. Sp. + Dex. Adj. + Magic*	*Damage S–M/L*	

Equipment	*Weight @/Encum.*	*Purpose/Effects*	*Where Kept*

Thieving Skills	*Pick Pockets*	*Open Locks*	*Find/Remove Traps*	*Move Silently*	*Hide In Shadows*	*Detect Noise*	*Climb Walls*	*Read Languages*
Base Score:								
Class Kit:								
Racial Adj:								
Dex Adj:								
Armor Adj:								
Point Dist:								
TOTAL:								

Level:	1	2	3	4	5	6	7	8	9	10
Hit Points:										

Current Max. Hit Points: _______

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Armor Worn: ________________________________ **Max. Damage Points:** _______

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Wealth:

Magic Items:

Character Description, Notes (XP's, Adventure Log, etc.), or Continuations: