

Moose's AD&D Quick-Fast-Easy-Partial Think Character Sheet

Name _____ **Player's Name** _____
 Race _____ Sex _____ Age _____ Ht. _____ Wt. _____ Eyes _____ Hair _____
 Class _____ Alignment _____ Level _____ Experience _____ Deity/Patron _____

	Strength	Hit Prob.	Damage Adj.	Carry/ Press /	OD - BB/LG
	Dexterity	Reaction adjust	Missile adjust	Defensive Adj.	
	Constitution	Hit point adjust	System Shock	Resurrection	Poison - Regen.
	Intelligence	# of Languages	Max Spell	% learn spell	Max Spell/Level
	Wisdom	Defensive Adjust	Bonus Spells	Spell Failure	Immunities
	Charisma	Max henchmen	Loyalty Base	Reaction Adjust	

Armor Class	Armor Worn	Pick Pockets _____ Open Locks _____ F/R Traps _____
Base THACO	Legend Lore	Move Silently _____ Hide Shadows _____ Detect Noise _____
Hit Points	MR - Notes	Climb Walls _____ R. Languages _____ Backstab _____

SAVING THROWS	Adj.	Save
Parylization/ Poison/ Death Magic		
Rod/ Staff/ Wand		
Petrifaction / Polymorph		
Breath Weapon		
Spells		

Weapon Name	Speed	# of Attacks	Adjusted THACO	S/M - L	Damage Adjustment	Ammo, notes
		/		-		
		/		-		
		/		-		
		/		-		
		/		-		
		/		-		

Class Abilities:	Race Abilities:	Special Abilities / immunities:	Money PP _____ GP _____ SP _____ CP _____
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Weapon Proficiencies	Non-Weapon Proficiencies		Equipment - Wt.	Magical Items
	/	/		
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Skill	Base	Race	Dex	Points	Subscore	Armor	Misc/sub	Total
Pick Pockets								
Open Locks								
Find/Remove Traps								
Move Silently								
Hide in Shadows								
Detect Noise								
Climb Walls								
Read Languages								

Level Up: Check hit points, saving throws, proficiency progressions, thaco, and class specific skills at each level. Characters with prime requisites above 16 gain a 10% XP bonus.

NOTES:

