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

Player's Name: _____ Character Name: _____
Profession: _____ Race: _____ Age: _____
Alignment: _____ Height: _____ Weight: _____
Diety: _____ Level: _____ Title: _____

Attributes

Strength: _____
Dexterity: _____
Constitution: _____
Intelligence: _____
Wisdom: _____
Charisma: _____
_____: _____

Saving Throws

Poison/Death Magic:..... _____
Paralization/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: _____
(Ch) Reaction Modifier: _____
Detect Secret Door: _____
Detect Concealed: _____
Surprised on: _____
_____ _____
_____ _____

Normal AC

Special AC

Hit Points

THACO

High AC

Progression:

Weapon	Dmg SM/Lg	Size	Iniative	Modifiers	Range/Notes

Equipment

Pounds Carried: *Encumberence:* *Move:*

Proficiency Slots

# W/NW	

Notes

Money

Platinum: _____
Gold: _____
Electrum: _____
Silver: _____
Copper: _____

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

Gems/Jewellery

Other Skills

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: