

AD & D Character Sheet Players Name

Ver: Cs98s

Name: _____ Age: () max Alignment: ♂♂

Race: _____ Sex: _____ Deity: ☩

Class: _____ Title: _____ Movement: Norm

Height: _____ Level: () max Total to Hit: () () () () () ()

Weight: _____ Exp: 🧑 Total to Damage: () () () () () ()



ABILITIES

STRENGTH: To Hit: _____

INTELLIGENCE: Languages: _____

WISDOM: Magical save: _____

DEXTERITY: Reaction: _____

CONSTITUTION: Hit points: _____

CHARISMA: Henchmen: _____

ADJUSTMENT BONUSES

To Damage: _____ Weight (gp): _____ Doors : _____ Bars: _____ Max Press: _____

Know spell: _____ Min : _____ Max : _____

Spell failure: _____ Defence: _____

System shock: _____ Resurrection: _____ No of Deaths: _____

Loyalty: _____ Reaction: _____

👤	Reason For Deaths	👤

Special Abilities

Armour 🛡️



Scrolls 📜

Potions 🧪

Rings 📿



STATE HAND THAT RINGS ARE ON

SAVING THROWS

Paralyzation _____

Poison & Death Magic: _____

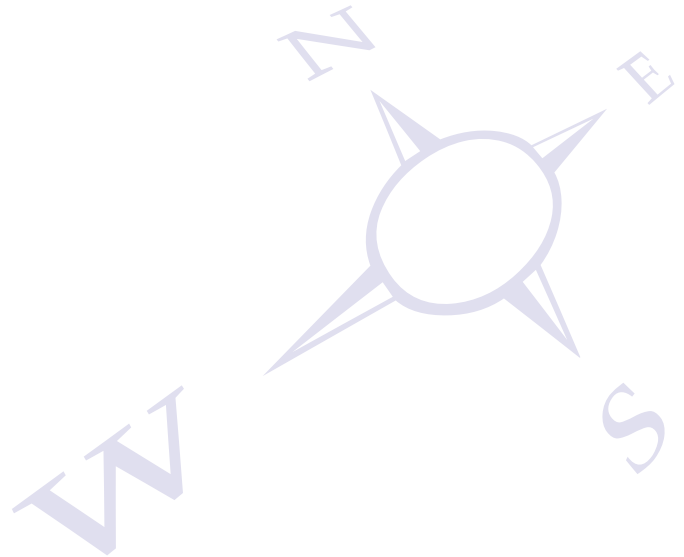
Petrification & Polymorphing: _____

Rod, Staff & Wand: _____

Breath Weapon: _____ (m/s)

Magic Spell: _____

Miscellaneous Items



Weapon Proficiencies <small>(new weapon 1/ levels)</small>	Damage		Speed	Size	Non Weapon Proficiencies <small>(new nonweapon / levels)</small>
	S-M	L			

🗝️ Τηε εξτρα νοτες φορ Χλεριχσ σηουλδ ηελπ φορ τηατ φινδ Χλεριχσ διφφιχυλτ το πλαψ....υμ, ι ωονδερ ωηο. 🗝️

Equipment in Backpack 

Other Equipment Carried 

Missiles 
Quivers, Arrows, Darts, Bolts.



Pouch 1 🗝️

Pouch 2 🗝️

Money



Gems

Pouch 3 🗝️

Pouch 4 🗝️

Languages

Thieves Abilities

Pick Pockets %	Open Locks %	Find Traps %	Move Silent %	Hide Shadow %	Hear Noise %	Climb Walls %	Read Languages %	
								Level
								Dex
								Race
								Total %

Campaign:

Handedness:

Climbing Rating:

Parry AC:

Next Level XP:

Place of Residence:

Character Notes & Other Stuff

Stuff Left At Home or Elsewhere



Game Time: 🗝️