| AD&D (2nd E | • | aye | n Telva | Campaign: | Elvish | k, Hommlet F | Female |
|--|--|----------------|--|--|---|---|--|
| Character Class Character Level | Deity | | oruid 12 Obad-Hai | Age Hair Color Eye color | 276 Silver Blue | Height Weight Homeland | 5' 8" 145 lbs Celene |
| <u>Abilities</u> Strength | Alignment | | | Movement 2: +0 OD: 8/20 BB/LG: 7% Max P | | 12" Jog (x2), Run (x3) ress: 170 lbs Carry: 55 lbs | |
| Dexterity Constitution Intelligence | 16 15 13 | | Reaction Adj: -1 Missile Attack: +1 Defense Adj: -2 Hit Point Adj: +1 /die SS: 90% Resurrect: 94% Lang/Add'l NWP: 3 Spell Lvl: Learn: % Spells/Lvl: Spell bonus: | | | | |
| Wisdom Charisma Languages: | 17 15 Common, Dwa | | Mental Saves: +3 S Max Henchmen: 7 Lo Gnomish, Goblinoid, Elv | yalty: +3 Reacti | on Adj: +3 | | 4th |
| 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 | | | | | | | |
| Saving Throws | Base | | ADD BONUSES T | O "ROLL" NO Physical | T TO "BASE" Situational | Total | Initiative |
| Paralyze / Poison / Death Rod / Staff / Wand Petrify / Polymorph | 6 10 9 | | +2 +2 +2 | +2 +2 +2 | +4 fire/elec +4 fire/elec +4 fire/elec | | -1 Surprised |
| Breath Weapon Spells | 12 11 | | +2 +2 | +2 | +4 fire/elec +4 fire/elec | | 1 in 6 |
| COMBAT Weapon / S-M / L Sling bullet 1d6/1d4 (+1) | Non-I | pro = = | ficiency Penalty: Battle Prowess | -3 Ability Bonus +1 | Attacks/ Magic Bonus +2 | Rd: 1 D20 | Hit Points |
| Sling stone 1d4/1d4 (+1) Dagger (melee) 1d4/1d3 (+1) | 14 14 14 | = | | +1 | +2 +2 +2 +2 | | 77 Current |
| Dagger (thrown) 1d4/1d3 (+1) Scimitar 1d8/1d8 Quarterstaff 1d6/1d6 | 14 14 | = | | | +1 +1 | | Current |
| Defense Posture Normal | Special Atta Defense -2 | = | Base AC | Armor Type None | Magic Bonus | DEX Bonus | Situational |
| Shieldless Rear / Surprised Defensive parry | -2 0 -3 | = = = | 0 0 0 | None None None | | -2 -2 | -1 |
| Special Defenses: Armor Types | <u>Value</u> | | Dexterity Modifie | ers | Situational Modi | fiers | |
| Leather / Padded Studded / Ring mail Brigandine / Scale / Hide | 8 7 6 | | 15 16 17 | -1 -2 -3 | Dead / Unco Immobilized / Sleep | Paralyzed | +8 +8 +7 |
| Chain Mail Splint/Bronze/Banded Plate Mail | 5 4 3 | | 18 DEX Bonus To-H | -4 | Trapped / Surpris | Bound sed | +5 +4 -4 |
| Field Plate Mail Full Plate Mail Shield | 2 1 1 | | 16 17 18 | +1 +2 +2 | Cover (1 Invisit | 00%) ble | -8 -4 -1 |
| Shield 1 18 +2 Parry (non-proficient) -1 | | | | | | | |
| AD&D (2nd Ed) Character Sheet Thief Skills Base + Modifier Total | | | | | | | |
| Pick Pockets Open Locks Find/Remove/Set Traps | | + + + + | | | Thief Backsta (with Surpri | | |
| Move Silently Hide in Shadows Detect Noise | | + + + + | | | Thieves Guild Status in Guild | | |
| Climb Walls Read Languages | | + | | | | | |
| Clerical Undead Turnin Undead Type | i <mark>g / Comma</mark> d20 Roll | | Number turned | 2d6 | <u>Level</u> | Number | Recovery |
| Skeleton / 1 HD Zombie Ghoul / 2 HD | | | Additional turned* * If asterisk by number | 2d4 in Table | 1 2 3 | 6+2 5+2 5+1 | 2 hr 2 hr 8 hr |
| Shadow / 3-4 HD Wight / 5 HD Ghast | | | Holy Symbol mistletoe and twiste Obad-hai | d-wood ring of | 5 6 | 3 2 2 | 8 hr 8 hr 8 hr |
| Wraith / 6 HD Mummy / 7 HD Spectre / 8 HD | | | Dress and Appea | nrance | 7 Wizar | _ d Spells per [| 8 hr |
| Vampire / 9 HD Ghost / 10 HD Lich / 11 HD | | | Dresses in browns, gre prefers hooded cloaks that worn by traveling | eens and grays; ; gear looks like | Level 1 2 | Number _ | Recovery 4 hr 4 hr |
| Special | l-ill- | | | | 3 4 5 | | 6 hr 6 hr |
| * As ELF: Infravision; 90% immune to sleep/charm (except of Fae origins); find concers 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 overgrounds. | | | | | 6 7 | | 6 hr 8 hr 8 hr |
| areas; immune to woodland ch damage; woodland languages: Major Spheres: All, Animal, Ele Minor Spheres: Divination (Lev | : 9; +2 on saves emental, Healin /els 1-3) | s for ng, P | fire and electricity lant, Weather | nealing on all | 8 9 Listed times include | | 8 hr 10 hr morization and |
| * Add 1/2 level (round up) HPs to all healing spells cast (+6 hp) sleep / meditation times | | | | | | | |
| | • | +2 s | eaving throws; protection | n from electricity/fi | re (save:1/4 dmg; no s | ave: 1/2 dmg) | |
| Staff of Curing (chargeless) | +1, +2 vs. regen, +3 vs. cold-using, inflammable, avians, +4 vs. undead (detect hidden passages; empathy) Magic weapon (+1 hit/dmg); each fxn works 1/day: cure disease/blindness/deafness/insanity, heal 3d6+3 hp +2 to hit/+2 dmg; all ranges are considered short | | | | | | |
| Goodberry Pouch Potion of Plant Control (x2) | Produces up to 2d4 goodberries each day, if berries/seeds placed in pouch day before Control plant actions within 20' x 20' square; 5d4 rd duration; plants with INT 5+ get save vs Spell 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 S 1st Level | Spell Select 2nd Level | tior | | 3rd Level | | 4th Level | |
| | | | | | | | |
| | | | | | | | |
| FALL | 6th Level | | | 7th Level | | | |
| 5th Level | 6th Level | | | 7th Level | | | |
| | | | | | | | |
| | | | | | | | |
| Normal Adventuring Gear Coin Exchange Value | | | | | | | |
| Copper Piece (CP) | | | | | | | |
| Platinum Piece (PP) 500 50 Clothing Typical Cost Belt 3 sg. | Owned Misc Equ | 5 uipme | 1 Typical Cost Weight Owned 2 gp 2 lbs. | Grappling hook | vpical Cost Weight Owned 8 sp 4 lbs. Sac | wisc Equipment | ypical Weight Owned Cost |
| Boots | Barrel, small Basket Large Small Bell | | 2 gp 30 lbs. | Holy item (symbol/water) Hourglass ron pot Ladder, 10 ft. Lantern | 25 gp | inge nall ling/candle wax (per lb.) ing needle lal whistle | 2 sp 1/2 lbs. 5 cp * 1 gp 1 lbs. 5 sp* * |
| Cap, rist. 1 597 Cloak Good cloth 8 50 Fine fur 50 gp Girdle 3 gp Gloves 1 gp | Belt pouch Large Small Block and tak | ckle | 1 gp 1 lbs. 7 sp 1/2 lbs. 5 gp 5 lbs. | Beacon Bullseye Hooded Lock | 150 gp 50 lbs. Sign 12 gp 3 lbs. Soa 7 gp 2 lbs. Spy Ten | et ring or personal seal p (per lb.) glass t | 5 gp * 5 sp 1 lbs. 1,000 gp 1 lbs |
| Gown, common 12 sp Hose 2 gp Knife sheath 3 cp Mittens 3 sp | Bolt case Bucket Chain (per ft. Heavy Light | .) | 4 gp 3 lbs. 1 | Good Poor Magnifying glass Map or scroll case Merchant's scale | 20 gp 1 lbs. Pa 100 gp * Sn 8 sp ½ lbs. Thie 2 gp 1 lbs. Tord | | 25 gp 20 lbs. 100 gp 50 lbs. 5 gp 10 lbs. 30 gp 1 lbs. 1 cp 1 lbs. |
| Pin 6 gg Plain brooch 10 gg Robe Common 9 gg Embroidered 20 gg | Chest Large Small Cloth (per 10 Common |) sq. yd | 2 gp 25 lbs. 1 gp 10 lbs. 1 gp 10 lbs. 7 gp 10 lbs. | Dil (per flask) Greek fire Lamp | -100 gp 1/2-3 lbs. Whe Windows 10 gp 2 lbs. Wind 6 cp 1 lbs. Write | er clock etstone eskin ter blanket ing ink (per vial) | 1,000 gp 200 lbs. 2 cp 1 lbs. 8 sp 1 lbs. 5 sp 3 lbs. 8 gp * |
| Sandals 5 cp Sash 2 sp Shoes 1 gp Silk jacket 80 gp Surcoat 6 sp | Fine Rich Candle Canvas (per | sq. ya | 50 gp 10 lbs. 100 gp 10 lbs. 1 cp * rd) 4 sp 1 lbs. | Paper (per sheet) Papyrus (per sheet) Parchment (per sheet) Perfume (per vial) | 2 gp ** 8 sp ** 1 gp ** 5 gp * | These items weigh little in items weigh or | dividually. Ten of these ne pound. |
| Sword scabbard, hanger, baldric 4 gg Tabard 6 sp Toga, coarse 8 gp Tunic 8 sp | Crampons Fishhook Fishing net, 1 Flint and stee | | 4 gp 2 lbs. 1 sp ** 1 sp 5 lbs. 5 sp * | Quiver Rope (per 50 ft.) Hemp Silk | | ** These items have no ap hould not be considered fo hundreds are | or encumbrance unless |
| Vest 6 sp | Glass bottle | | 10 gp * | | | | |