AD&D (2nd E				Campaign:		/k, Hommlet	
Player Character Character Class	Blodgett T		Downsburg hief	Race Age	Halfling 54	Sex Height	Male 3' 2"
Character Level	Deity	4	14 Olidammara	Hair Color Eye color	Brown Gray	Weight Homeland	115 lb Kron Hills
<u>Abilities</u>	Alignme	nt	N		Movement	Jog (x2	12"), Run (x3)
Strength Dexterity	11		Attack: +0 Damage: Reaction Adj: -2 Miss	sile Attack: +2 De	efense Adj: +4	: 115 Carry: 40	1
Constitution Intelligence	16 10		Hit Point Adj: +2/die Lang/Add'l NWP: 2 S	Spell Lvl: 5 Learn:	40% Spells/Lvl: 7	Spell bonus: 0	
Wisdom Charisma	10 17	iah (Mental Saves: +0 Sp Max Henchmen: 10 I	_oyalty: +6 React			
Languages: Non-Weapon Proficiencies:	Secondary sk	ills: V	Soblinoid Tongues, Liza Voodland survival (mas ded melee (+0/-2)		Slots Read/Write, S	wimming, Rope l	Jse, Blind-fighting,
Other Skills:	<u> </u>		use wizard/clerical scro			nissiles; Infravisio	n 60'
Saving Throws Paralyze / Poison / Death	Base		Mental 0	Physical +2	Situational +4 (Poisons)	Total	Initiative -2
Rod / Staff / Wand Petrify / Polymorph	8 9		0	+2	+4		Surprised
Breath Weapon Spells	13		0	+2	+4		1 in 6
СОМВАТ	Non	-pro	ficiency Penalty:	-3	Attacks	/Rd: 1	Hit Points
Weapon / S-M / L Shortsword / 1d6 / 1d8	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus +2	D20	60
Dagger / 1d4 / 1d3 Thr Dagger / 1d4 / 1d3	12 12	=			+4 +4		00
Sling bullet / 1d6 / 1d4 Sling stone / 1d4 / 1d4	12 12	=		+2	+1		Current
			Backstab x5 damage if				
Defense Posture Normal Shieldless	0 0	= =	Base AC	None	Magic Bonus	DEX Bonus	Situational
Shieldless Rear / Surprised Defensive parry	0 4 -1	= =	4 4 4	None None None		-4	-1
Special Defenses:	-1		T	INOILE		4	-1
<u>Armor Types</u> Leather / Padded	Value 8		Dexterity Modifie	<u>ers</u> -1	Situational Mod Dead / Unc		+8
Studded / Ring mail Brigandine / Scale / Hide	7 6		16 17	-2 -3	Immobilized / Sleep	Paralyzed ing	+8 +7
Chain Mail Splint/Bronze/Banded	5 4		18	-4	Trapped / Surpri	Bound sed	+5 +4
Plate Mail Field Plate Mail	3 2		DEX Bonus To-H	+1	Concealmer Cover (1	00%)	-4 -8
Full Plate Mail Shield	1		17 18	+2 +2	Invisi Parry (non-p		-4 -1
AD&D (2nd Ed) Cha							
Thief Skills Pick Pockets	45%	+ +	Modifier 5% (w/tools)	<u>Total</u>	Thief Backsta (with Surpri		x 5
Open Locks Find/Remove/Set Traps Move Silently	90% 90% 85%	+	5% (w/ tools) 5% (w/ tools)		Thieves Guild		venturer and Scout
Hide in Shadows Detect Noise	75% 75%	+			Status in Guild		N/A
Climb Walls Read Languages	95% 85%	+					
Clerical Undead Turnin	ng / Comma	and	ing (G and E mora	ality only)	Pries	t Spells per l	Day
<u>Undead Type</u> Skeleton / 1 HD	d20 Roll		Number turned Additional turned*	2d6 2d4	<u>Level</u> 1	Number —	Recovery 2 hr
Zombie Ghoul / 2 HD	_		* If asterisk by number	in Table	3		2 hr 8 hr
Shadow / 3-4 HD Wight / 5 HD			Holy Symbol		5		8 hr 8 hr
Ghast Wraith / 6 HD					6 7		8 hr 8 hr
Mummy / 7 HD Spectre / 8 HD Vampire / 9 HD			Dress and Appeara Blodgett dresses in yellow		<u>Wizar</u> Level	d Spells per	<u>Day</u> Recovery
Ghost / 10 HD Lich / 11 HD	_		breeches, belt and red sa silver capped walking stic his leather armor. His arr and leggings. He wears a	ck when not wearing mor consists of vest	1 2	_	4 hr 4 hr
Special	_		cloak at almost all times.	a nooded dark grey	3 4		6 hr 6 hr
Special Abilities and Skill Note: If Dagger of Luck allows the wielder takes maximum da	a re-roll on a				5 6		6 hr 8 hr
rope: 100' with grapple; can sulbs)					7 8		8 hr 8 hr
					Uisted times includ		10 hr emorization and
					moditation		
Magic Items and Descr Dagger of Luck +4		age; s	sense enemies 100' (en	npathy); detect sec	ret passages 80', luck	(re-roll any 1 crit	ical/day)
Longtooth Dagger +2 Sling of Seeking +2	h Dagger +2 Acts as +2 shortsword for halflings and gnomes; -1 initiative roll with this weapon						
Bracers of Protection	Damage base: d8; Add +1 to hit, +2 to damage; max dmg on natural 20 (explode for 10 hp) AC 4; Protection from Acid and Gases (+4 save vs acid/gas; half or quarter dmg), +2 to all other saves						
Slippers of Spider Climb	90% undetectable in natural environments; sized for halfling Function as the 2nd Lvl Magic-user spell						
	100' length; 80' length knotted; support 750 lbs +5% to Open Locks, Set/Remove Traps Recovered from Frost Giants lair: 6' diameter, 10' deep (283 cu ft); empty when game begins						
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 As pay is good, but Blodgett is into druid would not have asked if the second sec	rigued by adve	enture	e and would have taken	on the challenge a	anyway. Jaroo is an o	ld friend and Bloo	lgett knows the
suspects this will not be an eas				it triat daroo wodidi	Tre seria mini on a saio	ac mission, thoug	jii blougett
Normal Adventuring G	ear						
Coin CP SP Copper Piece (CP) 1 1/10 Silver Piece (SP) 10 1	Exchange Value EP 1/50 1/5	<u>GP</u> 1/100 1/10	27000	tions (1 week		nricos	
Silver Piece (SP)	1 2 10	1/2 1 5	1/10 Special 1/15 1	ızcu uevices:	2x to 10x PHB	prices	
Clothing Typical Cost Belt 3 sp Boots	Backpack	quipme	2 gp 2 lbs.	Grappling hook	/pical Weight Owned Say 4 lbs. Say		Typical Cost Weight Owned
Riding 3 gp Soft 1 gp Breeches 2 gp	Barrel, small Basket Large Small	all		Holy item (symbol/water) Hourglass Iron pot Ladder, 10 ft.	25 gp 1 lbs. S 5 sp 2 lbs. Sea	arge imall aling/candle wax (per lb.) wing needle	2 sp 1/2 lbs. 5 cp * 1 gp 1 lbs. 5 sp* *
Cap, hat 1 90 Cloak Good cloth 8 90 Fine fur 50 gp	Bell Belt pouch Large		1 gp 1 gp 1 lbs.	Lantern Beacon Bullseye	Sig 150 gp 50 lbs. Sig 12 gp 3 lbs. Soi	nal whistle net ring or personal seal ap (per lb.)	8 sp * 5 gp * 5 sp 1 lbs.
Girdle 3 gg Gloves 1 gg Gown, common 12 gg	Small Block and Bolt case Bucket		7 sp 1/2 lbs. 5 gp 5 lbs. 1 gp 1 lbs. 5 sp 3 lbs.	Hooded Lock Good Poor	Tel 100 gp 1 lbs. L 20 gp 1 lbs. P	arge avilion	1,000 gp 1 lbs. 25 gp 20 lbs. 100 gp 50 lbs.
Hose 2 gp Knife sheath 3 cp Mittens 3 sp Pin 6 gp	Chain (per Heavy Light Chest	ft.)	4 gp 3 lbs. 3 gp 1 lbs.	Magnifying glass Map or scroll case Merchant's scale Mirror, small metal	100 gp * S 8 sp ½ lbs. Thi 2 gp 1 lbs. To	mall eves' picks rch ter clock	5 gp 10 lbs. 30 gp 1 lbs. 1 cp 1 lbs. 1,000 gp 200 lbs.
Plain brooch 10 gg Robe Common 9 gg	Large Small Cloth (per		2 gp 25 lbs. 1 gp 10 lbs. ds.)	Musical instrument 5 Oil (per flask) Greek fire	-100 gp 1/2-3 lbs. Wh Wir 10 gp 2 lbs. Wir	etstone neskin nter blanket	2 cp 1 lbs. 8 sp 1 lbs. 5 sp 3 lbs.
Embroidered 20 gg Sandals 5 cg Sash 2 gg Shoes 1 gg	Common Fine Rich Candle	1	100 gp 10 lbs.	Lamp Paper (per sheet) Papyrus (per sheet) Parchment (per sheet)	2 gp ** 8 sp **		8 gp * individually. Ten of these
Silk jacket 80 gp Surcoat 6 sp Sword scabbard, hanger, baldric 4 gp	Canvas (p Chalk Crampons		1 cp * 4 gp 2 lbs.	Perfume (per vial) Piton Quiver	5 gp * 3 cp 1/2 lbs.	items weigh ** These items have no should not be considered	one pound. appreciable weight and I for encumbrance unless
Tabard 6 sp Toga, coarse 8 cp Tunic 8 sp Vest 6 sp	Fishhook Fishing net Flint and st Glass bott	teel		Rope (per 50 ft.) Hemp Silk	1 gp 20 lbs. 10 gp 8 lbs.	hundreds a	
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