

AD&D (2nd Ed) Character Sheet

Player Character

Character Class

Character Level

Blodgett Downsburg

Thief

4

Deity

Alignment

Olidammara

N

Campaign:

Race

Age

Hair Color

Eye color

Greyhawk, Hommlet Region

Halfling

52

Brown

Gray

Sex

Height

Weight

Homeland

Male

3' 2"

115 lb

Kron Hills

Movement

12"

Jog (x2), Run (x3)

Abilities

Strength

11

Attack: +0 || Damage: +0 || OD: 6/20 || BB/LG: 2% || Max Press: 115 || Carry: 40

Dexterity

18

Reaction Adj: +2 || Missile Attack: +2 || Defense Adj: +4

Constitution

16

Hit Point Adj: +2 || SS: 90% || Resurrect: 94%

Intelligence

10

Lang/Add'l NWP: 3 || Spell Lvl: 6 || Learn: 55% || Spells/Lvl: 9 || Spell bonus: 0

Wisdom

10

Mental Saves: +0 || Spell Failure: 0% || Bonus Spells: 0

Charisma

17

Max Henchmen: 15 || Loyalty: +8 || Reaction Adj: +7

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 BONUSES 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)

Petrify / Polymorph

12

+2

Surprised

Breath Weapon

16

+2

1 in 6

Spells

15

+2

+4 (CON)

COMBAT

Non-proficiency Penalty: -3

Hit Points

Weapon / S-M / L

THAC0

=

Battle Prowess

Ability Bonus

Magic Bonus

D20

Shortsword / 1d6 / 1d8

18

=

Dagger / 1d4 / 1d3

18

=

Thr Dagger / 1d4 / 1d3

18

=

Sling bullet / 1d6 / 1d4

18

=

+2

Current

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

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

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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

—

5

—

8 hr

Ghast

—

6

—

8 hr

Wraith / 6 HD

—

7

—

8 hr

Mummy / 7 HD

—

Spectre / 8 HD

—

Vampire / 9 HD

—

Ghost / 10 HD

—

Lich / 11 HD

—

Special

—

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.

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

Blodgett was hired by Jaroo Ashstaff, Druid of Hommlet, to accompany the party on this trip.

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)