

## AD&D SKILLS & POWERS CHARACTER SHEET

**NAME:** \_\_\_\_\_

Player's Name: \_\_\_\_\_

Date Character Began: \_\_\_\_\_ Character Points: \_\_\_\_\_

Race: \_\_\_\_\_ Alignment: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_

Family: \_\_\_\_\_ Clan/Tribe: \_\_\_\_\_

Social Class: \_\_\_\_\_ Status: \_\_\_\_\_

Liege/Patron: \_\_\_\_\_

Religion: \_\_\_\_\_

Homeland: \_\_\_\_\_

*Frequented Locales:* \_\_\_\_\_

Gender: \_\_\_\_\_ Age: \_\_\_\_\_ DOB: \_\_\_\_\_

Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_

Appearance: \_\_\_\_\_

*Distinguishing Marks:* \_\_\_\_\_

Demeanor: \_\_\_\_\_

*Desires/Loves:* \_\_\_\_\_

*Hatreds/Foes:* \_\_\_\_\_

## ATTRIBUTES

	<b>STR</b>	<i>Stamina</i>		Wgt Allow		Max Press	
			Hit Prob	Dmg Adj	Op Drs	BB/LG	
	<b>DEX</b>	<i>Aim</i>		Missile Att Adj			
			Reaction Adj	Defense Adj			
	<b>CON</b>	<i>Health</i>		System Shock		Poison Save	
			HP Adj	Res Chance			
	<b>INT</b>	<i>Reason</i>		Spell Level	Max # Spells	Spell Immune	
			Bonus # Prof	Learn Spell			
	<b>WIS</b>	<i>Intuition</i>		Bonus Spells	Spell Fail		
			Mag Def Adj	Spell Immun			
	<b>CHA</b>	<i>Leadership</i>		Loy Base	Max # Hench		
			Reaction Adj				

## HIT POINTS

<b>HP</b>	Hit Die: _____	Wounds
	Con Adj: _____	
	Other Adj: _____	

## MOVEMENT

Base Rate		
Light (	)	_____
Mod (	)	_____
Hvy (	)	_____
Svr (	)	_____
Jog (	x 2 )	_____
Run (	x 3 )	_____
Run (	x 4 )	_____
Run (	x 5 )	_____

## SAVING THROWS

_____	Paralyze/ Poison	_____
_____	Rod, Staff, Wand	_____
_____	Petrify/ Polymorph	_____
_____	Breath Weapon	_____
_____	Spells	_____
Modifier		Save

## ARMOR CLASS

<b>AC</b>	Dex Adj: _____	
	Armor: _____	Condition: _____
	Shield: _____	Condition: _____
Other Defenses: _____		<b>Surprised AC:</b> _____ <b>Shieldless AC:</b> _____ <b>Rear AC:</b> _____

## THACO / WEAPONS

<b>Base THAC0:</b> _____	<b>Rate of Improvement:</b> _____
<b>Weapon Proficiencies:</b> _____	_____
No. of Proficiencies	<div> <b>Weapon Familiarity</b>            _____         </div> <div> <b>Non-Proficiency Penalty</b>            _____         </div>
<b>Weapons of Proficiency:</b> _____	

## WEAPON COMBAT

[illegible]

Special Attacks: \_\_\_\_\_

Ammunition: \_\_\_\_\_ ☐ ☐ ☐ ☐ ☐

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## RACE ABILITIES

[illegible]

## CLASS ABILITIES

[illegible]

## PROFICIENCIES / LANGUAGES

[illegible]

## EQUIPMENT

[illegible]

## Supplies

Item	Wgt	Item	Wgt	Item	Wgt	Item	Wgt											
								Water/Wine/Ale:										
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								Rations:										
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Total				Total														

## EXPERIENCE

**To Next Level:**

**Current Total**

## WEALTH

Copper: \_\_\_\_\_ Gems: \_\_\_\_\_  
Silver: \_\_\_\_\_  
Electrum: \_\_\_\_\_ Jewels: \_\_\_\_\_  
Gold: \_\_\_\_\_  
Platinum: \_\_\_\_\_ Miscellaneous: \_\_\_\_\_  
Other: \_\_\_\_\_

Debts/Obligations:

Tithes:

## TRAITS

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## DISADVANTAGES

[illegible]**MAGIC ITEMS / MISCELLANEOUS INFO**[illegible]

## HENCHMEN / ANIMAL COMPANIONS

Name	AC	Race/Class	HD/Level	# Att	THAC0	Dmg/Effects	HP	Skills/Abilities
Background								
Background								
Background								