

AD&D (2nd Ed) Character Sheet				Campaign:		Greyhawk, Homlet Region		
Character Class Character Level	Freda Vainsdotter		Race Age Hair Color Eye color	Human	Sex Height Weight Homeland	Female		
	Ranger			37		5' 4"		
	11			Red		145 lb		
	Deity Alignment	Ehlonna		Green	Gnarley Forest			
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			Surprised 1 in 6
Petrify / Polymorph	8	+1	+3			
Breath Weapon	8	+1	+3			
Spells	10	+1	+3			

COMBAT		Non-proficiency Penalty: -2		Attacks/Rd: 3/2; 2 lg sw + 1 off-hand		Hit Points
Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Longsword / 1d8 / 1d12	10	=		+1	+4	95
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		Current
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
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
Special Defenses: May increase AC from +1 to +4 from Defender sword each round (reduces attack value by equal amount)						

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		Concealment (100%) -4
Field Plate Mail	2		Cover (100%) -8
Full Plate Mail	1		Invisible -4
Shield	1		Parry (non-proficient) -1

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Thief Skills	Base	+	Modifier
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)				Priest Spells per Day			
Undead Type	d20 Roll	Number turned	2d6	Level	Number	Recovery	
Skeleton / 1 HD	—	Additional turned*	2d4	1	2	2 hr	
Zombie	—	* If asterisk by number in Table				2	2 hr
Ghoul / 2 HD	—			3	—	8 hr	
Shadow / 3-4 HD	—			4	—	8 hr	
Wight / 5 HD	—	Holy Symbol		5	—	8 hr	
Ghast	—	Casting is at 4th level; Spheres allowed: Plant, Animal		6	—	8 hr	
Wraith / 6 HD	—			7	—	8 hr	
Mummy / 7 HD	—						
Spectre / 8 HD	—						
Vampire / 9 HD	—						
Ghost / 10 HD	—						
Lich / 11 HD	—						
Special	—						

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.

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

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 Ehlonna	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						Iron Rations (1 week): 10 gp Specialized devices: 2x to 10x PHB prices							
Coin	CP	SP	EP	GP	PP	Misc Equipment	Typical Cost	Weight	Owned	Misc Equipment	Typical Cost	Weight	Owned
Copper Piece (CP)	1	1/10	1/50	1/100	1/500	Backpack	2 gp	2 lbs.		Grappling hook	8 sp	4 lbs.	
Silver Piece (SP)	10	1	1/5	1/10	1/50	Barrel, small	2 gp	30 lbs.		Holy item (symbol/water)	25 gp	*	
Electrum Piece (EP)	50	5	1	1/2	1/10	Basket	—	—		Hourglass	25 gp	1 lbs.	
Gold Piece (GP)	100	10	2	1	1/5	Large	3 gp	1 lbs.		Iron pot	5 sp	2 lbs.	
Platinum Piece (PP)	500	50	10	5	1	Small	5 cp	*		Ladder, 10 ft.	5 cp	20 lbs.	
						Bell	1 gp	—		Lantern	—	—	
						Belt pouch	—	—		Beacon	150 gp	50 lbs.	
						Large	1 gp	1 lbs.		Bullseye	12 gp	3 lbs.	
						Small	7 sp	1/2 lbs.		Hooded	7 gp	2 lbs.	
						Block and tackle	5 gp	5 lbs.		Lock	—	—	
						Bolt case	1 gp	1 lbs.		Good	100 gp	1 lbs.	
						Bucket	5 sp	3 lbs.		Poor	20 gp	1 lbs.	
						Chain (per ft.)	—	—		Magnifying glass	100 gp	*	
						Heavy	4 gp	3 lbs.		Map or scroll case	8 sp	1/4 lbs.	
						Light	3 gp	1 lb.		Merchant's scale	2 gp	1 lbs.	
						Chest	—	—		Mirror, small metal	10 gp	*	
						Large	2 gp	25 lbs.		Musical instrument	5-100 gp	1/2-3 lbs.	
						Small	1 gp	10 lbs.		Oil (per flask)	—	—	
						Cloth (per 10 sq. yds.)	—	—		Greek fire	10 gp	2 lbs.	
						Common	7 gp	10 lbs.		Lamp	6 cp	1 lbs.	
						Fine	50 gp	10 lbs.		Paper (per sheet)	2 gp	**	
						Rich	100 gp	10 lbs.		Papyrus (per sheet)	8 sp	**	
						Candle	1 cp	*		Parchment (per sheet)	1 gp	**	
						Canvas (per sq. yard)	4 sp	1 lbs.		Perfume (per vial)	5 gp	*	
						Chalk	1 cp	*		Piton	3 cp	1/2 lbs.	
						Crampons	4 gp	2 lbs.		Quiver	8 sp	1 lbs.	
						Fishhook	1 sp	**		Rope (per 50 ft.)	—	—	
						Fishing net, 10 ft. sq.	4 gp	5 lbs.		Hemp	1 gp	20 lbs.	
						Flint and steel	5 sp	*		Silk	10 gp	8 lbs.	
						Glass bottle	10 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.