AD&D (2nd E			ter Sheet Goldwing	Campaign: Race	Greyha	wk, Hommlet I	Region Female
Character Class Character Level			ghter 12	Age Hair Color	133 Brown	Height Weight	4'6" 165 lb
Ondracter Level	Deity Alignme	nt	Beory	Eye color	Brown	Homeland	Kron Hills
<u>Abilities</u>				. 4 II OD: 0/20 II DD	Movement	Jog (x2)	, Run (x3)
Strength Dexterity Constitution	16 12 18		Attack: +0    Damage: Reaction Adj: +0    Mis Hit Point Adj: +4/die	sile Attack: +0    De	efense Adj: +0	ss. 195    Carry. 7	0
Intelligence Wisdom	13		Lang/Add'l NWP: 3    S Mental Saves: +0    Sp	Spell Lvl:    Learn:	%    Spells/LvI:		
Charisma	15	orf E	Max Henchmen: 7    Lo	oyalty: +3    Reactio	<u> </u>	211u, 31u, 4tii	
Non-Weapon Proficiencies:		ills: T	rader/Merchant (maste		lots    Read/Write, Re	eligion, Ancient His	tory (Old Suloise),
Other Skills:		on/slo	opes/passages undergr			urse on failure; infra	avision 60'
Saving Throws	Base		Mental 0	Physical	Situational +5 (Poison)	Total	Initiative +0
Paralyze / Poison / Death Rod / Staff / Wand	9		0	+6/+3 (no shld) +6/+3 (no shld) +6/+3 (no shld)	+5 (POISOII)		Surprised
Petrify / Polymorph  Breath Weapon  Spells	8		0	+6/+3 (no shid) +6/+3 (no shid)	+5		2 in 6
COMBAT		-nro	oficiency Penalty:		Attacks/Rd: 3/	2: 2 (hammer)	Hit Points
Weapon / S-M / L Longsword/ 1d8 / 1d12 (+1)	THAC0	= =	Battle Prowess	Ability Bonus	Magic Bonus +2	D20	
Hammer / 1d4+1 / 1d4 (+1) Light Crossbow / 1d4 / 1d4	9	=			+3		105
Hand axe / 1d6 / 1d4 (+1)	9	=					Current
Short sword / 1d6 / 1d8 (+1)  Dagger / 1d4 / 1d3 (+1)	9	=	+1 damage with melee	weapons: +1 to hit	t humanoids: +4 dmo	n on giants w/sword	
Defense Posture Normal	Defense -3	=	Base AC	Armor Type  Dw Scale/Shield	Magic Bonus +6	DEX Bonus	
Shieldless Rear / Surprised	0	=	3 3	Dw Scale/Shield Dw Scale/Shield Dw Scale/Shield	+3		
Defensive parry  Special Defenses:	-4	=	3 es, trolls, giants, ogre m	Dw Scale/Shield	+6		-1
Armor Types	Value	ء ۾ د	Dexterity Modifie		Situational Mod	difiers	
Leather / Padded Studded / Ring mail	8 7		15 16	-1 -2	Dead / Un Immobilized	conscious	+8
Brigandine / Scale / Hide Chain Mail	6 5		17 18	-2 -3 -4	Slee Trapped	ping	+7 +5
Splint/Bronze/Banded Plate Mail	4 3		DEX Bonus To-H		Surp	rised	+4
Field Plate Mail Full Plate Mail	2		16 17	+1 +2	Concealme Cover (	(100%)	-4 -8 -4
Shield	1		18	+2 +2	Parry (non-		-4
AD&D (2nd Ed) Cha	aracter S Base	hee +	e <u>t</u> Modifier	<u>Total</u>			
Pick Pockets	<u> Dase</u>	+ +	Modifier	<u>rotai</u>	Thief Backst (with Surp		
Open Locks Find/Remove/Set Traps		+ +			Thieves Guild		
Move Silently Hide in Shadows		+			Status in Guild		
Detect Noise Climb Walls		+					
Read Languages	a / Comm	+	ing (C and E mar	ality aply)	Prio	ot Spollo por F	New
Clerical Undead Turnir Undead Type	d20 Roll	1	Number turned	2d6	Level 1	st Spells per [ Number	Recovery 2 hr
Skeleton / 1 HD Zombie			Additional turned*  * If asterisk by number	2d4 in Table	2		2 hr
Ghoul / 2 HD Shadow / 3-4 HD			Holy Symbol		4 5		8 hr 8 hr 8 hr
Wight / 5 HD Ghast Wraith / 6 HD	_				6 7		8 hr 8 hr
Mummy / 7 HD			Dunca and Annacan			end Smalle man	
Spectre / 8 HD Vampire / 9 HD			Elwita displays her dw armor above leather p	arvish-made	<u>Level</u>	rd Spells per	Recovery
Ghost / 10 HD Lich / 11 HD			blue and silver clothing bracers and greaves a her round shield with t	g. She wears and openly carries	1 2 3		4 hr 4 hr 6 hr
Special Special Abilities and Skil			Gnarley Forest druids		4 5		6 hr
* Detect grade or slope in pass * Detect new tunnel/passage of	sage construction	1-5	on 1d6 on 1d6		6 7		8 hr 8 hr
* 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  9						8 hr 8 hr 10 hr	
.,	<u> </u>	·			Listed times inclu		
					moditation		
Magic Items and Desci		ent: d	lwarvish scale is Armor	Type 6			
Shield +3 Hammer +3, Dw Thrower	+3 enchantme	ent	180' throw range; doubl	•	triple vs giants: retur	ns to thrower	
Ring of the Ogre Light wand (x2)	Increase fight	er's S	STR to 18/00 (18 for all	other classes) twice	e/day for 6 turns (+3	to hit/+6 damage)	
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 henchme					ed by Kiron Greensv	vard to assist the P	arty to thwart the
Giants. Elwita fights the depre							
Normal Adventuring G	Exchange Value						
CONI         CP         SP           Copper Piece (CP)         1         1/10           Silver Piece (SP)         10         1           Electrum Piece (EP)         50         5	1/50 1/5 1	<u>GP</u> 1/100 1/10 1/2	1/500	tions (1 week) ized devices:	): 10 gp 2x to 10x PHB	prices	
Gold Piece (GP)         100         10           Platinum Piece (PP)         500         50	10	1 5	1/5 1	l Tu	nical		[vnical
Clothing Typical Cost  Belt 3 \$90  Boots	Owned Misc E  Backpack Barrel, small		2 gp 2 lbs.		Display	Misc Equipment  ack  Large	Typical Cost Weight Owned
Riding         3 gp           Soft         1 gp           Breeches         2 gp	Basket Large Small		3 sp 1 lbs. 5 cp *	Hourglass Iron pot Ladder, 10 ft.	25 gp 1 lbs. 5 sp 2 lbs. S 5 cp 20 lbs. S	Small lealing/candle wax (per lb.) lewing needle	5 cp * 1 gp 1 lbs. 5 sp* *
Cap, hat         1 sp           Cloak            Good cloth         8 sp	Bell Belt pouch Large		1 gp 1 gp 1 lbs.	Lantern Beacon Bullseye	S 150 gp 50 lbs. S 12 gp 3 lbs. S	ignal whistle ignet ring or personal seal oap (per lb.)	8 sp * 5 gp * 5 sp 1 lbs.
Fine fur 50 gg	Small Block and Bolt case	tackle	7 sp 1/2 lbs. 5 gp 5 lbs. 1 gp 1 lbs.		T	pyglass ent Large	1,000 gp 1 lbs.  25 gp 20 lbs.
Girdle         3 gg           Gloves         1 gg           Gown, common         12 sp	l le	ft.)	5 sp 3 lbs.		20 gp 1 lbs. 100 gp * 8 sp ½ lbs. T	Pavilion Small hieves' picks	100 gp 50 lbs. 5 gp 10 lbs. 30 gp 1 lbs.
	Bucket Chain (per Heavy Light			Map or scroll case Merchant's scale		orch	1 cp 1 lbs.
Gloves   1 gg   Gown, common   12 sg   Hose   2 gg   Knife sheath   3 gg   Mittens   3 sg   Pin   6 gg   Plain brooch   10 gg   Robe	Chain (per Heavy Light Chest Large Small		3 gp 1 lbs	Merchant's scale Mirror, small metal Musical instrument 5-: Oil (per flask)	2 gp 1 lbs. T 10 gp * V 100 gp 1/2-3 lbs. V	orch  /ater clock /hetstone /ineskin	1 cp 1 lbs. 1,000 gp 200 lbs. 2 cp 1 lbs. 8 sp 1 lbs.
Gloves   1 gg   Gown, common   12 sp   Hose   2 gg   Hose   3 sp   Pin   6 gg   Plain brooch   10 gg   Robe	Chain (per Heavy Light Chest Large Small Cloth (per Common	10 sq. y	3 gp 1 bs	Merchant's scale Mirror, small metal Musical instrument 5- Oil (per flask) Greek fire Lamp Paper (per sheet)	2 gp 1 lbs. T 10 gp * V 100 gp 1/2-3 lbs. V	orch /ater clock /hetstone	1 cp 1 lbs. 1,000 gp 200 lbs. 2 cp 1 lbs.
Gloves   1 gg   Gown, common   12 sg   Hose   2 gg   Hose   3 cg   Mittens   3 sg   Plain brooch   10 gg   Plain brooch   10 gg   Robe	Chain (per Heavy Light Chest Large Small Cloth (per Common	10 sq. y	3 gp 1 lbs.  2 gp 25 lbs. 1 gp 10 lbs. 7 gp 10 lbs. 50 gp 10 lbs. 100 gp 10 lbs. 1 cp * ard) 4 sp 1 lbs.	Merchant's scale Mirror, small metal Musical instrument 5- Oil (per flask) Greek fire Lamp	2 gp 1 lbs. T 10 gp * V 100 gp 1/2-3 lbs. V 10 gp 1/2-3 lbs. V 10 gp 2 lbs. V 6 gp 1 lbs. V 2 gp ** 1 8 sp ** 1 1 gp ** 5 gp **	orch Vater clock Vineskin Viner blanket Vitting ink (per vial)  * These items weigh little is items weigh o	1 cp 1 lbs. 1,000 gp 200 lbs. 2 cp 1 lbs. 8 sp 1 lbs. 5 sp 3 lbs. 8 gp *  dividually. Ten of these ne pound.
Gloves	Chain (per Heavy Light Chest Large Small Cloth (per Common Fine Rich Candle	10 sq. yı er sq. ya ı, 10 ft. s	3 gp 1 lbs	Merchant's scale Mirror, small metal Musical instrument  5- 01 (per flask) Greek fire Lamp Paper (per sheet) Papyrus (per sheet) Parchment (per sheet) Perfume (per vial)	2 gp 1 lbs. T 10 gp * V 100 gp 1/2-3 lbs. V 10 gp 1/2-3 lbs. V 10 gp 2 lbs. V 6 gp 1 lbs. V 2 gp ** 1 8 sp ** 1 1 gp ** 5 gp **	orch //ater clock //hetstone //ineskin //inter blanket //riting ink (per vial)  * These items weigh little in	1 cp 1 lbs. 1,000 gp 200 lbs. 2 cp 1 lbs. 8 sp 1 lbs. 5 sp 3 lbs. 8 gp *  Individually. Ten of these ne pound.  ppreciable weight and or encumbrance unless