

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	None	160 lbs
		CG	Movement		"	
Abilities						
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

COMBAT		Non-proficiency Penalty:		-5		Hit Points	
Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	16 Current
Dagger (melee)	20	=					
Dagger (thrown)	20	=		+3			
Sling (bullet)	20	=		+2			
Sling (stone)	20	=		+2			
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	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

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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	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

Wizard Spells per Day

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.		Listed times include both spell memorization and sleep / meditation times
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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

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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)	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