

Player Character				Character Abilities/Attributes						THAC0	HP	Armor Class
Character Name	Class	Level	Race	STR	DEX	CON	INT	WIS	CHR	(pri weapon)	(max)	(Normal/Rear)
Brother Karraway	Cleric	3	Human	17	15	16	15	17	15		86	
Kayen Telva	Druid	3	High Elf	15	16	15	13	17	15		77	
Moritan Delgath	Wizard	3	Human	9	10	16	18	12	15		52	
Phanstern the Dark	Illusionist	3	Human	8	18	16	18	14	11		49	
Blodgett Downsborg	Thief/Scout	4	Halfling	11	18	16	10	10	17		60	
Freda Vainsdotter	Ranger	3	Human	15	17	17	13	15	14		95	
Elwita Goldwing	Fighter	4	Mt Dwarf	16	12	18	13	10	15		105	
Orghon Goblincleaver	Fighter	3	Human	18/92	16	18	11	14	11		120	

Alignment

-- relative to philosophy of how the World should "work"; typically found between Orderly Civilization or Barbaric Chaos

-- Three canonical B/X D&D Alignments: L, N, C

Lawful (L) Supportive of Law and Civilization on the whole; allied against creatures and malevolent tyrants who would bring Chaos

Neutral (N) Adaptable to either Law-driven Civilization or to Tyrannical Chaos if left alone or relatively unmolested by the system

Chaotic (C) Opposed to Civilization and Order, and any philosophy or systems of law that restrict freedom via repercussion on actions

Outlook

-- PC and NPC view of the World and how they interact with it and the people in it

-- Nine canonical AD&D Alignments: LG, NG, CG, LN, N, CN, LE, NE, and CE

Lawful Alignment is typically associated with LG, NG, LN, and LE

Neutral Alignment is typically associated with N and CG

Chaotic Alignment is typically associated with CN, NE, and CE

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Brother Karraway		Race Age Hair Color Eye color	Campaign: <i>Greyhawk, Hommlet Region</i>		
	Cleric			Human	Sex Height Weight	Male
	3			26		6' 2"
	Deity Alignment	St Cuthbert		Brown	Homeland	195 lb
LG		Gray	Kron Hills			
Abilities			Movement	12"		
				Jog (x2), Run (x3)		
Strength	17	Attack: +1 Damage: +1 OD: 10/20 BB/LG: 13% Max Press: 220 Carry: 85				
Dexterity	15	Reaction Adj: +0 Missile Attack: +0 Defense Adj: -1				
Constitution	16	Hit Point Adj: +2 SS: 97% Resurrect: 98%				
Intelligence	15	Lang/Add'l NWP: 4 Spell Lvl: -- Learn: --% Spells/Lvl: -- Spell bonus: --				
Wisdom	16	Mental Saves: -2 Spell Failure: 0% Bonus Spells: 2 1st, 2 2nd, 0 3rd, 0 4th				
Charisma	15	Max Henchmen: 7 Loyalty: +3 Reaction Adj: +3				
Languages:		Common, Dwarf, Gnomish, Goblinoid Tongues				
Non-Weapon Proficiencies:		Secondary skills: Leathercrafter / Weaver / Tailor (master levels); 8 NWP Slots Read/Write (Common, Old Suloise), Religion, Ancient Languages (Old Suloise), Healing, Herbalism, Swimming				
Other Skills:		Can repair most clothing & leather in 2/3 time of average tradesman; carries sewing & leather repair kits				

ADD BONUS TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	10	+2				+0
Rod / Staff / Wand	14	+2				Surprised 2 in 6
Petrify / Polymorph	12	+2				
Breath Weapon	16	+2				
Spells	15	+2				

COMBAT

Weapon / S-M / L		THAC0		Non-proficiency Penalty:		-3		Hit Points	
Club / 1d6 / 1d4 (+1)		20		=		Battle Prowess		Ability Bonus	
Sling stone / 1d4 / 1d4 (+1)		20		=				+1	
Sling bullet / 1d4+1/1d6+1 (+1)		20		=				+1	
				=					
				=					
				=					
				=				Current	
Special Attack: Add +1 to all melee damage from STR									

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	4	=	6	Brigandine/Shield		-1	
Shieldless	5	=	6	Brigandine		-1	
Rear / Surprised	6	=	6	Brigandine		0	
Defensive parry	3	=	6	Brigandine/Shield		-1	-1
Special Defenses:							

Armor Types

Armor Types	Value	Dexterity Modifiers	Situational Modifiers
Leather / Padded	8	15	Dead / Unconscious +8
Studded / Ring mail	7	16	Immobilized / Paralyzed +8
Brigandine / Scale / Hide	6	17	Sleeping +7
Chain Mail	5	18	Trapped / Bound +5
Splint/Bronze/Banded	4		Surprised +4
Plate Mail	3	DEX Bonus To-Hit (Missiles)	
Field Plate Mail	2	16	Concealment (100%) -4
Full Plate Mail	1	17	Cover (100%) -8
Shield	1	18	Invisible -4
			Parry (non-proficient) -1

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total
Pick Pockets		+		
Open Locks		+		
Find/Remove/Set Traps		+		
Move Silently		+		
Hide in Shadows		+		
Detect Noise		+		
Climb Walls		+		
Read Languages		+		

Thief Backstab Multiplier (with Surprise only)

Thieves Guild

Status in Guild

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	Level	Number	Recovery		
Skeleton / 1 HD	4	Additional turned*	2d4	1	4	2 hr		
Zombie	7	* If asterisk by number in Table				2	3	2 hr
Ghoul / 2 HD	10			3		8 hr		
Shadow / 3-4 HD	13			4		8 hr		
Wight / 5 HD	16	Holy Symbol		5		8 hr		
Ghast	19	Small wooden billet (6" long) studded with 7 small white pearls		6		8 hr		
Wraith / 6 HD	20			7		8 hr		
Mummy / 7 HD								
Spectre / 8 HD								
Vampire / 9 HD								
Ghost / 10 HD								
Lich / 11 HD								
Special								

Wizard Spells per Day

Level	Number	Recovery
1		4 hr
2		4 hr
3		6 hr
4		6 hr
5		6 hr
6		8 hr
7		8 hr
8		8 hr
9		10 hr

Listed times include both spell memorization and sleep / meditation times

Special Abilities and Skills

Karraway is dedicated to spreading the word of Cuthbert, but he prefers to persuade with words and deeds rather than conversion by the sword. Karraway is surprisingly well-traveled for a young cleric, having been from Ekbir to the shores of Hepmonaland. He is one of the few Cuthbertians who has seen the land of the Scarlet Brotherhood and lived to tell of it.

Magic Items and Descriptions

Club of Cuthbert +1	+1 attack/+1 damage; Bless (1/day); Cure Light Wounds (1/day); Protection from Evil (1/day)
Keoghtom's Healing Balm	1 jar (5 apps); restores 1-2 hp on application (1/day); slow poison; 90% infection resistant
Ring of Beneficent Rao	Wearer gets 1-2 hp of healing when they heal another person with curative spells

Comments

Karraway's Normal Spell Selection

1st Level	2nd Level	3rd Level
Command	Cure Moderate Wounds [2d6 + lvl]	
Cure Light Wounds [1d8+lvl]	Find Traps	
Cure Light Wounds [1d8+lvl]	Silence 15' radius	
Cure Light Wounds [1d8+lvl]		

Normal Adventuring Gear

Backpack (500 gp weight)

Backpack (500 gp weight)	Clothing
4 oil flasks (1 pint ea)	cotton shirt
4 sq ft cloth rags	undergarments
2 torches	leather under jacket
1 tinderbox	leather gloves
50' silk rope and grapple	breeches
1 whetstone	wide leather belt
4 tallow candles	club and belt sleeve
1 watertight leather box	hard leather boots
(6 days iron rations, 5 lb hardtack)	hooded traveling robe
1 mess kit	shoulder belt (mace)
(spoon, knife, bowl, cup)	hooded lantern with <i>Continual Light</i> spell
6 iron spikes and wrapped mallet	
1 bedroll and blanket	

1 large belt pouch

1 small water-tight scroll tube
(4 packets of salt, 6 packets of pepper, 4 garlic gloves, dried herbs)

1 water-tight scroll tube
(scroll of Neutralize Poison, Raise Dead; at 9th level of casting)

1 small water-tight leather box
(leather repair kit: 6 needles, 2 awls, 10 leather cords, 1 small shears)

2 small belt pouches

1 sewing kit
(4 needles, 4 spools thread, 1 awl)

1 signal whistle

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1 extra holy symbol

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Kayen Telva		Race Age Hair Color Eye color	Greyhawk, Hommler Region		
	Druid			Elvish	Sex	Female
	3			262	Height	5' 8"
	Deity Alignment			Obad-Hai Neutral (Good)	Silver	Weight
			Blue	Homeland	Celene	
Abilities			Movement	12" Jog (x2), Run (x3)		
Strength	15	Attack: +0 Damage: +0 OD: 8/20 BB/LG: 7% Max Press: 170 lbs Carry: 55 lbs				
Dexterity	16	Reaction Adj: -1 Missile Attack: +1 Defense Adj: +2				
Constitution	15	Hit Point Adj: + 1 /die SS: 90% Resurrect: 94%				
Intelligence	13	Lang/Add'l NWP: 3 Spell Lvl: Learn: % Spells/Lvl: Spell bonus:				
Wisdom	17	Mental Saves: -3 Spell Failure: 0% Bonus Spells: 2 1st, 2 2nd, 1 3rd, 0 4th				
Charisma	15	Max Henchmen: 5 Loyalty: 0 Reaction Adj: 0				
Languages:		Common, Dwarf, Gnomish, Goblinoid, Elvish, Lizard Man				
Non-Weapon Proficiencies:		Secondary skills: Woodcarver (master levels), Singer; 9 NWP Slots Read/Write (Common, Elvish, Dwarfish, Druidic scripts), Religion, Ancient Languages (Old Suloise), Healing, Herbalism, Swimming, Musical Instrument (elvish pipes)				
Other Skills:		Infravision 60'; 90% immune to sleep effects; druid skills/power				

ADD BONUSSES TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	10	+3		+2 fire/lgtng		-1
Rod / Staff / Wand	14	+3		+2 fire/lgtng		Surprised 1 in 6
Petrify / Polymorph	12	+3		+2 fire/lgtng		
Breath Weapon	16	+3		+2 fire/lgtng		
Spells	15	+3		+2 fire/lgtng		

COMBAT		Non-proficiency Penalty: -3			Hit Points		
Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	18 Current
Sling bullet 1d6/1d4 (+1)	20	=		+1			
Sling stone 1d4/1d4 (+1)	20	=		+1			
Dagger (melee) 1d4/1d3 (+1)	20	=					
Dagger (thrown) 1d4/1d3 (+1)	20	=		+1			
Scimitar 1d8/1d8	20	=					
Quarterstaff 1d6/1d6	20	=					
Special Attack:							
Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	6	=	8	Leather		-2	
Shieldless	6	=	8	Leather		-2	
Rear / Surprised	8	=	8	Leather			
Defensive parry	5	=	8	Leather		-2	-1
Special Defenses:							

Armor Types	Value	Dexterity Modifiers		Situational Modifiers	
Leather / Padded	8	15	-1	Dead / Unconscious	+8
Studded / Ring mail	7	16	-2	Immobilized / Paralyzed	+8
Brigandine / Scale / Hide	6	17	-3	Sleeping	+7
Chain Mail	5	18	-4	Trapped / Bound	+5
Splint/Bronze/Banded	4			Surprised	+4
Plate Mail	3	DEX Bonus To-Hit (Missiles)		Concealment (100%)	-4
Field Plate Mail	2	16	+1	Cover (100%)	-8
Full Plate Mail	1	17	+2	Invisible	-4
Shield	1	18	+2	Parry (non-proficient)	-1

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total	Thief Backstab Multiplier (with Surprise only)	Thieves Guild Status in Guild
Pick Pockets		+				
Open Locks		+				
Find/Remove/Set Traps		+				
Move Silently		+				
Hide in Shadows		+				
Detect Noise		+				
Climb Walls		+				
Read Languages		+				

Clerical Undead Turning / Commanding (G and E morality only)				Priest Spells per Day		
Undead Type	d20 Roll	Number turned	2d6	Level	Number	Recovery
Skeleton / 1 HD		Additional turned*	2d4	1	4	2 hr
Zombie		* If asterisk by number in Table				
Ghoul / 2 HD				2	3	2 hr
Shadow / 3-4 HD				3		8 hr
Wight / 5 HD		Holy Symbol		4		8 hr
Ghast		mistletoe and twisted-wood ring of Obad-hai		5	—	8 hr
Wraith / 6 HD				6	—	8 hr
Mummy / 7 HD				7	—	8 hr
Spectre / 8 HD						
Vampire / 9 HD						
Ghost / 10 HD						
Lich / 11 HD						
Special						

Dress and Appearance

Dresses in browns, greens and grays; prefers hooded cloaks; gear looks like that worn by traveling merchant

Wizard Spells per Day

Level	Number	Recovery
1	—	4 hr
2	—	4 hr
3	—	6 hr
4	—	6 hr
5	—	6 hr
6	—	8 hr
7	—	8 hr
8	—	8 hr
9	—	10 hr

Listed times include both spell memorization and sleep / meditation times

Special Abilities and Skills

As ELF: Infravision; 90% immune to sleep and charm spells (except of Fae origins); find concealed doors 3 of 6, find secret doors 2 of 6; +1 to hit with short/long swords and short/long bows
As DRUID: detect pure water; ID animals & plants 100%; pass w/o trace in overgrown areas; immune to woodland charm

Magic Items and Descriptions

Staff of Curing (15 ch)	Magic weapon (no bonus); 1 fxn/day/person max: cure disease, blindness/deafness, insanity, 3d6+3 hp
Goodberry Pouch	Produces up to 2d4 goodberries each day, if berries/seeds placed in pouch day before

Comments

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Kayen Telva's Normal Spell Selection

1st Level	2nd Level	3rd Level	4th Level
Animal Friendship	Charm Person of Mammal		
Cure Light Wounds	Find Traps		
Detect Snares and Pits	Heat Metal		
Faerie Fire			

Normal Adventuring Gear

Backpack (500 gp weight)	Clothing
4 oil flasks (1 pint ea)	cotton shirt
4 sq ft cloth rags	undergarments
2 torches	leather under jacket
1 tinderbox	leather gloves
50' silk rope and grapple	breeches
1 whetstone	wide leather belt
4 tallow candles	club and belt sleeve
1 watertight leather box (6 days iron rations, 5 lb hardtack)	hard leather boots
1 mess kit (spoon, knife, bowl, cup)	hooded traveling robe
6 iron spikes and wrapped mallet	shoulder belt (mace)
1 bedroll and blanket	hooded lantern with <i>Continual Light</i> spell
1 large belt pouch	
1 small water-tight scroll tube (4 packets of salt, 6 packets of pepper, 4 garlic gloves, dried herbs)	
1 small water-tight leather box (leather repair kit: 6 needles, 2 awls, 10 leather cords, 1 small shears)	
2 small belt pouches	
1 surgery kit (needles, sinew, thread, antiseptic balm, volcanic glass blades)	
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1 extra holy symbol	

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Moritan Delgath		Race Age Hair Color Eye color	Greyhawk, Hommlet Region		
	Wizard			Human	Sex Height Weight	Male
	3			44		5' 10"
	Deity Alignment	St Cuthbert		Black w/ gray	Homeland	160 lbs
N(G)		Blue	Wild Coast			
Abilities			Movement	12"		
Strength	9	Attack: +0 Damage: +0 OD: 5/20 BB/LG: 1% Max Press: 90 Carry: 35				
Dexterity	10	Reaction Adj: +0 Missile Attack: +0 Defense Adj: +0				
Constitution	16	Hit Point Adj: +2 SS: 97% Resurrect: 98%				
Intelligence	18	Lang/Add'l NWP: 7 Spell Lvl: 9 Learn: 85% Spells/Lvl: 18 Spell bonus: 2 1st, 2 2nd, 1 3rd, 1 4th				
Wisdom	12	Mental Saves: +0 Spell Failure: 0% Bonus Spells: 0				
Charisma	15	Max Henchmen: 7 Loyalty: +3 Reaction Adj: +3				
Languages: Common, Elvish (High/Grey), Halfling, Dwarf, Gnomish, Goblinoid Tongue, Ogre						
Non-Weapon Proficiencies: Secondary skills: Gambler NWP: Spellcraft (x3); Historian: Wild Coast and Pomarj; Religion; Engineering; Direction Sense, Swimming						
Other Skills:						

ADD BONUSSES TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	14					0
Rod / Staff / Wand	11					Surprised 2 in 6
Petrify / Polymorph	13					
Breath Weapon	15					
Spells	12					

COMBAT

Weapon / S-M / L		THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	Hit Points <div style="font-size: 2em; text-align: center;">15</div> Current
Dagger / 1d4 / 1d3		20	=			+1		
Thr. Dagger / 1d4 / 1d3		20	=					
Quarterstaff / 1d6 / 1d6		20	=					
			=					

Special Attack:							
Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	6	=	10	Bracers			
Shieldless	6	=	10	Bracers			
Rear / Surprised	6	=	10	Bracers			
Defensive parry	5	=	10	Bracers			-1
Special Defenses:							

Armor Types	Value	Dexterity Modifiers	Situational Modifiers				
Leather / Padded	8	15	-1	Dead / Unconscious	+8		
Studded / Mail	7	16	-2	Immobilized / Paralyzed	+8		
Brigandine / Scale / Hide	6	17	-3	Sleeping	+7		
Chain Mail	5	18	-4	Trapped / Bound	+5		
Splint/Bronze/Banded	4	DEX Bonus To-Hit (Missiles)		Surprised	+4		
Plate Mail	3			Concealment (100%)	-4		
Field Plate Mail	2			16	+1	Cover (100%)	-8
Full Plate Mail	1			17	+2	Invisible	-4
Shield	1	18	+2	Parry (non-proficient)	-1		

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total	Thief Backstab Multiplier (with Surprise only)
Pick Pockets		+			Thieves Guild Status in Guild
Open Locks		+			
Find/Remove/Set Traps		+			
Move Silently		+			
Hide in Shadows		+			
Detect Noise		+			
Climb Walls		+			
Read Languages		+			

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	Level	Number	Recovery			
Skeleton / 1 HD	—	Additional turned*	2d4	1	—	2 hr			
Zombie	—	* If asterisk by number in Table		2	—	2 hr			
Ghoul / 2 HD	—	Holy Symbol _____ _____ _____	Dress and Appearance Moritan Delgath dresses in dark-colored traveling clothes and comfortable soft leather boots. He prefers hooded cloaks and wide-brimmed hats to conceal his features.	3	—	8 hr			
Shadow / 3-4 HD	—			4	—	8 hr			
Wight / 5 HD	—			5	—	8 hr			
Ghast	—			6	—	8 hr			
Wraith / 6 HD	—			7	—	8 hr			
Mummy / 7 HD	—			Wizard Spells per Day			Level	Number	Recovery
Spectre / 8 HD	—			1	—	2	—	4 hr	
Vampire / 9 HD	—	2	—	1	—	4 hr			
Ghost / 10 HD	—	3	—	—	—	6 hr			
Lich / 11 HD	—	4	—	—	—	6 hr			
Special	—	5	—	—	—	6 hr			
Special Abilities and Skills Delgath is a clerical follower of Cuthbert. He is a henchman of the High Clerist of Cuthbert in Verbobonc. The Clerist asked Delgath to accompany this Party to aid Karraway.				6	—	8 hr			
				7	—	8 hr			
				8	—	8 hr			
				9	—	10 hr			
				Listed times include both spell memorization and sleep / meditation times					

Magic Items and Descriptions

Bracers of Shielding	AC base of 6; permanent Protection from Normal Missiles; immune to Magic Missiles
Dagger +1	+1 attack / +1 damage (doesn't normally throw; has normal throwing daggers)
Helm of Comp/Read	Allows wearer to read/translate normal texts/spoken languages (90%) and magic writings (80%)

Comments

Delgath's Traveling Spellbook

1st Level	2nd Level	3rd Level
Burning Hands	ESP	
Chill Touch	Glitterdust	
Detect Magic	Invisibility	
Magic Missile	Knock	
Phantasmal Force	Levitate	
Sleep	Ray of Enfeeblement	
Spider Climb	Web	
Wall of Fog		

Normal Adventuring Gear

Backpack (500 gp weight)	Clothing
2 oil flasks (1 pint ea)	Hooded lanthorn with <i>Continual Light</i> spell
4 sq ft cloth rags	wool shirt
2 torches	undergarments
1 tinderbox	leather jacket
50' silk rope	doeskin gloves
1 whetstone	breeches
3 tallow candles	wide leather belt
1 watertight leather box	dagger and scabbard
(4 days iron rations, 2 lb hardtack)	soft leather boots
1 mess kit	hooded traveling cloak
(spoon, knife, bowl, cup)	4 throwing daggers
6 iron spikes and wrapped mallet	(in boots)
1 bedroll and blanket	staff

1 large belt pouch

- 1 small water-tight scroll tube
- (4 packets of salt, 6 packets of pepper, 2 nutmeg, dried herbs)
- 1 water-tight book case
- (traveling spellbook)
- 1 water-tight scroll tube
- (2 sheets vellum, 6 sheets paper, 2 quills, ink)
- 1 small water-tight leather box
- (30' cord string, 2 sealing wax sticks, 1 small shears)

2 small belt pouches

- 1 sewing kit
- (4 needles, 4 spools thread, 1 awl)
- 1 signal whistle
-
- 1 crystal candle

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Phanstern the Dark		Race Age Hair Color Eye color	Greyhawk, Hommlet Region		
	Illusionist			Human	Sex Height Weight	Male
	3			39		5' 7"
	Deity Alignment			St Cuthbert CG	None	160 lbs
Abilities			Movement	Jog (x2), Run (x3)		
Strength	8	Attack: +0 Damage: +0 OD: 5 /20 BB/LG: 1 % Max Press: 90 lbs Carry: 35 lbs				
Dexterity	18	Reaction Adj: -2 Missile Attack: +2 Defense Adj: +4				
Constitution	16	Hit Point Adj: + 2/die SS: 95% Resurrect: 96%				
Intelligence	17	Lang/Add'l NWP: 6 Spell Lvl: 8 Learn: 75% Spells/Lvl: 14 Spell bonus: +1/level (Illusion)				
Wisdom	14	Mental Saves: + Spell Failure: % Bonus Spells: 1st, 2nd, 3rd, 4th				
Charisma	11	Max Henchmen: 4 Loyalty: 0 Reaction Adj: 0				

Languages: Common, Dwarf, Gnomish, Goblinoid, Elvish, Hill Giant, Ogre

Non-Weapon Proficiencies: Secondary skills: Scribe (master levels); 13 NWP Slots || Spellcraft (x2), Navigation, Reading/Writing (x3), Swimming, History (Wild Coast)

Other Skills: +1 spell/level; +1 save vs illusions; -1 to opponents illusion saves

ADD BONUS TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	14	+2	+2			-2
Rod / Staff / Wand	11	+2	+2			Surprised 2 in 6
Petrify / Polymorph	13	+2	+2			
Breath Weapon	15	+2	+2			
Spells	12	+2	+2	+1 vs illusions		

COMBAT

Weapon / S-M / L		THAC0		=	Battle Prowess	Ability Bonus	Magic Bonus	D20	Hit Points
Dagger (melee)		20		=					16
Dagger (thrown)		20		=		+3			
Sling (bullet)		20		=		+2			
Sling (stone)		20		=		+2		Current	
				=					
				=					

Special Attack:

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	4	=	10	None	-2	-4	
Shieldless	4	=	10	None	-2	-4	
Rear / Surprised	8	=	10	None	-2		
Defensive parry	3	=	10	None	-2	-4	-1

Special Defenses:

Armor Types

Armor Types	Value	Dexterity Modifiers	Situational Modifiers
Leather / Padded	8	15	Dead / Unconscious +8
Studded / Ring mail	7	16	Immobilized / Paralyzed +8
Brigandine / Scale / Hide	6	17	Sleeping +7
Chain Mail	5	18	Trapped / Bound +5
Splint/Bronze/Banded	4		Surprised +4
Plate Mail	3		Concealment (100%) -4
Field Plate Mail	2		Cover (100%) -8
Full Plate Mail	1		Invisible -4
Shield	1		Parry (non-proficient) -1

DEX Bonus To-Hit (Missiles)

16	+1	
17	+2	
18	+2	

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total	Thief Backstab Multiplier (with Surprise only)
Pick Pockets		+			
Open Locks		+			
Find/Remove/Set Traps		+			Thieves Guild
Move Silently		+			
Hide in Shadows		+			Status in Guild
Detect Noise		+			
Climb Walls		+			
Read Languages		+			

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	Priest Spells per Day
Skeleton / 1 HD		Additional turned*	2d4	Level
Zombie		* If asterisk by number in Table		Number
Ghoul / 2 HD				Recovery
Shadow / 3-4 HD				1
Wight / 5 HD				2
Ghast				3
Wraith / 6 HD				4
Mummy / 7 HD				5
Spectre / 8 HD				6
Vampire / 9 HD				7
Ghost / 10 HD				
Lich / 11 HD				
Special				

Dress and Appearance

Phanstern favors black in his clothing

Wizard Spells per Day

Level	Number	Recovery
1	2+1 illusion	4 hr
2	1+1 illusion	4 hr
3		6 hr
4		6 hr
5		6 hr
6		8 hr
7		8 hr
8		8 hr
9		10 hr

Listed times include both spell memorization and sleep / meditation times

Special Abilities and Skills

Additional illusionist spells due to specialization

Phanstern is an enigma to many. He rarely speaks unless necessary, and then only in the fewest number of words possible.

Magic Items and Descriptions

Cloak of Protection +2 +2 to defense; +2 all saving throws

Ring of Invisibility Renders wearer invisible and inaudible unless engaged in melee; can be activated three times per day

Comments

Phanstern's Traveling Spellbook

1st Level **2nd Level** **3rd Level**

Charm Person Glitterdust

Change Self Hypnotic Pattern

Color Spray Improved Phantasmal Force

Comprehend Languages Mirror Image

Light Pyrotechnics

Phantasmal Force Shatter

Sleep

Unseen Servant

Normal Adventuring Gear

Backpack (500 gp weight)

3 oil flasks (1 pint ea)

4 sq ft cloth rags

2 torches

1 tinderbox

50' silk rope and grapple

1 mortar and pestle

4 tallow candles

1 watertight leather box

(6 days iron rations, 2 lb hardtack)

1 mess kit

(spoon, knife, bowl, cup)

6 iron spikes and wrapped mallet

1 bedroll and blanket

1 large belt pouch

1 small water-tight scroll tube

(4 packets of salt, 6 packets of pepper, 2 dried onions)

1 water-tight book case

(notebook)

Clothing

cotton shirt

undergarments

short leather surcoat

doeskin gloves

leather breeches

2 narrow leather belts

dagger and scabbard

soft leather boots

hooded traveling cloak

1 small belt pouch

1 sewing kit

(4 needles, 4 spools thread, 1 awl)

1 signal whistle

AD&D (2nd Ed) Character Sheet			Campaign:		Greyhawk, Hommler Region		
Player Character Character Class Character Level	Blodgett Downsburg		Race Age Hair Color Eye color	Halfling		Sex Height Weight Homeland	Male
	Thief			52	3' 2"		
	4			Brown	115 lb		
	Deity Alignment			Gray	Kron Hills		
		Olidammara	Movement		12" Jog (x2), Run (x3)		
		N					
Abilities			Attack: +0 Damage: +0 OD: 6/20 BB/LG: 2% Max Press: 115 Carry: 40				
Strength	11	Reaction Adj: +2 Missile Attack: +2 Defense Adj: +4					
Dexterity	18	Hit Point Adj: +2 SS: 90% Resurrect: 94%					
Constitution	16	Lang/Add'l NWP: 3 Spell Lvl: 6 Learn: 55% Spells/Lvl: 9 Spell bonus: 0					
Intelligence	10	Mental Saves: +0 Spell Failure: 0% Bonus Spells: 0					
Wisdom	10	Max Henchmen: 15 Loyalty: +8 Reaction Adj: +7					
Charisma	17						
Languages: Common, Elvish, Goblinoid Tongues, Lizard Man							
Non-Weapon Proficiencies: Secondary skills: Woodland survival (master levels); 6 NWP Slots Read/Write, Swimming, Rope Use, Blind-fighting, Tracking							
Other Skills: Tracking (WIS -4)							

ADD BONUSSES TO "ROLL" NOT TO "BASE"						
Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	13		+2			-2
Rod / Staff / Wand	14		+2	+4 (CON)		Surprised 1 in 6
Petrify / Polymorph	12		+2			
Breath Weapon	16		+2			
Spells	15		+2	+4 (CON)		

COMBAT							Non-proficiency Penalty: -3		Hit Points		
Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	25 Current				
Shortsword / 1d6 / 1d8	18	=									
Dagger / 1d4 / 1d3	18	=									
Thr Dagger / 1d4 / 1d3	18	=									
Sling bullet / 1d6 / 1d4	18	=		+2							
Sling stone / 1d4 / 1d4	18	=		+2							
Special Attack:			Backstab x3 damage if opponent surprised; two-hand attacks at +0 (primary) / -2 (secondary)								
Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational				
Normal	2	=	8	Leather	-2	-4					
Shieldless	2	=	8	Leather	-2	-4					
Rear / Surprised	6	=	8	Leather	-2						
Defensive parry	1	=	8	Leather	-2	-4	-1				
Special Defenses:											

Armor Types	Value	Dexterity Modifiers		Situational Modifiers			
Leather / Padded	8	15	-1	Dead / Unconscious	+8		
Studded / Ring mail	7	16	-2	Immobilized / Paralyzed	+8		
Brigandine / Scale / Hide	6	17	-3	Sleeping	+7		
Chain Mail	5	18	-4	Trapped / Bound	+5		
Splint/Bronze/Banded	4	DEX Bonus To-Hit (Missiles)		Surprised	+4		
Plate Mail	3			Concealment (100%)	-4		
Field Plate Mail	2			16	+1	Cover (100%)	-8
Full Plate Mail	1			17	+2	Invisible	-4
Shield	1			18	+2	Parry (non-proficient)	-1

AD&D (2nd Ed) Character Sheet				
Thief Skills	Base	+	Modifier	Total
Pick Pockets	20%	+		
Open Locks	50%	+	5% (w/ tools)	
Find/Remove/Set Traps	45%	+	5% (w/ tools)	
Move Silently	50%	+		
Hide in Shadows	50%	+		
Detect Noise	50%	+		
Climb Walls	40%	+		
Read Languages	15%	+		

Thief Backstab Multiplier (with Surprise only)	x 2
Thieves Guild	Independent Adventurer and Scout
Status in Guild	N/A

Clerical Undead Turning / Commanding (G and E morality only)				Priest Spells per Day		
Undead Type	d20 Roll	Number turned	2d6	Level	Number	Recovery
Skeleton / 1 HD	—	Additional turned*	2d4	1	—	2 hr
Zombie	—	* If asterisk by number in Table		2	—	2 hr
Ghoul / 2 HD	—	Holy Symbol		3	—	8 hr
Shadow / 3-4 HD	—			4	—	8 hr
Wight / 5 HD	—	Dress and Appearance Blodgett dresses in yellow linen shirts, breeches, belt and red sash. He carries a silver capped walking stick when not wearing his leather armor. His armor consists of vest and leggings. He wears a hooded dark grey cloak at almost all times.		5	—	8 hr
Ghast	—			6	—	8 hr
Wraith / 6 HD	—			7	—	8 hr
Mummy / 7 HD	—			Wizard Spells per Day		
Spectre / 8 HD	—			Level	Number	Recovery
Vampire / 9 HD	—	1	—	4 hr		
Ghost / 10 HD	—	2	—	4 hr		
Lich / 11 HD	—	3	—	6 hr		
Special	—	4	—	6 hr		
Special Abilities and Skills Blodgett was hired by Jaroo Ashstaff, Druid of Hommler, to accompany the party on this trip.				5	—	6 hr
				6	—	8 hr
				7	—	8 hr
				8	—	8 hr
				9	—	10 hr
				Listed times include both spell memorization and sleep / meditation times		

Magic Items and Descriptions	
Leather Armor +2 Plus	AC 6; Protection from Acid (+4 save; half or quarter damage)
Olidammara's Thieves Tools	+5% to Open Locks, Set/Remove Traps
Hepmonaland silkreed rope	100' with grapple; can support 2x silk and 5x hemp ropes at 1/2 weight of silk (500 lbs)

Comments

Normal Adventuring Gear	
Backpack (500 gp weight)	Clothing
1 oil flask (1 pint ea)	cotton shirt
4 sq ft cloth rags	undergarments
1 torch	short leather vest
1 tinderbox	silk gloves
100' silkreed rope and grapple	leather breeches
1 bullseye lantern w/ Continual Light	2 narrow leather belts
1 magnifying glass (x3 power)	dagger and scabbard
1 watertight leather box	soft leather boots (backpack)
(6 days iron rations, 2 lb hardtack)	hooded traveling cloak
1 mess kit	
(spoon, knife, bowl, cup)	
6 iron spikes and wrapped mallet	
1 bedroll and blanket	
1 large belt pouch	
1 small water-tight scroll tube	
(4 packets of salt, 6 packets of pepper, 2 dried onions)	
1 water-tight book case	
(thieves tools)	
1 3"-square metal mirror	
2 whetstones	
3 small belt pouches	
1 sewing kit	
(4 needles, 4 spools thread, 1 awl)	
1 signal whistle	

20 sling bullets and sling	

1 small metal mirror	
1 spool of fine wire (50')	
10 metal hooks and clips	
2 fine pepper packets (4 oz)	

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Freda Vainsdotter		Race Age Hair Color Eye color	Campaign: <i>Greyhawk, Hommlet Region</i>		
	Ranger			Human	Sex Height Weight	Female
	3			23		5' 4"
	Deity Alignment	Ehlonna		Red	Homeland	145 lb
CG		Green	Gnarley Frst			
Abilities			Movement	12"		
Strength	15	Attack: +0 Damage: +0 OD: 8/20 BB/LG: 17% Max Press: 170 Carry: 55				
Dexterity	13	Reaction Adj: +0 Missile Attack: +0 Defense Adj: +0				
Constitution	17	Hit Point Adj: +3 SS: 97% Resurrect: 98%				
Intelligence	13	Lang/Add'l NWP: 3 Spell Lvl: -- Learn: --% Spells/Lvl: -- Spell bonus: 1st, 2nd, 3rd, 4th				
Wisdom	15	Mental Saves: +1 Spell Failure: 0% Bonus Spells: 1st, 2nd, 3rd, 4th				
Charisma	14	Max Henchmen: 6 Loyalty: +1 Reaction Adj: +2				
Languages: Non-Weapon Proficiencies: Other Skills:	Common, Dwarf, Elvish, Goblinoid Tongue, Ogre Secondary skills: Woodcutter (master levels); 6 NWP Slots Read/Write, Religion, Ancient History (Old Suloise), Healing, Herbalism, Swimming Tracking (WIS +1)					

ADD BONUS TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	13	+1	+3			0
Rod / Staff / Wand	15	+1	+3			Surprised 1 in 6
Petrify / Polymorph	14	+1	+3			
Breath Weapon	16	+1	+3			
Spells	16	+1	+3			

COMBAT

Weapon / S-M / L	THACO	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	Hit Points
Longsword / 1d8 / 1d12	18	=					27 Current
Dagger / 1d4 / 1d3	18	=					
Thr Dagger / 1d4 / 1d3	18	=					
Comp Sh Bow / 1d6 / 1d6	18	=					
Hand axe / 1d6 / 1d4	18	=					
Thr Hand axe / 1d6 / 1d4	18	=					
Special Attack: Two-hand melee at -1 longsword, -3 dagger for two attacks per round; +4 to-hit on goblinoids							
Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	2	=	5	Chain mail	-3		
Shieldless	2	=	5	Chain mail	-3		
Rear / Surprised	2	=	5	Chain mail	-3		
Defensive parry	1	=	5	Chain mail	-3		-1
Special Defenses:							

Armor Types

Armor Types	Value	Dexterity Modifiers	Situational Modifiers
Leather / Padded	8	15	Dead / Unconscious +8
Studded / Ring mail	7	16	Immobilized / Paralyzed +8
Brigandine / Scale / Hide	6	17	Sleeping +7
Chain Mail	5	18	Trapped / Bound +5
Splint/Bronze/Banded	4		Surprised +4
Plate Mail	3		Concealment (100%) -4
Field Plate Mail	2		Cover (100%) -8
Full Plate Mail	1		Invisible -4
Shield	1		Parry (non-proficient) -1

DEX Bonus To-Hit (Missiles)

16	+1	
17	+2	
18	+2	

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total
Pick Pockets		+		
Open Locks		+		
Find/Remove/Set Traps		+		
Move Silently	27%	+		
Hide in Shadows	20%	+		
Detect Noise		+		
Climb Walls		+		
Read Languages		+		

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	Priest Spells per Day
Skeleton / 1 HD	—	Additional turned*	2d4	Level
Zombie	—	* If asterisk by number in Table		Number
Ghoul / 2 HD	—			Recovery
Shadow / 3-4 HD	—			1
Wight / 5 HD	—			2
Ghast	—			3
Wraith / 6 HD	—			4
Mummy / 7 HD	—			5
Spectre / 8 HD	—			6
Vampire / 9 HD	—			7
Ghost / 10 HD	—			
Lich / 11 HD	—			
Special	—			

Wizard Spells per Day

Level	Number	Recovery
1	—	4 hr
2	—	4 hr
3	—	6 hr
4	—	6 hr
5	—	6 hr
6	—	8 hr
7	—	8 hr
8	—	8 hr
9	—	10 hr

Listed times include both spell memorization and sleep / meditation times

Special Abilities and Skills

Freda and Elwita are henchmen of the Druid of the Gnarley Forest and were personally asked by Kiron Greensward to assist the Party.
 * Calm wild/attack animal; animal rolls versus Rod / Staff / Wand at -1; tracks at WIS +1; chosen enemy receives +LVL points of damage on hit

Magic Items and Descriptions

Chain mail shirt +3	+3 enchantment

Comments

Freda's Spells

1st Level	2nd Level	3rd Level

Normal Adventuring Gear

Backpack (500 gp weight)

Backpack (500 gp weight)	Clothing
3 oil flasks (1 pint ea)	cotton shirt
4 sq ft cloth rags	undergarments
2 torches	short leather surcoat
1 tinderbox	doeskin gloves
50' silk rope and grapple	leather breeches
1 mortar and pestle	2 narrow leather belts
4 tallow candles	dagger and scabbard
1 watertight leather box	soft leather boots
(6 days iron rations, 2 lb hardtack)	hooded traveling cloak
1 mess kit	
(spoon, knife, bowl, cup)	
6 iron spikes and wrapped mallet	
1 bedroll and blanket	

1 large belt pouch

1 small water-tight scroll tube
(4 packets of salt, 6 packets of pepper, 2 dried onions)
1 water-tight book case
(notebook)
1 3"-square metal mirror
2 whetstones
1 small water-tight leather box
(Ingredients for Keoghtom's Healing balm, first aid kit, 1 small shears)

1 small belt pouch

1 sewing kit
(4 needles, 4 spools thread, 1 awl)
1 signal whistle

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Elwita Goldwing		Race Age Hair Color Eye color	Greyhawk, Hommler Region		
	Fighter			High Elf	Sex Height Weight	Female
	4			126		5'2"
	Deity Alignment			Beory NG	Brown	Homeland
			Brown			
Abilities		Movement		12" Jog (x2), Run (x3)		
Strength	16	Attack: +0 Damage: +1 OD: 9/20 BB/LG: 10% Max Press: 195 Carry: 70				
Dexterity	16	Reaction Adj: -1 Missile Attack: +1 Defense Adj: +2				
Constitution	16	Hit Point Adj: +2 SS: 97% Resurrect: 98%				
Intelligence	13	Lang/Add'l NWP: 3 Spell Lvl: -- Learn: ---% Spells/Lvl: --- Spell bonus: ---				
Wisdom	10	Mental Saves: +0 Spell Failure: ---% Bonus Spells: -- 1st, -- 2nd, -- 3rd, -- 4th				
Charisma	15	Max Henchmen: 7 Loyalty: +3 Reaction Adj: +3				
Languages:		Common, Dwarf, Elvish, Goblinoid Tongues, Hill Giant				
Non-Weapon Proficiencies:		Secondary skills: Trader/Merchant (master levels); 8 NWP Slots Read/Write, Religion, Ancient History (Old Suloise), Healing, Herbalism, Swimming				
Other Skills:		Infravision 60'; 90% immune to sleep effects				

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	13		+2			-1
Rod / Staff / Wand	14		+2			Surprised 1 in 6
Petrify / Polymorph	12		+2			
Breath Weapon	16		+2			
Spells	15		+2			

COMBAT		Non-proficiency Penalty: -2				Hit Points
Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Short sword / 1d6 / 1d8 (+1)	17	=				22 Current
Shortbow / 1d6 / 1d6	17	=				
Dagger / 1d4 / 1d3 (+1)	17	=			+1	
		=				
Special Attack: Add +1 damage with melee weapons						

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	0	=	2	Plate /Shield		-2	
Shieldless	0	=	2	Plate /Shield		-2	
Rear / Surprised	3	=	2	Plate /Shield			
Defensive parry	-1	=	2	Plate /Shield		-2	-1
Special Defenses:							

Armor Types	Value	Dexterity Modifiers		Situational Modifiers	
Leather / Padded	8	15	-1	Dead / Unconscious	+8
Studded / Ring mail	7	16	-2	Immobilized / Paralyzed	+8
Brigandine / Scale / Hide	6	17	-3	Sleeping	+7
Chain Mail	5	18	-4	Trapped / Bound	+5
Splint/Bronze/Banded	4	DEX Bonus To-Hit (Missiles)		Surprised	+4
Plate Mail	3			Concealment (100%)	-4
Field Plate Mail	2			Cover (100%)	-8
Full Plate Mail	1			Invisible	-4
Shield	1	18	+2	Parry (non-proficient)	-1

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total	Thief Backstab Multiplier (with Surprise only)	x 2
Pick Pockets	30%	+				
Open Locks	40%	+			Status in Guild	N/A
Find/Remove/Set Traps	40%	+				
Move Silently	30%	+				
Hide in Shadows	40%	+				
Detect Noise	35%	+				
Climb Walls	55%	+				
Read Languages	15%	+				

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	2d4	Level	Number	Recovery
Skeleton / 1 HD	—	Additional turned* * If asterisk by number in Table			1	—	2 hr
Zombie	—				2	—	2 hr
Ghoul / 2 HD	—	Holy Symbol <div style="border: 1px solid black; height: 40px; width: 100%;"></div>			3	—	8 hr
Shadow / 3-4 HD	—				4	—	8 hr
Wight / 5 HD	—				5	—	8 hr
Ghast	—				6	—	8 hr
Wraith / 6 HD	—				7	—	8 hr
Mummy / 7 HD	—						
Spectre / 8 HD	—						

Dress and Appearance

Elwita displays her dwarvish-made armor above leather padding that covers blue and silver clothing. She wears bracers and greaves and openly carries her round shield with the emblems of the Gnarley Forest druids

Wizard Spells per Day

Level	Number	Recovery
1	—	4 hr
2	—	4 hr
3	—	6 hr
4	—	6 hr
5	—	6 hr
6	—	8 hr
7	—	8 hr
8	—	8 hr
9	—	10 hr

Listed times include both spell memorization and sleep / meditation times

Special Abilities and Skills

Elwita and Freda are henchmen of the Druid of the Gnarley Forest.

Magic Items and Descriptions

Dagger +1/+3 vs Reptiles	+1 enchantment; +3 to damage against reptiles
Light wand	3 charges; each charge acts as wizard's <i>light</i> spell (20' radius) at 1st level; cannot be recharged

Comments

Normal Adventuring Gear

Backpack (500 gp weight)	Clothing
3 oil flasks (1 pint ea)	cotton shirt
4 sq ft cloth rags	undergarments
2 torches	short leather surcoat
1 tinderbox	doeskin gloves
50' silk rope and grapple	leather breeches
1 mortar and pestle	2 narrow leather belts
4 tallow candles	dagger and scabbard
1 watertight leather box (6 days iron rations, 2 lb hardtack)	soft leather boots
1 mess kit (spoon, knife, bowl, cup)	hooded traveling cloak
6 iron spikes and wrapped mallet	
1 bedroll and blanket	
1 large belt pouch	
1 small water-tight scroll tube (4 packets of salt, 6 packets of pepper, 2 dried onions)	
1 water-tight book case (12 sheets vellum, 2 quills, 1 small ink bottle)	
1 3"-square metal mirror	
2 whetstones	
1 small water-tight leather box (Ingredients for Keoghtom's Healing balm, first aid kit, 1 small shears)	
2 small belt pouches	
1 sewing kit (4 needles, 4 spools thread, 1 awl)	
1 signal whistle	

flint and steel, powdered aluminum	

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Orghon Goblincleaver	Race Age Hair Color Eye color	Greyhawk, Hommllet Region		
	Fighter		Human	Sex	Male
	3		24	Height	6' 4"
	Deity		Black	Weight	240 lb
Alignment	Obad-hai/Beory	Blue-green	Homeland	Wild Coast	
Abilities	Deity	N	Movement	12" Jog (x2), Run (x3)	
Strength	18/92	Attack: +2 Damage: +5 OD: 15(3)/20 BB/LG: 35% Max Press: 380 Carry: 235			
Dexterity	16	Reaction Adj: +1 Missile Attack: +1 Defense Adj: +2			
Constitution	18	Hit Point Adj: +4 SS: 99% Resurrect: 100%			
Intelligence	11	Lang/Add'l NWP: 2 Spell Lvl: --- Learn: ---% Spells/Lvl: --- Spell bonus: ---			
Wisdom	10	Mental Saves: +0 Spell Failure: ---% Bonus Spells: ---			
Charisma	11	Max Henchmen: 4 Loyalty: +0 Reaction Adj: +0			
Languages: Common, Elvish, Halfling, Dwarf, Goblinoid Tongue					
Non-Weapon Proficiencies: Secondary skills: Bower/Fletcher (Journeyman level); 8 NWP Slots Reading/Writing, Blind-fighting, Woodland survival, Swimming, Direction sense					
Other Skills: Has 5% chance to go berserk (+1 hit/+2 damage, -2 AC, 25% hit companions) when fighting 2 or more orcs for 1d4 rounds					

ADD BONUSSES TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	13					-1
Rod / Staff / Wand	15					Surprised 2 in 6
Petrify / Polymorph	14					
Breath Weapon	16					
Spells	16					

COMBAT		Non-proficiency Penalty: -2				Hit Points	
Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	28 Current
Battle axe / 1d8 / 1d8 (+5)	18	=		+2			
Hand axe 1d6 / 1d4 (+5)	18	=		+2			
Dagger / 1d4 / 1d3 (+5)	18	=		+2			
Broadsword 2d4 / 1d6+1 (+5)	18	=		+2			
Short bow / 1d6 / 1d6 (+5)	18	=		+1			
Special Attack: +5 to melee damage due to exceptional strength							
Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	2	=	4	Splint		-2	
Shieldless	2	=	4	Splint		-2	
Rear / Surprised	4	=	4	Splint			
Defensive parry	1	=	4	Splint		-2	-1
Special Defenses:							

Armor Types	Value	Dexterity Modifiers		Situational Modifiers	
Leather / Padded	8	15	-1	Dead / Unconscious	+8
Studded / Ring mail	7	16	-2	Immobilized / Paralyzed	+8
Brigandine / Scale / Hide	6	17	-3	Sleeping	+7
Chain Mail	5	18	-4	Trapped / Bound	+5
Splint/Bronze/Banded	4	DEX Bonus To-Hit (Missiles)		Surprised	+4
Plate Mail	3			Concealment (100%)	-4
Field Plate Mail	2			Cover (100%)	-8
Full Plate Mail	1			Invisible	-4
Shield	1	18	+2	Parry (non-proficient)	-1

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total	Thief Backstab Multiplier (with Surprise only)
Pick Pockets		+			
Open Locks		+			
Find/Remove/Set Traps		+			
Move Silently		+			
Hide in Shadows		+			
Detect Noise		+			
Climb Walls		+			
Read Languages		+			
					Thieves Guild
					Status in Guild

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	Priest Spells per Day				
Skeleton / 1 HD	—	Additional turned*	2d4	Level	Number	Recovery		
Zombie	—	* If asterisk by number in Table				1	—	2 hr
Ghoul / 2 HD	—	Holy Symbol				2	—	2 hr
Shadow / 3-4 HD	—					3	—	8 hr
Wight / 5 HD	—					4	—	8 hr
Ghast	—					5	—	8 hr
Wraith / 6 HD	—					6	—	8 hr
Mummy / 7 HD	—					7	—	8 hr
Spectre / 8 HD	—					Dress and Appearance Orghon wears a black splint-mail shirt over a cotton padded shirt, leather breeks and boots, with dark gray-green cloak. He has black iron bracers on his arms and wears a small iron helm with a ring-mail drape to protect his neck. (A deep scar runs across his shoulders where an orcsish sword nearly decapitated him as a young man.)		
Vampire / 9 HD	—	Level	Number	Recovery				
Ghost / 10 HD	—	1	—	4 hr				
Lich / 11 HD	—	2	—	4 hr				
Special	—	3	—	6 hr				
		4	—	6 hr				
		5	—	6 hr				
		6	—	8 hr				
		7	—	8 hr				
		8	—	8 hr				
		9	—	10 hr				

Special Abilities and Skills

Orghon Goblincleaver has been fighting the orcsish tribes of the Pomarj since he was 14 when his village and all of his family was killed. He was saved from death and taken under the wings of a cleric of Beory and a druid of Obad-hai. He has been a devoted follower of the Shalm and the Earth Mother ever since that day. He dedicated his life to exterminate orcs where ever he finds them.

Listed times include both spell memorization and sleep / meditation times

Magic Items and Descriptions

Ring of the Gallant	Can attack creatures that require +1 or +2 magic weapon to hit with any weapon; no bonuses given

Comments

Normal Adventuring Gear

Backpack (500 gp weight)	Clothing
3 oil flasks (1 pint ea)	cotton shirt
4 sq ft cloth rags	undergarments
2 torches	short leather surcoat
1 tinderbox	doeskin gloves
50' silk rope and grapple	leather breeches
1 mortar and pestle	2 narrow leather belts
4 tallow candles	dagger and scabbard
1 watertight leather box (6 days iron rations, 2 lb hardtack)	soft leather boots
1 mess kit (spoon, knife, bowl, cup)	hooded traveling cloak
6 iron spikes and wrapped mallet	
1 bedroll and blanket	
1 large belt pouch	
1 small water-tight scroll tube (4 packets of salt, 6 packets of pepper, 2 dried onions)	
1 water-tight book case (12 sheets vellum, 2 quills, 1 small ink bottle)	
1 3"-square metal mirror	
2 whetstones	
1 small water-tight leather box (Ingredients for Keoghtom's Healing balm, first aid kit, 1 small shears)	
2 small belt pouches	
1 sewing kit (4 needles, 4 spools thread, 1 awl)	
1 signal whistle	

flint and steel, powdered aluminum	