

# Maldin's 2<sup>nd</sup> Edition AD&D Character Sheets

Denis Tetreault

Maldin's Greyhawk <http://melkot.com>

I'm pleased to make available my custom 2<sup>nd</sup> Edition player character sheets as a pdf file for easy printing. As my own personal campaign is still 2<sup>nd</sup> Edition, a campaign that has going on since 1980, I still use these sheets as I write this in 2006. I hope others find them as useful as I have. They are based on the original "gold" 1<sup>st</sup> Edition character sheets available way back then, in 1980, modified and perfected (for my campaign) over the past 25 years of game play. I hope others will find them useful for their own campaigns as well. While updated for 2<sup>nd</sup> Edition rules, I'm sure you could still use them in a 1<sup>st</sup> Edition campaign.

You'll notice that I use 9 characteristics. Comeliness came from the original Unearthed Arcana hardcover. I also use Perception and Willpower, both of which are explained on my website at <http://melkot.com/mechanics/new-stats.html>. If you don't wish to use them, you can use the space for something else by covering over that part before photocopying the sheets for your players.

A bit of an explanation about the different pages found here. For single-classed PC's, I use the obvious front pages for Fighter (pg 2), Priest (pg 3), Thief (pg 4), Wizard (pg 5), and Psionicist (pg 6), with the generic back page (pg 7). For multiclassed characters, I use one of the first pages, combined with the specialized back pages (Wizard, pg 8; Priest, pg 9; Thief, pg 10; Psionicist, pg 11; for Fighters, I just use the generic back page). I give players the choice of which they want as their first page, and which for their second page.

If you like my sheets, let me know! You can email me at "maldin" at the "canonfire.com" domain (my attempt to limit the effectiveness of spambots harvesting my email address). Also, drop by my website for maps, magic, mysteries, mechanics, and more! There is loads of Greyhawk information, but alot of the material can be applied to any campaign.

Enjoy!

Denis Tetreault, aka "Maldin"

AD&D

PLAYER NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

CUSTOM PLAYER CHARACTER SHEET  
by D. Tetreault **Maldin's Greyhawk** <http://melkot.com>

# \_\_\_\_\_

CHARACTER NAME

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_  
PATRON DEITY: \_\_\_\_\_ RACE: \_\_\_\_\_  
PLACE OF ORIGIN: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

MOVE BASE    ADJ MOVE    VISION    PREVIOUS OCCUPATION

CONCEALED/SECRET DOORS    CLIMBING    LISTENING    SPECIAL MOVE

<input type="checkbox"/> STR	% HIT ADJ	DAM ADJ	OPEN DOORS	BEND BARS
<input type="checkbox"/> INT	ADD LANG	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
<input type="checkbox"/> WIS	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/> DEX	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ	
<input type="checkbox"/> CON	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	
<input type="checkbox"/> CHA	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ	
<input type="checkbox"/> COM	REACTION		COMELINESS MODIFIERS	
<input type="checkbox"/> PER	DETECT ADJ			
<input type="checkbox"/> POW	ORIG SCORE	CURRENT MAX		

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

SPECIAL BONUSES: \_\_\_\_\_

WEIGHT ALLOW    LOADED 1/2 MOVE    MAX PRESS

MAGIC ITEMS NORMALLY IN USE

RINGS: LEFT \_\_\_\_\_ RIGHT \_\_\_\_\_

PROTECTIVE DEVICES: \_\_\_\_\_

MISC: \_\_\_\_\_

SAVING THROWS

	BASE	ADJ
PARALYZATION		
POISON, DEATH		
PETRIFICATION		
POLYMORPH		
ROD, STAFF or WAND		
BREATH WEAPON		
SPELLS		

COMBAT 

TOTAL COMBAT STATISTICS

ARMOR CLASS

ARMOR TYPE	SHIELD TYPE	VS # ATK
OTHER AC ADJUSTMENTS		
HIT DIE	SPECIAL HP ADJUSTMENTS	
WOUNDS: _____		
MISC: _____		

	WEAPON USED	S/M	L	ATK / RD	2-HAND ATK	SPECIAL
RH						
LH						
RH						
LH						
RH						
LH						

MOUNT: \_\_\_\_\_  
NAME    TYPE    HD    AC    HP    #AT    DAMAGE

WEAPON PROFICIENCIES: \_\_\_\_\_  
TOTAL    NON-PROF ADJ    GAIN    NEXT

WEAPON TRAINING: \_\_\_\_\_

TRAINING FACILITY: \_\_\_\_\_

PATRON: \_\_\_\_\_ STATUS: \_\_\_\_\_

GUILD MEMBERSHIPS: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

WEAPON	DAM VS S-M	VS SIZE L

MILITARY DUTIES: \_\_\_\_\_ RANK: \_\_\_\_\_

# AD&D

PLAYER NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## CUSTOM PLAYER CHARACTER SHEET

by D. Tetreault **Maldin's Greyhawk** <http://melkot.com>

# \_\_\_\_\_

CHARACTER NAME

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_  
 PATRON DEITY: \_\_\_\_\_ RACE: \_\_\_\_\_  
 PLACE OF ORIGIN: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

MOVE BASE    ADJ MOVE    VISION    PREVIOUS OCCUPATION

CONCEALED/SECRET DOORS    CLIMBING    LISTENING    SPECIAL MOVE

<input type="checkbox"/>	<b>STR</b>	% HIT ADJ	DAM ADJ	OPEN DOORS	BEND BARS
<input type="checkbox"/>	<b>INT</b>	ADD LANG	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
<input type="checkbox"/>	<b>WIS</b>	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/>	<b>DEX</b>	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ	
<input type="checkbox"/>	<b>CON</b>	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	
<input type="checkbox"/>	<b>CHA</b>	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ	
<input type="checkbox"/>	<b>COM</b>	REACTION		COMELINESS MODIFIERS	
<input type="checkbox"/>	<b>PER</b>	DETECT ADJ			
<input type="checkbox"/>	<b>POW</b>	ORIG SCORE	CURRENT MAX		

RESISTANCES: \_\_\_\_\_

### SAVING THROWS

DETECTION: \_\_\_\_\_

	BASE	ADJ
PARALYZATION		
POISON, DEATH		
PETRIFICATION		
POLYMORPH		
ROD, STAFF or WAND		
BREATH WEAPON		
SPELLS		

SPECIAL BONUSES: \_\_\_\_\_

WEIGHT ALLOW    LOADED 1/2 MOVE    MAX PRESS

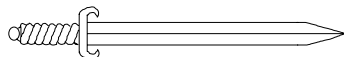
### MAGIC ITEMS NORMALLY IN USE

RINGS: LEFT \_\_\_\_\_ RIGHT \_\_\_\_\_

PROTECTIVE DEVICES: \_\_\_\_\_

MISC: \_\_\_\_\_

## COMBAT



### TOTAL COMBAT STATISTICS

ARMOR CLASS	ARMOR TYPE	SHIELD TYPE	VS # ATK	WEAPON USED	S/M	L	ATTACK BONUSES	SPECIAL	ATK / RD	2-HAND ATK
 HIT POINTS	OTHER AC ADJUSTMENTS			RH						
	HIT DIE    SPECIAL HP ADJUSTMENTS			LH						
WOUNDS: _____				RH						
				LH						

MOUNT: \_\_\_\_\_

NAME	TYPE	HD	AC	HP	#AT	DAMAGE

WEAPON PROFICIENCIES: \_\_\_\_\_

TOTAL	NON-PROF ADJ	GAIN	NEXT

WEAPON TRAINING: \_\_\_\_\_

WEAPON	DAM VS S-M	VS SIZE L

HOLY SYMBOL: \_\_\_\_\_ SPELLS ACQUIRED PER LEVEL    1st: \_\_\_\_\_ 2nd: \_\_\_\_\_ 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_ 7th: \_\_\_\_\_

RAIMENT: \_\_\_\_\_ PANTHEON: \_\_\_\_\_

SPHERES: \_\_\_\_\_

PARISH: \_\_\_\_\_ STATUS: \_\_\_\_\_

PATRIARCH: \_\_\_\_\_ INFLUENCE: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

### TURNING UNDEAD

_____	_____	SKELETON	ZOMBIE	GOUL
SHADOW	WIGHT	GHAST	WRAITH	MUMMY
SPECTRE	VAMPIRE	GHOST	LICH	SPECIAL

POWER'S TYPE/PLANE: \_\_\_\_\_

POWER'S REACH: \_\_\_\_\_



# AD&D

PLAYER NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

## CUSTOM PLAYER CHARACTER SHEET

# \_\_\_\_\_

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CHARACTER NAME

CHARACTER SKETCH

CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_  
 PATRON DEITY: \_\_\_\_\_ RACE: \_\_\_\_\_  
 PLACE OF ORIGIN: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

MOVE BASE    ADJ MOVE    VISION    PREVIOUS OCCUPATION

CONCEALED/SECRET DOORS    CLIMBING    LISTENING    SPECIAL MOVE

<input type="checkbox"/>	<b>STR</b>	% HIT ADJ	DAM ADJ	OPEN DOORS	BEND BARS
<input type="checkbox"/>	<b>INT</b>	ADD LANG	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
<input type="checkbox"/>	<b>WIS</b>	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/>	<b>DEX</b>	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ	
<input type="checkbox"/>	<b>CON</b>	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	
<input type="checkbox"/>	<b>CHA</b>	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ	
<input type="checkbox"/>	<b>COM</b>	REACTION		COMELINESS MODIFIERS	
<input type="checkbox"/>	<b>PER</b>	DETECT ADJ			
<input type="checkbox"/>	<b>POW</b>	ORIG SCORE	CURRENT MAX		

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

SPECIAL BONUSES: \_\_\_\_\_

WEIGHT ALLOW    LOADED 1/2 MOVE    MAX PRESS

### MAGIC ITEMS NORMALLY IN USE

RINGS: LEFT \_\_\_\_\_ RIGHT \_\_\_\_\_

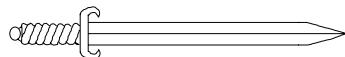
PROTECTIVE DEVICES: \_\_\_\_\_

MISC: \_\_\_\_\_

### SAVING THROWS

	BASE	ADJ
PARALYZATION		
POISON, DEATH		
PETRIFICATION		
POLYMORPH		
ROD, STAFF or WAND		
BREATH WEAPON		
SPELLS		

## COMBAT



### TOTAL COMBAT STATISTICS

ARMOR CLASS	ARMOR TYPE	SHIELD TYPE	VS # ATK	WEAPON USED	S/M	L	ATTACK BONUSES	SPECIAL
				RH				
				LH				
				RH				
				LH				

ARMOR CLASS



ARMOR TYPE    SHIELD TYPE    VS # ATK

OTHER AC ADJUSTMENTS



HIT DIE    SPECIAL HP ADJUSTMENTS

HIT POINTS

WOUNDS: \_\_\_\_\_

MOUNT: \_\_\_\_\_  
NAME    TYPE    HD    AC    HP    #AT    DAMAGE

WEAPON PROFICIENCIES: \_\_\_\_\_  
TOTAL    NON-PROF ADJ    GAIN    NEXT

WEAPON TRAINING: \_\_\_\_\_

WEAPON	DAM VS S-M	VS SIZE L

SPELLS MEMORIZED PER LEVEL    1st: \_\_\_\_\_ 2nd: \_\_\_\_\_ 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_ 7th: \_\_\_\_\_ 8th: \_\_\_\_\_ 9th: \_\_\_\_\_

MAX SPELLS KNOWN PER LEVEL    1st: \_\_\_\_\_ 2nd: \_\_\_\_\_ 3rd: \_\_\_\_\_ 4th: \_\_\_\_\_ 5th: \_\_\_\_\_ 6th: \_\_\_\_\_ 7th: \_\_\_\_\_ 8th: \_\_\_\_\_ 9th: \_\_\_\_\_

MASTER: \_\_\_\_\_    GUILD MEMBERSHIPS: \_\_\_\_\_    FAMILIAR: \_\_\_\_\_  
NAME    TYPE    ALIGN    S

SCHOOL: \_\_\_\_\_

SPECIALTY: \_\_\_\_\_    SPELLBOOKS: \_\_\_\_\_  
HP    HD    AC    MR    INT    MOVE

OPP. SCHOOL: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_  
COMBAT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# AD&D

PLAYER NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

DATE CHARACTER BEGAN \_\_\_\_\_

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# \_\_\_\_\_

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CHARACTER SKETCH

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<input type="checkbox"/>	<b>INT</b>	ADD LANG	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
<input type="checkbox"/>	<b>WIS</b>	MAGICAL ATK ADJ	SPELL BONUS	% SPELL FAILURE	
<input type="checkbox"/>	<b>DEX</b>	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ	
<input type="checkbox"/>	<b>CON</b>	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	
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<input type="checkbox"/>	<b>COM</b>	REACTION		COMELINESS MODIFIERS	
<input type="checkbox"/>	<b>PER</b>	DETECT ADJ			
<input type="checkbox"/>	<b>POW</b>	ORIG SCORE	CURRENT MAX		

RESISTANCES: \_\_\_\_\_

**SAVING THROWS**

DETECTION: \_\_\_\_\_

	BASE	ADJ
PARALYZATION		
POISON, DEATH		
PETRIFICATION		
POLYMORPH		
ROD, STAFF or WAND		
BREATH WEAPON		
SPELLS		

SPECIAL BONUSES: \_\_\_\_\_

WEIGHT ALLOW    LOADED 1/2 MOVE    MAX PRESS

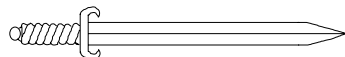
**MAGIC ITEMS NORMALLY IN USE**

RINGS: LEFT \_\_\_\_\_ RIGHT \_\_\_\_\_

PROTECTIVE DEVICES: \_\_\_\_\_

MISC: \_\_\_\_\_

**COMBAT**



**TOTAL COMBAT STATISTICS**

ARMOR CLASS	ARMOR TYPE	SHIELD TYPE	VS # ATK	WEAPON USED	S/M	L	ATTACK BONUSES	SPECIAL	ATK / RD	2-HAND ATK
	OTHER AC ADJUSTMENTS			RH						
	HIT DIE			LH						
HIT POINTS	SPECIAL HP ADJUSTMENTS			RH						
WOUNDS: _____				LH						

MOUNT: \_\_\_\_\_  
NAME    TYPE    HD    AC    HP    #AT    DAMAGE

WEAPON PROFICIENCIES: \_\_\_\_\_  
TOTAL    NON-PROF ADJ    GAIN    NEXT

WEAPON TRAINING: \_\_\_\_\_

WEAPON	DAM VS S-M	VS SIZE L

PSP's: \_\_\_\_\_ Disc: \_\_\_\_\_ Sci: \_\_\_\_\_ Dev: \_\_\_\_\_ Def: \_\_\_\_\_ PS Armor Adj: \_\_\_\_\_ Def.Modes: \_\_\_\_\_

MASTER: \_\_\_\_\_ DISCIPLINES: \_\_\_\_\_ (primary)

SCHOOL: \_\_\_\_\_ SCIENCES    PS    IC    MC    DEVOTIONS    PS    IC    MC    DEVOTIONS    PS    IC    MC

GUILD MEMBERSHIPS: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_











NON-MAGICAL EQUIPMENT

MAGIC ITEMS

NAME \_\_\_\_\_

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**CARRYING CAPACITIES**

CONTAINER	MAX VOL	LOAD	CONTAINER	MAX VOL	LOAD
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

**ENCUMBRANCE**

TOTAL WEIGHT CARRIED: \_\_\_\_\_

ADJUSTED MOVE: \_\_\_\_\_ MAX LOAD: \_\_\_\_\_

TYPICAL PROVISIONS CARRIED \_\_\_\_\_

PSP's: \_\_\_\_\_ Disc: \_\_\_\_\_ Sci: \_\_\_\_\_ Dev: \_\_\_\_\_ Def: \_\_\_\_\_ PS Armor Adj: \_\_\_\_\_ Def.Modes: \_\_\_\_\_

MASTER: \_\_\_\_\_ DISCIPLINES: \_\_\_\_\_ (primary)

SCHOOL: \_\_\_\_\_ SCIENCES PS IC MC DEVOTIONS PS IC MC DEVOTIONS PS IC MC

GUILD MEMBERSHIPS: \_\_\_\_\_

SPECIAL ABILITIES: \_\_\_\_\_

**NON-WEAPON PROFICIENCIES**

LANGUAGES	SLOTS	LANGUAGES		GENERAL	
		GENERAL	SLOTS	ABILITY	MOD
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

**EXPERIENCE POINTS**

NEXT LEVEL GOAL: \_\_\_\_\_

XP XP BONUS / PENALTY

**WEALTH:**

COPPER: \_\_\_\_\_ GEMS: \_\_\_\_\_

SILVER: \_\_\_\_\_ JEWELS: \_\_\_\_\_

ELECTRUM: \_\_\_\_\_ MISC: \_\_\_\_\_

GOLD: \_\_\_\_\_

PLATINUM: \_\_\_\_\_

TOTAL WEIGHT: \_\_\_\_\_ TOTAL VALUE: \_\_\_\_\_

**DESCRIPTION:**

CALENDER AGE ○

APPARENT AGE UNNATURAL AGING YEAR OF BIRTH BIRTHPLACE CLAN

SEX \_\_\_\_\_ EYES \_\_\_\_\_

HEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_

WEIGHT \_\_\_\_\_ SOCIAL CLASS \_\_\_\_\_

PARENT'S OCCUPATION \_\_\_\_\_

FAMILY MEMBERS \_\_\_\_\_

PARISH \_\_\_\_\_

COMPATRIOTS/CONTACTS

NAME	CLASS	LEVEL	RACE	NOTES	NAME	CLASS	LEVEL	RACE	NOTES

RESIDENCE: \_\_\_\_\_

WILL: *I* \_\_\_\_\_ do hereby \_\_\_\_\_