

# AD&D (2nd Ed) Character Sheet

<b>Player Character</b> <b>Character Class</b> <b>Character Level</b>	Kayen Telva		<b>Race</b> <b>Age</b> <b>Hair Color</b> <b>Eye color</b>	<b>Greyhawk, Hommler Region</b>		
	Druid			Elvish	<b>Sex</b> <b>Height</b> <b>Weight</b> <b>Homeland</b>	Female
	3			262		5' 8"
	<b>Deity</b> <b>Alignment</b>			Obad-Hai Neutral (Good)	Silver	145 lbs
<b>Abilities</b>			<b>Movement</b>	12" Jog (x2), Run (x3)		
<b>Strength</b>	<b>15</b>	Attack: +0    Damage: +0    OD: 8/20    BB/LG: 7%    Max Press: 170 lbs    Carry: 55 lbs				
<b>Dexterity</b>	<b>16</b>	Reaction Adj: -1    Missile Attack: +1    Defense Adj: +2				
<b>Constitution</b>	<b>15</b>	Hit Point Adj: + 1 /die    SS: 90%    Resurrect: 94%				
<b>Intelligence</b>	<b>13</b>	Lang/Add'l NWP: 3    Spell Lvl:    Learn: %    Spells/Lvl:    Spell bonus:				
<b>Wisdom</b>	<b>17</b>	Mental Saves: -3    Spell Failure: 0%    Bonus Spells: 2 1st, 2 2nd, 1 3rd, 0 4th				
<b>Charisma</b>	<b>15</b>	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"

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

<b>COMBAT</b>		Non-proficiency Penalty: -3			Hit Points				
<b>Weapon / S-M / L</b>	<b>THAC0</b>	<b>Battle Prowess</b>	<b>Ability Bonus</b>	<b>Magic Bonus</b>	<b>D20</b>	<b>18</b>  <b>Current</b>			
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:									
<b>Defense Posture</b>	<b>Defense</b>	<b>Base AC</b>	<b>Armor Type</b>	<b>Magic Bonus</b>	<b>DEX Bonus</b>	<b>Situational</b>			
Normal	6	=	8	Leather	-2				
Shieldless	6	=	8	Leather	-2				
Rear / Surprised	8	=	8	Leather					
Defensive parry	5	=	8	Leather	-2	-1			
Special Defenses:									

<b>Armor Types</b>	<b>Value</b>	<b>Dexterity Modifiers</b>		<b>Situational Modifiers</b>	
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	<b>DEX Bonus To-Hit (Missiles)</b>		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

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<b>Thief Skills</b>	<b>Base</b>	<b>+</b>	<b>Modifier</b>	<b>Total</b>	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		+						

<b>Clerical Undead Turning / Commanding (G and E morality only)</b>				<b>Priest Spells per Day</b>		
<b>Undead Type</b>	<b>d20 Roll</b>	<b>Number turned</b>	<b>2d6</b>	<b>Level</b>	<b>Number</b>	<b>Recovery</b>
Skeleton / 1 HD		<b>Additional turned*</b>	2d4	1	4	2 hr
Zombie		* If asterisk by number in Table				
Ghoul / 2 HD		<b>Holy Symbol</b> mistletoe and twisted-wood ring of Obad-hai				
Shadow / 3-4 HD						
Wight / 5 HD						
Ghast						
Wraith / 6 HD						
Mummy / 7 HD						
Spectre / 8 HD						
Vampire / 9 HD		<b>Dress and Appearance</b> Dresses in browns, greens and grays; prefers hooded cloaks; gear looks like that worn by traveling merchant				
Ghost / 10 HD		<b>Wizard Spells per Day</b>				
Lich / 11 HD				<b>Level</b>	<b>Number</b>	<b>Recovery</b>
Special				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

## Kayen Telva's Normal Spell Selection

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

## Normal Adventuring Gear

<b>Backpack (500 gp weight)</b>	<b>Clothing</b>
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
<b>1 large belt pouch</b>	
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)	
<b>2 small belt pouches</b>	
1 surgery kit (needles, sinew, thread, antiseptic balm, volcanic glass blades)	
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1 extra holy symbol	