AD&D (2nd E Player Character Character Class Character Level	Morita		n Delgath /izard 12 St Cuthbert	Campaign: Race Age Hair Color Eye color	Greyhaw Human 46 Black w/ gray Blue	K, Hommlet R Sex Height Weight Homeland	Male 5' 10" 160 lbs Wild Coast
Abilities Strength Dexterity Constitution Intelligence	Alignment 9 10 16		LG Movement 12" Jog (x2), Run (x3) Attack: +0 Damage: +0 OD: 5/20 BB/LG: 1% Max Press: 90 Carry: 35 Reaction Adj: +0 Missile Attack: +0 Defense Adj: +0 Hit Point Adj: +2/die SS: 95% Resurrect: 96% Lang/Add'l NWP: 7 Spell LvI: 9 Learn: 85% Spells/LvI: 18 Spell bonus: 2 1st, 2 2nd, 1 3rd, 1 4th				Run (x3)
Wisdom Charisma Languages: Non-Weapon Proficiencies:	12 Mental Saves: +0 Spell Failure: 0% Bonus Spells: 0 15 Max Henchmen: 7 Loyalty: +3 Reaction Adj: +3 Common, Elvish (High/Grey), Halfling, Dwarf, Gnomish, Goblinoid Tongue, Ogre Secondary skills: Gambler NWPs: Spellcraft (x3); Historian: Wild Coast and Pomarj; Religion; Engineering; Direction Sense, Swimming						
Saving Throws Paralyze / Poison / Death Rod / Staff / Wand Petrify / Polymorph Breath Weapon	Base 11 7 9 11		ADD BONUSES T Mental +3 +3 +3 +3	O "ROLL" NO Physical +3 +3 +3 +3 +3	T TO "BASE" Situational	Total	Initiative 0 Surprised 2 in 6
COMBAT Weapon / S-M / L Dagger / 1d4 / 1d3	8	-pro = = =	+3 ficiency Penalty: Battle Prowess	+3 -5 Ability Bonus	Attacks/ Magic Bonus +2 +2	Rd: 1	Hit Points
Thr. Dagger / 1d4 / 1d3 Quarterstaff / 1d6 / 1d6	17 Special Att	= = = = ack:			+2		Current
Normal Shieldless Rear / Surprised Defensive parry Special Defenses:	1 1 1 0	= = = = = rmal	Base AC 5 5 5 5 missiles; -2 AC to large	None None None None None r missiles; immune	+4 +4 +4 +4 to magic missiles	DEX Bonus	Situational
Armor Types Leather / Padded Studded / Ring mail Brigandine / Scale / Hide Chain Mail	Value 8 7 6 5		Dexterity Modifie 15 16 17 18	-1 -2 -3 -4	Situational Modi Dead / Unco Immobilized / Sleepi Trapped /	onscious Paralyzed ng	+8 +8 +7 +5
Splint/Bronze/Banded Plate Mail Field Plate Mail Full Plate Mail Shield	4 3 2 1		DEX Bonus To-H 16 17 18	<u> </u>	Surpris Concealmer Cover (1 Invisit Parry (non-p	sed ht (100%) 00%) ble	+4 -4 -8 -4 -1
AD&D (2nd Ed) Character Sheet Thief Skills Base + Modifier Total Pick Pockets + Thief Backstab Multiplier Open Locks + (with Surprise only)							
Find/Remove/Set Traps Move Silently Hide in Shadows Detect Noise Climb Walls Read Languages		+ + + + + + +			Thieves Guild Status in Guild	Se only)	
Clerical Undead Turnin Undead Type Skeleton / 1 HD Zombie Ghoul / 2 HD Shadow / 3-4 HD Wight / 5 HD	ng / Comma d20 Roll - - - -		ing (G and E mora Number turned Additional turned* * If asterisk by number Holy Symbol	2d6 2d4	Pries Level 1 2 3 4 5	t Spells per D Number	Recovery 2 hr 2 hr 8 hr 8 hr 8 hr
Ghast Wraith / 6 HD Mummy / 7 HD Spectre / 8 HD Vampire / 9 HD Ghost / 10 HD Lich / 11 HD	- - - - -		Dress and Appears Moritan Delgalth dress traveling clothes and cleather boots. He pref and wide-brimmed hat features.	es in dark-colored omfortable soft ers hooded cloaks	<u>Level</u> 1 2	d Spells per E Number 7(4) 6(4)	Recovery 4 hr 4 hr
Special features. 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. \$ 5 4 6 hr 4 6 hr 5 4 6 hr 7 8 hr 9 10 h Listed times include both spell memorization sleep / meditation times							
Magic Items and Descriptions White Robes of Archmage							
Helm of Comp/Read Lang Cloak of Levitation Dalt's Key Crystal Candle	Allows wearer to read/translate normal texts/spoken languages (90%) and magic writings (80%) -2 AC; Levitate (12 turns), Fly 18" (Class B; 12 turns); feather fall at will Small brass key on verdegris-covered neckchain; bypass all magical and mechanical locks (max 3 uses/day) Blue gem (2" diameter); sheds soft light in 1' radius; can activate/extinguish with command word; felt bag 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.							
Burning Hands Detect Magic	ell Book 2nd Level ESP Flaming Sphe	re		3rd Level Dispel Magic Haste / Slow Hold Person		Ath Level Detect Scrying Dimension Door Enervation	
Phantasmal Force Sleep Spider Climb	Invisibility Knock Levitate Web			Invisibility, 10' Radius Fireball Lightning Bolt		Fire Shield Remove Curse	
<u> </u>	6th Level Globe of Invul Stone to Flesi		bility		8th Level		
Coin Exchange Value Copper Piece (CP) 1							
Cost Sept Cost	Backpack Barrel, sma Basket Large Small Bell Belt pouch Large		2 gp 2 bs. (2 gp 30 bs.) (3 gp 30 bs.) (4 gp 30 bs.) (5 gp 30 bs.) (6 gp 30 bs.) (7 gp 30 b	Grappling hook Holy item (symbol/water) Hourglass ron potadder, 10 ftanternBeaconBullseye	8 sp 4 lbs. Sac 25 gp ' La 25 gp 1 lbs. Sr 5 sp 2 lbs. Sea 5 cp 20 lbs. Sea 15 op 50 lbs. Sign 15 op 50 lbs. Sign 12 gp 3 lbs. Soa	rge nall ing/candie wax (per lb.) ing needle al whistle et ring or personal seal p (per lb.)	Cost weight Owned 2 sp 1/2 lbs. 5 cp * 1 gp 1 lbs. 5 sp* 8 sp * 5 sp * 5 sp 1 lbs.
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	Small Block and I Bolt case Bucket Chain (per Heavy Light Chest Large Small	ft.)	7 sp 1/2 lbs. 5 gp 5 lbs. 1 gp 1 lbs. 5 sp 3 lbs	Poor Magnifying glass Map or scroll case Merchant's scale Mirror, small metal Musical instrument 5- Dil (per flask)	Ten 100 gp 1 lbs. L8 20 gp 1 lbs. Ps 100 gp * Sr 8 sp ½ lbs. Thie 2 gp 1 lbs. Toro 10 gp * Wat 100 gp 1/2-3 lbs. Whe Wipp	rge vivilion all ves' picks ch er clock :	1,000 gp 1 lbs
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	Cloth (per: Common Fine Rich Candle Canvas (pr Chalk Crampons Fishhook Fishing net	er sq. ya	7 gp 10 bs. 7 gp 10 bs. 50 gp 10 bs. 100 gp 10 bs. 1 cp * If the second of the sec	Greek fire Lamp Paper (per sheet) Papyrus (per sheet) Parchment (per sheet) Perfume (per vial) Piton Quiver Rope (per 50 ft.) Hemp	10 gp 2 lbs. Wint 6 cp 1 lbs. Writ 2 gp ** 1 pp ** 1 pp ** 3 cp 1/2 lbs. * 1 ps 1 lbs. Si 1 gp 20 lbs.	er blanket ng ink (per vial) These items weigh little in items weigh on ** These items have no ap nould not be considered fo hundreds are	5 sp 3 lbs. 8 gp * dividually. Ten of these e pound. spreciable weight and or encumbrance unless
Toga, coarse 8 cp Tunic 8 sp Vest 6 sp	Fishing net Flint and st Glass bottl	eel	q. 4 gp 5 lbs. 5 sp * 10 gp *	Hemp Silk	1 gp 20 lbs. 10 gp 8 lbs.		