

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"		
Attack: +0 Damage: +0 OD: 8/20 BB/LG: 17% Max Press: 170 Carry: 55				Jog (x2), Run (x3)		
Strength	15	Reaction Adj: +0 Missile Attack: +0 Defense Adj: +0				
Dexterity	13	Hit Point Adj: +3 SS: 97% Resurrect: 98%				
Constitution	17	Lang/Add'l NWP: 3 Spell Lvl: -- Learn: --% Spells/Lvl: -- Spell bonus: 1st, 2nd, 3rd, 4th				
Intelligence	13	Mental Saves: +1 Spell Failure: 0% Bonus Spells: 1st, 2nd, 3rd, 4th				
Wisdom	15	Max Henchmen: 6 Loyalty: +1 Reaction Adj: +2				
Charisma	14	Languages: Common, Dwarf, Elvish, Goblinoid Tongue, Ogre				
Non-Weapon Proficiencies:		Secondary skills: Woodcutter (master levels); 6 NWP Slots Read/Write, Religion, Ancient History (Old Suloise), Healing, Herbalism, Swimming				
Other Skills:		Tracking (WIS +1)				

ADD BONUSES 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	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)	Concealment (100%) -4
Field Plate Mail	2	16	Cover (100%) -8
Full Plate Mail	1	17	Invisible -4
Shield	1	18	Parry (non-proficient) -1

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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		+		

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	—	Additional turned*	2d4	1	—	2 hr
Zombie	—	* If asterisk by number in Table				2 hr
Ghoul / 2 HD	—			3	—	8 hr
Shadow / 3-4 HD	—	Holy Symbol		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	—					

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)	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