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**	13	Human	17	15	16	15	17	15	**12 (8)**	86	**-2 / 2**
Kayen Telva	**Druid**	12	*High Elf*	15	16	15	13	17	15	**14 (13)**	77	**-2 / 0**
Moritan Delgath	**Wizard**	12	Human	9	10	16	18	12	15	**17 (15)**	52	**1 / 1**
Phanstern the Dark	**Illusionist**	14	Human	8	18	16	18	14	11	**16 (14)**	49	**0 / 4**
Blodgett Downsburg	**Thief/Scout**	14	*Halfling*	11	18	16	10	10	17	**12 (10)**	60	**0 / 4**
Freda Vainsdotter	**Ranger**	11	Human	15	17	17	13	15	14	**10 (6)**	95	**-1 / 2**
Elwita Goldwing	**Fighter**	12	*Mt Dwarf*	16	12	18	13	10	15	**9 (6)**	105	**-3 / 0**
Orghon Goblincleaver	**Fighter**	13	Human	18/92	16	18	11	14	11	**8 (3)**	120	**-5 / 0**

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

Campaign:	*Greyhawk, Hommlet Region*		
Race	Human	Sex	Male
Age	38	Height	6' 2"
Hair Color	Brown	Weight	195 lb
Eye color	Gray	Homeland	Kron Hills
Movement	12" Jog (x2), Run (x3)		

Player Character	Brother Karraway	
Character Class	Cleric	
Character Level	13	
Deity	St Cuthbert	
Alignment	LG	

Abilities

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/die || SS: 95% || Resurrect: 96%
Intelligence	15	Lang/Add'l NWP: 4 || 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: 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 BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	5	+3	+4/+3 (no shld)			+0
Rod / Staff / Wand	9	+3	+4/+3 (no shld)			
Petrify / Polymorph	8	+3	+4/+3 (no shld)			Surprised
Breath Weapon	11	+3	+4/+3 (no shld)			2 in 6
Spells	10	+3	+4/+3 (no shld)			

COMBAT

Non-proficiency Penalty: -3 Attacks/Rd: 1

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Club / 1d6 / 1d4 (+1)	12	=		+4	+1	
Sling stone / 1d4 / 1d4 (+1)	12	=		+4		
Sling bullet / 1d4+1/1d6+1 (+1)	12	=		+4		
Ft'man mace /1d6+1/1d6 (+1)	12	=		+4	+1	
Hammer / 1d4+1 / 1d4	12	=		+4	+5 (thrown only)	
		=				

Special Attack: +9 dmg when using Belt; +5 dmg with Hammer

Hit Points

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Current

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	-2	=	5	Chain/Shield	+4	-1	
Shieldless	-1	=	5	Chain/Shield	+3	-1	
Rear / Surprised	2	=	5	Chain/Shield	+3		
Defensive parry	-3	=	5	Chain/Shield	+4	-1	-1

Special Defenses:

General Combat/Defense Information

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers	
15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)	
16	+1
17	+2
18	+2

Situational Modifiers	
Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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
Skeleton / 1 HD	D*
Zombie	D*
Ghoul / 2 HD	D*
Shadow / 3-4 HD	D*
Wight / 5 HD	D
Ghast	D
Wraith / 6 HD	T
Mummy / 7 HD	T
Spectre / 8 HD	4
Vampire / 9 HD	7
Ghost / 10 HD	10
Lich / 11 HD	13
Special	16

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

Small wooden billet (6" long) studded with 7 small white pearls

Dress and Appearance

Brother Karraway dresses in browns, grays, and greens, hiding his chain mail shirt and leggings under loose-fitting merchant's attire. He carries his club and shield openly. He wears leather traveling boots and well-worn leather gloves.

Priest Spells per Day

Level	Number	Recovery
1	6+2	2 hr
2	6+2	2 hr
3	6+1	8 hr
4	4	8 hr
5	2	8 hr
6	2	8 hr
7	_	8 hr

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

* Turn undead with holy symbol
* Add 1/2 level (round up) HPs to all healing spells cast (+7 hp)

Hammer of Cuthbert: Does not add 'To Hit' or 'Damage' unless thrown; when thrown, will stack with other bonuses when used with battle cry "By the Power of Cuthbert!"; each throw with drain 3 Con points for 1 turn; if the hammer is thrown more than three times in 6 turns, the user must rest for 6 consecutive turns (no fighting, can defend, no DEX or CON bonuses in this period).

Magic Items and Descriptions

Hammer of Cuthbert +5	+5 hit/dmg (thrown only); used w/ Belt; hurl up to 120'; if thrown 3x in hr, must rest 6 turns; trails lightning
Belt of Cuthbert's Strength	+4 to hit/+9 to damage in melee; BB/LG: 70%, OD: 17(12); Max Press: 810 lb; Carry: 635 lb; 2d10 rock dmg
Club of Cuthbert +1	+1 attack/+1 damage; Bless (3/day); Cure Light Wounds (2/day); Protection from Evil (1/day)
Chain Mail Armor +3	+3 enchantment
Shield +1/+4 vs missiles	+1 enchantment; medium round (gray-green color); immune to forward-directed magic missiles
Ring of Beneficent Rao	Wearer gets 2 hp of healing for every curative spell cast if healing another person
Keoghtom's Ointment	2 jars (10 applications); neutralize poison; cure 2d4+2 hp
Scroll of 4 clerical spells	Scroll of Heal, Restoration, Regenerate, Raise Dead; at 17th level of casting
Murlynd's Spoon	Can make food (pasty oatmeal) daily for up to 8 persons; one meal nourishes for the day
Decanter of Endless Water	Stream: 1 gal/rd; Fountain: 5' long stream @5 gal/rd; Geyser: 20' long stream @30 gal/rd; Commands: "Laguz" "Voash", "Kluss"

Comments

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.

Karraway's Normal Spell Selection

1st Level	2nd Level	3rd Level	4th Level

5th Level	6th Level	7th Level

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp
Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*				
Player Character	Kayen Telva	**Race**	Elvish	**Sex**	Female
Character Class	Druid	**Age**	276	**Height**	5' 8"
Character Level	12	**Hair Color**	Silver	**Weight**	145 lbs
Deity	Obad-Hai	**Eye color**	Blue	**Homeland**	Celene
Alignment	N(G)				
				Movement	12" Jog (x2), Run (x3)

Abilities

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: 7 || Loyalty: +3 || Reaction Adj: +3

Languages:	Common, Dwarf, Gnomish, Goblinoid, Elvish, Hill Giant, Ogre; 5 other "woodland" languages
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 120'; druid skills/powers (incl shape change); +2 save fire/elec; 1 woodland lang/level over 3rd; 90% immune charm/sleep

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	6	+2	+2	+4 fire/elec		-1
Rod / Staff / Wand	10	+2	+2	+4 fire/elec		
Petrify / Polymorph	9	+2	+2	+4 fire/elec		**Surprised**
Breath Weapon	12	+2	+2	+4 fire/elec		1 in 6
Spells	11	+2	+2	+4 fire/elec		

COMBAT

Non-proficiency Penalty: -3 **Attacks/Rd: 1**

Hit Points

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Sling bullet 1d6/1d4 (+1)	14	=		+1	+2	
Sling stone 1d4/1d4 (+1)	14	=		+1	+2	
Dagger (melee) 1d4/1d3 (+1)	14	=			+2	
Dagger (thrown) 1d4/1d3 (+1)	14	=		+1	+2	
Scimitar 1d8/1d8	14	=			+1	
Quarterstaff 1d6/1d6	14	=			+1	
Special Attack:						

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Current

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	-2	=	0	None		-2	
Shieldless	-2	=	0	None		-2	
Rear / Surprised	0	=	0	None			
Defensive parry	-3	=	0	None		-2	-1
Special Defenses:							

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers	
15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)	
16	+1
17	+2
18	+2

Situational Modifiers	
Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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
Skeleton / 1 HD	
Zombie	
Ghoul / 2 HD	
Shadow / 3-4 HD	
Wight / 5 HD	
Ghast	
Wraith / 6 HD	
Mummy / 7 HD	
Spectre / 8 HD	
Vampire / 9 HD	
Ghost / 10 HD	
Lich / 11 HD	
Special	

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

mistletoe and twisted-wood ring of Obad-hai

Priest Spells per Day

Level	Number	Recovery
1	6+2	2 hr
2	5+2	2 hr
3	5+1	8 hr
4	3	8 hr
5	2	8 hr
6	2	8 hr
7	_	8 hr

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/charm (except of Fae origins); find concealed 3 of 6, find secret 2 of 6; +1 hit with short/long swords and bows
* As DRUID: detect pure water; ID animals & plants 100%; pass w/o trace in overgrown areas; immune to woodland charm; shapechange 3x/day for 1d6 x 10% healing on all damage; woodland languages: 9; +2 on saves for fire and electricity
Major Spheres: All, Animal, Elemental, Healing, Plant, Weather
Minor Spheres: Divination (Levels 1-3)
* Add 1/2 level (round up) HPs to all healing spells cast (+6 hp)

Magic Items and Descriptions

Bracers of Obad-hai	AC 0 defense; +2 saving throws; protection from electricity/fire (save:1/4 dmg; no save: 1/2 dmg)
Dagger +2	+2 to hit/dmg
Flaming scimitar +1	+1, +2 vs. regen, +3 vs. cold-using, inflammable, avians, +4 vs. undead (detect hidden passages; empathy)
Staff of Curing (chargeless)	Magic weapon (+1 hit/dmg); each fxn works 1/day: cure disease/blindness/deafness/insanity, heal 3d6+3 hp
Sling of Seeking +2	+2 to hit/+2 dmg; all ranges are considered short
Goodberry Pouch	Produces up to 2d4 goodberries each day, if berries/seeds placed in pouch day before
Potion of Plant Control (x2)	Control plant actions within 20' x 20' square; 5d4 rd duration; plants with INT 5+ get save vs Spell
Potion of Extra Healing (x3)	Cures 3d8+3 hp or three doses for 1d8 hp
Amulet of True Direction	Minor Artifact of Obad-hai; three times per day shows direction of druid's intended goal object, but not path
Boots/Cloak of Dark Elvinkind	Silent movement in most situations; Blend in underground environment 75% success
Torc of Disguise	Similar to Hat of Disguise; functions at 12th level for purposes of seeing through or dispelling the effect

Comments

Kayen is a follower of the Great Druid of the Gnarley Forest and has been tasked to aid in the destruction of the Slavers and Giants masterminds.

NOTE: Kayen has used the torc, boots, and cloak to masquerade as a drow elf of the Clan while in the city.

Kayen Telva's Normal Spell Selection

1st Level	2nd Level	3rd Level	4th Level

5th Level	6th Level	7th Level

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp
Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*		
Race	Human	**Sex**	Male
Age	46	**Height**	5' 10"
Hair Color	Black w/ gray	**Weight**	160 lbs
Eye color	Blue	**Homeland**	Wild Coast
Movement	12" Jog (x2), Run (x3)		

Player Character	Moritan Delgath	
Character Class	Wizard	
Character Level	12	
Deity	St Cuthbert	
Alignment	LG	

Abilities

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/die || SS: 95% || Resurrect: 96%
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 || NWPs: Spellcraft (x3); Historian: Wild Coast and Pomarj; Religion; Engineering; Direction Sense, Swimming
Other Skills:	

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	11	+3	+3			0
Rod / Staff / Wand	7	+3	+3			
Petrify / Polymorph	9	+3	+3			**Surprised**
Breath Weapon	11	+3	+3			2 in 6
Spells	8	+3	+3			

COMBAT

Non-proficiency Penalty: -5 **Attacks/Rd: 1**

Hit Points

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Dagger / 1d4 / 1d3	17	=			+2	
Thr. Dagger / 1d4 / 1d3	17	=			+2	
Quarterstaff / 1d6 / 1d6	17	=			+2	
		=				
		=				
		=				
Special Attack:						

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Current

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	1	=	5	None	+4		
Shieldless	1	=	5	None	+4		
Rear / Surprised	1	=	5	None	+4		
Defensive parry	0	=	5	None	+4		-1
Special Defenses:	Immune to normal missiles; -2 AC to larger missiles; immune to magic missiles						

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers	
15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)	
16	+1
17	+2
18	+2

Situational Modifiers	
Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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
Skeleton / 1 HD	_
Zombie	_
Ghoul / 2 HD	_
Shadow / 3-4 HD	_
Wight / 5 HD	_
Ghast	_
Wraith / 6 HD	_
Mummy / 7 HD	_
Spectre / 8 HD	_
Vampire / 9 HD	_
Ghost / 10 HD	_
Lich / 11 HD	_
Special	_

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

Dress and Appearance

Moritan Delgalth dresses in dark-colored traveling clothes and comfortable soft leather boots. He prefers hooded cloaks and wide-brimmed hats to conceal his features.

Priest Spells per Day

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

Wizard Spells per Day

Level	Number	Recovery
1	7(4)	4 hr
2	6(4)	4 hr
3	5(4)	6 hr
4	4	6 hr
5	4	6 hr
6	2	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

* **Amulet of the Archmage** functions (12th level): **NO ch**: *Detect Magic*, *Hold Portal*, *Light*, *Protection form Evil*; **ONE ch**: *Charm Person, Continual Light*, *Darkness 15' radius*, *Enlarge/Shrink*, *Hold Person*, *Invisibility*, *Knock*, *Suggestion*, *Web*; **TWO ch**: *Charm Monster*, *Dispel Magic*, *Stoneskin*; **THREE ch**: *Dismissal*, *Hold Monster, Minor Globe of Invulnerability*; **FIVE ch**: *Globe of Invulnerability*, *Stone to Flesh*
* **Robes of the Archmage**: opponents' MR / Save reduced 20% / -4 when wearer casts *Charm Monster, Charm Person, Friends, Hold Monster, Hold Person, Polymorph Other, Suggestion*.

Magic Items and Descriptions

White Robes of Archmage	AC 5; Protection from Normal Missiles; immune to Magic Missiles; +1 saves; 5% MR
Amulet of the Archmage	Provides 12 charges daily; 1 Con pt = 1 charge; +2 saves; -2 AC; functions as Necklace of Adaptation
Dagger +2/+3 vs enchanted	+2 hit / +2 dmg (+3 dmg vs Enchanted creatures)
Master Conjurer's Ring	Memorize three additional 1st level spells, two additional 2nd level spells, and one additional 3rd level spell
Helm of Comp/Read Lang	Allows wearer to read/translate normal texts/spoken languages (90%) and magic writings (80%)
Cloak of Levitation	-2 AC; Levitate (12 turns), Fly 18" (Class B; 12 turns); feather fall at will
Dalt's Key	Small brass key on verdegris-covered neckchain; bypass all magical and mechanical locks (max 3 uses/day)
Crystal Candle	Blue gem (2" diameter); sheds soft light in 1' radius; can activate/extinguish with command word; felt bag
Boccob's Traveling Library	9 Books of Boccob in a leather pouch of holding; one book/spell level; max 25 spells/book

Comments

Delgath is a clerical follower of Cuthbert. He is a henchman of the High Clerist of Cuthbert in Verbobonc, who saved him from a band of Slavers close to 5 years ago. The Clerist asked Delgath to accompany this Party to aid Karraway in an attempt to stop the Slavers and find their top men. He journeys with Karraway to aid against the giants as it is suspected the Slavers and the Giants have the same masters.

Delgath's Traveling Spell Book

1st Level	2nd Level	3rd Level	4th Level
Burning Hands	ESP	Dispel Magic	Detect Scrying
Detect Magic	Flaming Sphere	Haste / Slow	Dimension Door
Magic Missile	Glitterdust	Hold Person	Enervation
Phantasmal Force	Invisibility	Invisibility, 10' Radius	Fire Shield
Sleep	Knock	Fireball	Remove Curse
Spider Climb	Levitate	Lightning Bolt	
Wall of Fog	Web		

5th Level	6th Level	7th Level	8th Level
Cone of Cold	Globe of Invulnerability		
Feeblemind	Stone to Flesh		
Hold Monster			
Monster Summoning III			

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp
Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*		
Race	Human	**Sex**	Male
Age	42	**Height**	5' 9"
Hair Color	None	**Weight**	160 lbs
Eye color	Violet	**Homeland**	Wild Coast
Movement	" Jog (x2), Run (x3)		

Player Character	Phanstern the Dark	
Character Class	Illusionist	
Character Level	14	
	Deity	St Cuthbert
	Alignment	CG

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	18	Lang/Add'l NWP: 7 || Spell Lvl: 9 || Learn: 85% || Spells/Lvl: 18 || Spell bonus: +1/lvl (Illusion)
Wisdom	14	Mental Saves: +0 || 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 BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws	**Base**	**Mental**	**Physical**	**Situational**	**Total**	**Initiative**
Paralyze / Poison / Death	11	+2	+2			-2
Rod / Staff / Wand	7	+2	+2			
Petrify / Polymorph	9	+2	+2			**Surprised**
Breath Weapon	11	+2	+2			2 in 6
Spells	8	+3 (illusion)/+2	+2			

COMBAT

Non-proficiency Penalty: -5 **Attacks/Rd:** 1

Hit Points

Weapon / S-M / L	**THAC0**	=	**Battle Prowess**	**Ability Bonus**	**Magic Bonus**	**D20**
Dagger / 1d4 / 1d3	16	=			+1	
Thr Dagger / 1d4 / 1d3	16	=		+3	+1	
Sling bullet / 1d6 / 1d4	16	=		+2		
Sling stone / 1d4 / 1d4	16	=		+2		
Shortsword / 1d6 / 1d8	16	=			+4	
		=				
Special Attack:						

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Current

Defense Posture	**Defense**	=	**Base AC**	**Armor Type**	**Magic Bonus**	**DEX Bonus**	**Situational**
Normal	0	=	4	None		-4	
Shieldless	0	=	4	None		-4	
Rear / Surprised	4	=	4	None			
Defensive parry	-1	=	4	None		-4	-1
Special Defenses:							

Armor Types	**Value**
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers	
15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)	
16	+1
17	+2
18	+2

Situational Modifiers	
Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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**
Skeleton / 1 HD	
Zombie	
Ghoul / 2 HD	
Shadow / 3-4 HD	
Wight / 5 HD	
Ghast	
Wraith / 6 HD	
Mummy / 7 HD	
Spectre / 8 HD	
Vampire / 9 HD	
Ghost / 10 HD	
Lich / 11 HD	
Special	

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

Priest Spells per Day

Level	**Number**	**Recovery**
1	_	2 hr
2	_	2 hr
3	_	8 hr
4	_	8 hr
5	_	8 hr
6	_	8 hr
7	_	8 hr

Dress and Appearance

Phanstern favors black in his clothing, He wears long hooded cloaks (with the hood up and forward) regardless of the weather. Normal travel clothing is composed of soft leather boots, silken shirt, and dark (or black) pantaloons.

Wizard Spells per Day

Level	**Number**	**Recovery**
1	5 + 1 ill	4 hr
2	5 + 1 ill	4 hr
3	5 + 1 ill	6 hr
4	4 + 1 ill	6 hr
5	4 + 1 ill	6 hr
6	2 + 1 ill	8 hr
7	1 + 1 ill	8 hr
8	_	8 hr
9	_	10 hr

Listed times include both spell memorization and sleep / meditation times

Special Abilities and Skills

* Amulet of Mystic Visions: grants wearer 120' Darkvision (Infravision & Ultravision)
* Sword of Lyons: 20" double-edged shortsword; always invisible; wearer under improved invisible while in scabbard; sword is +4 hit/dmg; detect invisible objects, concealed/secret doors w/in 60' of the wielder; makes wielder immune to illusions under the 4th Level
* Scabbard of Lyons: +2 to AC/Saves; acts as Periapt of Wound Closure (2x healing rate, all wounds heal regardless of source, no bleed out)
* Shadow Jump (1 jump per 2 rds, lasts 1 rd/level: see "dimension door"; between deep shadows up to 100' distant)

Magic Items and Descriptions

Sword of Lyons +4	Imprv Invis until drawn; sword always invisible; detect invisible/secret w/in 6", immune to 1st-3rd lvl illusion
Scabbard of Lyons +2	+2 AC, +2 all saves; functions as *Periapt of Wound Closure*
Dagger +2	+2 to-hit/damage
Bracers of Dark Defense	AC 6; Protection from Undead (as scroll); Resistance to Acid (no save:1/2 dmg; save:1/4 dmg)
Cloak of Shadows	Hide in shadows 90% (95% in deep shadow); *Shadow Jump* (3/day); *Shadow Walk* (1/week round trip); 12th lvl
Ring of Shadows	*Demi-shadow Magic* (1/day); Infravision, Ultravision, Darkvision (120')
Boots of Unlimited Action	*Levitate*, *Feather Fall*, and *Free Action*
Amulet of Mystic Visions	*Detect Magic* (3/day); *Wizard Eye* (1/day); 12th lvl
Scroll of 4 Illusionist spells	*Fear*, *Minor Creation*, *Phantasmal Killer*, *Shadow Monsters* (at 10th level)
Boccob's Traveling Library	9 Books of Boccob in a leather pouch of holding; one book/spell level; max 25 spells/book

Comments

Phanstern is an enigma to many. He rarely speaks unless necessary, and then only in the fewest number of words possible. Little is known of his history other than he was a slave of the Slave Lords for some time. He gives little or no quarter to the Slave Lords' minions.

Phanstern's Traveling Spell Book

1st Level	**2nd Level**	**3rd Level**	**4th Level**
Charm Person	Blindness	Clairvoyance	Charm Monster
Color Spray	Blur	Fly	Confusion
Comprehend Languages	Continual Light	Haste / Slow	Emotion
Dancing Lights	Detect Invisibility	Hold Person	Fear
Detect Magic	Forget	Invisibility, 10' radius	Improved Invisibility
Phantasmal Force	Improved Phantasmal Force	Spectral Force	Leomund's Secure Shelter
Unseen Servant	Invisibility	Tongues	Minor Creation
Ventriloquism	Ray of Enfeeblement	Wraithform	Phantasmal Killer

5th Level	**6th Level**	**7th Level**	**8th Level**
Advanced Illusion	Demi-shadow Magic	Mass Invisibility	
Demi-shadow Monsters	Mirage Arcana	Vanish	
Dream	Shades		
Shadow Door	Veil		
Shadow Magic			

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp
Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*				
Player Character	Blodgett Downsburg	**Race**	Halfling	**Sex**	Male
Character Class	Thief	**Age**	54	**Height**	3' 2"
Character Level	14	**Hair Color**	Brown	**Weight**	115 lb
Deity	Olidammara	**Eye color**	Gray	**Homeland**	Kron Hills
Alignment	N	**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/die || SS: 95% || Resurrect: 96%
Intelligence	**10**	Lang/Add'l NWP: 2 || Spell Lvl: 5 || Learn: 40% || Spells/Lvl: 7 || Spell bonus: 0
Wisdom	**10**	Mental Saves: +0 || Spell Failure: 0% || Bonus Spells: 0
Charisma	**17**	Max Henchmen: 10 || Loyalty: +6 || Reaction Adj: +6

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; Two-handed melee (+0/-2)
Other Skills:	Tracking (WIS -4); use wizard/clerical scrolls with 75% chance of success; +2 all missiles; Infravision 60'

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	10	0	+2	+4 (Poisons)		-2
Rod / Staff / Wand	8	0	+2	+4		
Petrify / Polymorph	9	0	+2			**Surprised**
Breath Weapon	13	0	+2			1 in 6
Spells	9	0	+2	+4		

COMBAT

Non-proficiency Penalty: -3 **Attacks/Rd: 1**

Hit Points

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Shortsword / 1d6 / 1d8	12	=			+2	
Dagger / 1d4 / 1d3	12	=			+4	
Thr Dagger / 1d4 / 1d3	12	=			+4	
Sling bullet / 1d6 / 1d4	12	=		+2	+1	
Sling stone / 1d4 / 1d4	12	=		+2	+1	
		=				

60

Current

Special Attack: Backstab x5 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	0	=	4	None		-4	
Shieldless	0	=	4	None		-4	
Rear / Surprised	4	=	4	None			
Defensive parry	-1	=	4	None		-4	-1
Special Defenses:							

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers	
15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)	
16	+1
17	+2
18	+2

Situational Modifiers	
Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
Invisible	-4
Parry (non-proficient)	-1

AD&D (2nd Ed) Character Sheet

Thief Skills	Base	+	Modifier	Total
Pick Pockets	45%	+		
Open Locks	90%	+	5% (w/ tools)	
Find/Remove/Set Traps	90%	+	5% (w/ tools)	
Move Silently	85%	+		
Hide in Shadows	75%	+		
Detect Noise	75%	+		
Climb Walls	95%	+		
Read Languages	85%	+		

Thief Backstab Multiplier (with Surprise only)	x 5
Thieves Guild	Independent Adventurer and Scout
Status in Guild	N/A

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

Undead Type	d20 Roll
Skeleton / 1 HD	_
Zombie	_
Ghoul / 2 HD	_
Shadow / 3-4 HD	_
Wight / 5 HD	_
Ghast	_
Wraith / 6 HD	_
Mummy / 7 HD	_
Spectre / 8 HD	_
Vampire / 9 HD	_
Ghost / 10 HD	_
Lich / 11 HD	_
Special	_

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

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.

Priest Spells per Day

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

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

Note: If Dagger of Luck allows a re-roll on a critical, and the result is another critical, then the wielder takes maximum damage from the event (no save). Hepmonaland silkreed rope: 100' with grapple; can support 2x silk and 5x hemp ropes at 1/2 weight of silk (500 lbs)

Magic Items and Descriptions

Dagger of Luck +4	+4 to hit/damage; sense enemies 100' (empathy); detect secret passages 80', luck (re-roll any 1 critical/day)
Longtooth Dagger +2	Acts as +2 shortsword for halflings and gnomes; -1 initiative roll with this weapon
Sling of Seeking +2	+2 to hit/+2 to damage
Sling Bullets of Impact (20)	Damage base: d8; Add +1 to hit, +2 to damage; max dmg on natural 20 (explode for 10 hp)
Bracers of Protection	AC 4; Protection from Acid and Gases (+4 save vs acid/gas; half or quarter dmg), +2 to all other saves
Cloak of Elvinkind	90% undetectable in natural environments; sized for halfling
Slippers of Spider Climb	Function as the 2nd Lvl Magic-user spell
Rope of Climbing	100' length; 80' length knotted; support 750 lbs
Olidammara's Thieves Tools	+5% to Open Locks, Set/Remove Traps
Portable Hole	Recovered from Frost Giants lair; 6' diameter, 10' deep (283 cu ft); empty when game begins
1 Potion of Delusion	Blodgett knows the potion's true nature; will use it to confuse or confound an enemy

Comments

Blodgett was hired by Jaroo Ashstaff, Druid of Hommlet, to accompany the party to find the masterminds of both the Slavers and the Giants. The pay is good, but Blodgett is intrigued by adventure and would have taken on the challenge anyway. Jaroo is an old friend and Blodgett knows the druid would not have asked if this was not important. He is also confident that Jaroo wouldn't send him on a suicide mission, though Blodgett suspects this will not be an easy or safe assignment.

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp

Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*				
Player Character	Freda Vainsdotter	**Race**	Human	**Sex**	Female
Character Class	Ranger	**Age**	37	**Height**	5' 4"
Character Level	11	**Hair Color**	Red	**Weight**	145 lb
Deity	Ehlonna	**Eye color**	Green	**Homeland**	Gnarley Forest
Alignment	CG	**Movement**	12" Jog (x2), Run (x3)		

Abilities

Strength	**15**	Attack: +0 || Damage: +0 || OD: 8/20 || BB/LG: 7% || Max Press: 170 || Carry: 55
Dexterity	**17**	Reaction Adj: -2 || Missile Attack: +2 || Defense Adj: +3
Constitution	**17**	Hit Point Adj: +3/die || 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:	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 +3); Blood enemy: orcs (+4 to hit); 2-hand melee combat @ no penalty (+1 to hit/+2 damage)

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	7	+1	+3			-2
Rod / Staff / Wand	9	+1	+3			
Petrify / Polymorph	8	+1	+3			**Surprised**
Breath Weapon	8	+1	+3			1 in 6
Spells	10	+1	+3			

COMBAT

Non-proficiency Penalty: -2 **Attacks/Rd: 3/2; 2 lg sw + 1 off-hand**

Hit Points 95 **Current**

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Longsword / 1d8 / 1d12	10	=		+1	+4	
Dagger / 1d4 / 1d3	10	=		+1		
Thr Dagger / 1d4 / 1d3	10	=		+2		
Comp Sh Bow / 1d6 / 1d6	10	=		+2	+2 or +1 or 0	
Hand axe / 1d6 / 1d4	10	=		+1		
Thr Hand axe / 1d6 / 1d4	10	=		+2		

Special Attack: +1 hit/+2 dmg longsword; +4 to-hit goblinoids; two-hand combat (lg swd + sh swd or smaller)

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	-1	=	5	Elvish Chain	+3	-3	
Shieldless	-1	=	5	Elvish Chain	+3	-3	
Rear / Surprised	2	=	5	Elvish Chain	+3		
Defensive parry	-2	=	5	Elvish Chain	+3	-3	-1

Special Defenses: May increase AC from +1 to +4 from Defender sword each round (reduces attack value by equal amount)

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers

15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)

16	+1
17	+2
18	+2

Situational Modifiers

Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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	91%	+	Halved in Urban env	
Hide in Shadows	75%	+	Halved in Urban env	
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
Skeleton / 1 HD	_
Zombie	_
Ghoul / 2 HD	_
Shadow / 3-4 HD	_
Wight / 5 HD	_
Ghast	_
Wraith / 6 HD	_
Mummy / 7 HD	_
Spectre / 8 HD	_
Vampire / 9 HD	_
Ghost / 10 HD	_
Lich / 11 HD	_
Special	_

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

Casting is at 4th level; Spheres allowed: Plant, Animal

Dress and Appearance

Freda dresses in nondescript traveling clothes of green, gray, and brown that resemble standard woodsman clothing. She often wears the hood of her dark green traveling cloak up to cover her face. She wears leather bracers with metal studs and leather greaves.

Priest Spells per Day

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

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

* Tracking skills (WIS < 19 on 20 base check)
* Calm wild/attack animal; animal rolls versus Rod / Staff / Wand at -1
* Chosen enemy receives +LVL points of damage on hit (goblinoids)
* Weapon specialization in longsword: 2 attacks/round; +1 to hit, +2 dmg
* Two-weapon attacks: 2 longsword + 1 shortsword/dagger per round

Magic Items and Descriptions

Elvish Chain Mail shirt +3	+3 enchantment
Defender Longsword +4	Pluses can be used to add to AC; can change distribution each full round of combat
Warden's Blade +1	Shortsword; Regenerate 6 hp per hour while held; cannot work while wielder is sleeping
Spear +1	+1 enchantment
Shortbow of Accuracy +1	All ranges are considered "short"
Quiver of Elhonna	Carry up to 160 arrows (8 compartments of 20), 6 spears, 4 staves/bows; ask for arrow type when drawing
Boots of Elvinkind	Silent movement in most situations
Cloak of Elvinkind	Blend in woodland environment 95% success
Potion of Healing (x3)	Cures 4-10 (2d4+2) points of physical damage
Waterskin of Health	12 charges remaining; Purify Water 1 gallon once per hour; becomes normal waterskin after the last charge

Comments

Freda and Elwita are henchmen of the Druid of the Gnarley Forest and were personally asked by Kiron Greensward to assist the Party in this raid the Slaver and Giant masterminds. Orcs are Freda's sworn enemies as a Ranger. Many of her kin were menaced by orcs in the Gnarley Forest before fleeing to the Verbobonc region. She welcomes any opportunity to strike a blow against them.

Freda's Spells (3rd level caster)

1st Level	2nd Level	3rd Level
Cure Light Wounds	Barkskin	
Faerie Fire		

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp
Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*				
Player Character	Elwita Goldwing	**Race**	Dwarf (Hill)	**Sex**	Female
Character Class	Fighter	**Age**	133	**Height**	4'6"
Character Level	12	**Hair Color**	Brown	**Weight**	165 lb
Deity	Beory	**Eye color**	Brown	**Homeland**	Kron Hills
Alignment	NG	**Movement**	12" Jog (x2), Run (x3)		

Abilities

Strength	**16**	Attack: +0 || Damage: +1 || OD: 9/20 || BB/LG: 10% || Max Press: 195 || Carry: 70
Dexterity	**12**	Reaction Adj: +0 || Missile Attack: +0 || Defense Adj: +0
Constitution	**18**	Hit Point Adj: +4/die || SS: 99% || Resurrect: 100%
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:	Detect direction/slopes/passages underground; 20% failure for rings; recognize curse on failure; infravision 60'

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	7	0	+6/+3 (no shld)	+5 (Poison)		+0
Rod / Staff / Wand	9	0	+6/+3 (no shld)	+5		
Petrify / Polymorph	8	0	+6/+3 (no shld)			**Surprised**
Breath Weapon	8	0	+6/+3 (no shld)			2 in 6
Spells	10	0	+6/+3 (no shld)	+5		

COMBAT

Non-proficiency Penalty: -2 **Attacks/Rd: 3/2; 2 (hammer)**

Hit Points

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Longsword/ 1d8 / 1d12 (+1)	9	=			+2	
Hammer / 1d4+1 / 1d4 (+1)	9	=			+3	
Light Crossbow / 1d4 / 1d4	9	=				
Hand axe / 1d6 / 1d4 (+1)	9	=				
Short sword / 1d6 / 1d8 (+1)	9	=				
Dagger / 1d4 / 1d3 (+1)	9	=				

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Current

Special Attack: +1 damage with melee weapons; +1 to hit humanoids; +4 dmg on giants w/sword

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	-3	=	3	Dw Scale/Shield	+6		
Shieldless	0	=	3	Dw Scale/Shield	+3		
Rear / Surprised	0	=	3	Dw Scale/Shield	+3		
Defensive parry	-4	=	3	Dw Scale/Shield	+6		-1

Special Defenses: +4 defense vs ogres, trolls, giants, ogre magi, and similar Large opponents

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers	
15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)	
16	+1
17	+2
18	+2

Situational Modifiers	
Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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
Skeleton / 1 HD	_
Zombie	_
Ghoul / 2 HD	_
Shadow / 3-4 HD	_
Wight / 5 HD	_
Ghast	_
Wraith / 6 HD	_
Mummy / 7 HD	_
Spectre / 8 HD	_
Vampire / 9 HD	_
Ghost / 10 HD	_
Lich / 11 HD	_
Special	_

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

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

Priest Spells per Day

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

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

* Detect grade or slope in passage	1-5 on 1d6
* Detect new tunnel/passage construction	1-5 on 1d6
* Detect sliding/shifting walls or rooms	1-4 on 1d6
* Detect stonework traps, pits, and deadfalls	1-3 on 1d6
* Determine approximate depth underground	1-3 on 1d6

Magic Items and Descriptions

Dwarvish Scale Mail +3	+3 enchantment; dwarvish scale is Armor Type 6
Shield +3	+3 enchantment
Hammer +3, Dw Thrower	+3 to hit/damage; 180' throw range; double damage thrown; triple vs giants; returns to thrower
Ring of the Ogre	Increase fighter's STR to 18/00 (18 for all other classes) twice/day for 6 turns (+3 to hit/+6 damage)
Light wand (x2)	6 charges; each charge acts as wizard's *light* spell (20' radius) at 1st level; cannot be recharged
Giant-slayer Longsword +2	Speaks giant languages, common; Damage +4 versus all giants; double damage to true giants
Bag of Holding	Weight: 30 lb; capacity: 2500 lb & 500 cu ft (opening: 3' diameter)

Comments

Elwita and Freda are henchmen of the Druid of the Gnarley Forest and were personally asked by Kiron Greensward to assist the Party to thwart the Giants. Elwita fights the depredations of Pomarj orcs on human and gnomish settlements.

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp

Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*				
Player Character	Orghon Goblincleaver	**Race**	Human	**Sex**	Male
Character Class	Fighter	**Age**	36	**Height**	6' 4"
Character Level	13	**Hair Color**	Black	**Weight**	240 lb
Deity	Obad-hai/Beory	**Eye color**	Blue-green	**Homeland**	Wild Coast
Alignment	N			**Movement**	12" Jog (x2), Run (x3)

Abilities

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/die || SS: 99% || Resurrect: 100%
Intelligence	**11**	Lang/Add'l NWP: 2 || Spell Lvl: --- || Learn: ---% || Spells/Lvl: --- || Spell bonus: ---
Wisdom	**14**	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:	Weapon specializations in battle axe; +1 to hit/+2 to damage

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	5	0	+6(+3)			-1
Rod / Staff / Wand	7	0	+6(+3)			
Petrify / Polymorph	6	0	+6(+3)			**Surprised**
Breath Weapon	5	0	+6(+3)			2 in 6
Spells	8	0	+6(+3)			

COMBAT

Non-proficiency Penalty: -2 **Attacks/Rd: 2; 5/2 (axe)**

Hit Points

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Battle axe / 1d8 / 1d8 (+5)	8	=		+3	+3	
Hand axe 1d6 / 1d4 (+5)	8	=		+2		
Dagger / 1d4 / 1d3 (+5)	8	=		+2	+2	
Broadsword 2d4 / 1d6+1 (+5)	8	=		+2		
Short bow / 1d6 / 1d6 (+5)	8	=		+1		
Thr. Dagger / 1d4 / 1d3 (+1)	8	=		+1	+2	

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Current

Special Attack: +5 to melee damage due to exceptional strength; +2 damage (battle axe) due to specialist

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	-5	=	3	Dw Scale/Shield	+6	-2	
Shieldless	-5	=	3	Dw Scale/Shield	+3	-2	
Rear / Surprised	0	=	3	Dw Scale/Shield	+3		
Defensive parry	-6	=	3	Dw Scale/Shield	+6	-2	-2

Special Defenses:

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers

15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)

16	+1
17	+2
18	+2

Situational Modifiers

Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
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
Skeleton / 1 HD	_
Zombie	_
Ghoul / 2 HD	_
Shadow / 3-4 HD	_
Wight / 5 HD	_
Ghast	_
Wraith / 6 HD	_
Mummy / 7 HD	_
Spectre / 8 HD	_
Vampire / 9 HD	_
Ghost / 10 HD	_
Lich / 11 HD	_
Special	_

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

Dress and Appearance

Orghon wears a black dwarven-scale 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 orcish sword nearly decapitated him as a young man.)

Priest Spells per Day

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

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

* Has 5% chance to go berserk (+1 hit/+2 damage, -2 AC, 25% hit companions) when fighting 2 or more orcs for more than 5 rounds; if companion struck, 50% chance to come to his senses next round
* Weapon Specialization with battle axe: 5 attacks/2 rds; +1 hit/+2 damage

Magic Items and Descriptions

Dwarven Scale Mail +3	+3 enchantment; dwarvish scale is Armor Type 6
Round Shield +3	+3 enchantment; $'Freda Vainsdotter'.B27THAC0
Battle axe +3	+3 enchantment
Dagger +2	+2 enchantment
Ring of the Gallant	Can attack creatures that require +1 or +2 magic weapon to be hit with any normal weapon
Ring of Vitality	Immune to all poison and disease; regenerate 1 hp/hr; survive up to 7 days w/o food & drink

Comments

Orghon Goblincleaver has been fighting the orcish tribes of the Pomarj since he was 14. His village was raised by orcish troops and all of his family was killed. He was saved from death and taken under the wing 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. Orghon's name has become a thing of terror to the orc tribes of the Pomarj. The orchish chieftains have set a high bounty on his head. They wish to capture him alive to torture to death to break Orghon's spell of fear on their troops.

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp

Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
Girdle	3 gp	
Gloves	1 gp	
Gown, common	12 sp	
Hose	2 gp	
Knife sheath	3 cp	
Mittens	3 sp	
Pin	6 gp	
Plain brooch	10 gp	
Robe	--	
Common	9 sp	
Embroidered	20 gp	
Sandals	5 cp	
Sash	2 sp	
Shoes	1 gp	
Silk jacket	80 gp	
Surcoat	6 sp	
Sword scabbard, hanger, baldric	4 gp	
Tabard	6 sp	
Toga, coarse	8 cp	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 gp	*	

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.