AD&D (2nd Ed) Character Sheet

Campaign:	*Greyhawk, Hommlet Region*				
Player Character	Orghon Goblincleaver	**Race**	Human	**Sex**	Male
Character Class	Fighter	**Age**	36	**Height**	6' 4"
Character Level	13	**Hair Color**	Black	**Weight**	240 lb
Deity	Obad-hai/Beory	**Eye color**	Blue-green	**Homeland**	Wild Coast
Alignment	N	**Movement**	12" Jog (x2), Run (x3)		

Abilities

Strength	**18/92**	Attack: +2 || Damage: +5 || OD: 15(3)/20 || BB/LG: 35% || Max Press: 380 || Carry: 235
Dexterity	**16**	Reaction Adj: -1 || Missile Attack: +1 || Defense Adj: +2
Constitution	**18**	Hit Point Adj: +4/die || SS: 99% || Resurrect: 100%
Intelligence	**11**	Lang/Add'l NWP: 2 || Spell Lvl: --- || Learn: ---% || Spells/Lvl: --- || Spell bonus: ---
Wisdom	**14**	Mental Saves: +0 || Spell Failure: ---% || Bonus Spells: ---
Charisma	**11**	Max Henchmen: 4 || Loyalty: +0 || Reaction Adj: +0
Languages:	Common, Elvish, Halfling, Dwarf, Goblinoid Tongue		
Non-Weapon Proficiencies:	Secondary skills: Bower/Fletcher (Journeyman level); 8 NWP Slots || Reading/Writing, Blind-fighting, Woodland survival, Swimming, Direction sense		
Other Skills:	Weapon specializations in battle axe; +1 to hit/+2 to damage		

ADD BONUSES TO "ROLL" NOT TO "BASE"

Saving Throws

	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	5	0	+6(+3)			-1
Rod / Staff / Wand	7	0	+6(+3)			
Petrify / Polymorph	6	0	+6(+3)			**Surprised**
Breath Weapon	5	0	+6(+3)			2 in 6
Spells	8	0	+6(+3)			

COMBAT

Non-proficiency Penalty: -2 **Attacks/Rd:** 2; 5/2 (axe) **Hit Points**

Weapon / S-M / L	THAC0	=	Battle Prowess	Ability Bonus	Magic Bonus	D20
Battle axe / 1d8 / 1d8 (+5)	8	=		+3	+3	
Hand axe 1d6 / 1d4 (+5)	8	=		+2		
Dagger / 1d4 / 1d3 (+5)	8	=		+2	+2	
Broadsword 2d4 / 1d6+1 (+5)	8	=		+2		
Short bow / 1d6 / 1d6 (+5)	8	=		+1		
Thr. Dagger / 1d4 / 1d3 (+1)	8	=		+1	+2	

120

Current

Special Attack: +5 to melee damage due to exceptional strength; +2 damage (battle axe) due to specialist

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	-5	=	3	Dw Scale/Shield	+6	-2	
Shieldless	-5	=	3	Dw Scale/Shield	+3	-2	
Rear / Surprised	0	=	3	Dw Scale/Shield	+3		
Defensive parry	-6	=	3	Dw Scale/Shield	+6	-2	-2

Special Defenses:

Armor Types	Value
Leather / Padded	8
Studded / Ring mail	7
Brigandine / Scale / Hide	6
Chain Mail	5
Splint/Bronze/Banded	4
Plate Mail	3
Field Plate Mail	2
Full Plate Mail	1
Shield	1

Dexterity Modifiers

15	-1
16	-2
17	-3
18	-4

DEX Bonus To-Hit (Missiles)

16	+1
17	+2
18	+2

Situational Modifiers

Dead / Unconscious	+8
Immobilized / Paralyzed	+8
Sleeping	+7
Trapped / Bound	+5
Surprised	+4
Concealment (100%)	-4
Cover (100%)	-8
Invisible	-4
Parry (non-proficient)	-1

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Thief Skills

	Base	+	Modifier	Total
Pick Pockets		+		
Open Locks		+		
Find/Remove/Set Traps		+		
Move Silently		+		
Hide in Shadows		+		
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)

Undead Type	d20 Roll
Skeleton / 1 HD	_
Zombie	_
Ghoul / 2 HD	_
Shadow / 3-4 HD	_
Wight / 5 HD	_
Ghast	_
Wraith / 6 HD	_
Mummy / 7 HD	_
Spectre / 8 HD	_
Vampire / 9 HD	_
Ghost / 10 HD	_
Lich / 11 HD	_
Special	_

Number turned	2d6
Additional turned*	2d4

* If asterisk by number in Table

Holy Symbol

Priest Spells per Day

Level	Number	Recovery
1	_	2 hr
2	_	2 hr
3	_	8 hr
4	_	8 hr
5	_	8 hr
6	_	8 hr
7	_	8 hr

Dress and Appearance

Orghon wears a black dwarven-scale mail shirt over a cotton padded shirt, leather breeks and boots, with dark gray-green cloak. He has black iron bracers on his arms and wears a small iron helm with a ring-mail drape to protect his neck. (A deep scar runs across his shoulders where an orcish sword nearly decapitated him as a young man.)

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

Special Abilities and Skills

* Has 5% chance to go berserk (+1 hit/+2 damage, -2 AC, 25% hit companions) when fighting 2 or more orcs for more than 5 rounds; if companion struck, 50% chance to come to his senses next round
* Weapon Specialization with battle axe: 5 attacks/2 rds; +1 hit/+2 damage

Magic Items and Descriptions

Dwarven Scale Mail +3	+3 enchantment; dwarvish scale is Armor Type 6
Round Shield +3	+3 enchantment; $'Freda Vainsdotter'.B27THAC0
Battle axe +3	+3 enchantment
Dagger +2	+2 enchantment
Ring of the Gallant	Can attack creatures that require +1 or +2 magic weapon to be hit with any normal weapon
Ring of Vitality	Immune to all poison and disease; regenerate 1 hp/hr; survive up to 7 days w/o food & drink

Comments

Orghon Goblincleaver has been fighting the orcish tribes of the Pomarj since he was 14. His village was raised by orcish troops and all of his family was killed. He was saved from death and taken under the wing of a cleric of Beory and a druid of Obad-hai. He has been a devoted follower of the Shalm and the Earth Mother ever since that day. He dedicated his life to exterminate orcs where ever he finds them. Orghon's name has become a thing of terror to the orc tribes of the Pomarj. The orchish chieftains have set a high bounty on his head. They wish to capture him alive to torture to death to break Orghon's spell of fear on their troops.

Normal Adventuring Gear

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP)	1	1/10	1/50	1/100	1/500
Silver Piece (SP)	10	1	1/5	1/10	1/50
Electrum Piece (EP)	50	5	1	1/2	1/10
Gold Piece (GP)	100	10	2	1	1/5
Platinum Piece (PP)	500	50	10	5	1

Iron Rations (1 week): 10 gp

Specialized devices: 2x to 10x PHB prices

Clothing	Typical Cost	Owned
Belt	3 sp	
Boots	--	
Riding	3 gp	
Soft	1 gp	
Breeches	2 gp	
Cap, hat	1 sp	
Cloak	--	
Good cloth	8 sp	
Fine fur	50 gp	
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	--	
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	
Tunic	8 sp	
Vest	6 sp	

Misc Equipment	Typical Cost	Weight	Owned
Backpack	2 gp	2 lbs.	
Barrel, small	2 gp	30 lbs.	
Basket	--	--	--
Large	3 sp	1 lbs.	
Small	5 cp	*	
Bell	1 gp	--	
Belt pouch	--	--	--
Large	1 gp	1 lbs.	
Small	7 sp	1/2 lbs.	
Block and tackle	5 gp	5 lbs.	
Bolt case	1 gp	1 lbs.	
Bucket	5 sp	3 lbs.	
Chain (per ft.)	--	--	--
Heavy	4 gp	3 lbs.	
Light	3 gp	1 lbs.	
Chest	--	--	--
Large	2 gp	25 lbs.	
Small	1 gp	10 lbs.	
Cloth (per 10 sq. yds.)	--	--	--
Common	7 gp	10 lbs.	
Fine	50 gp	10 lbs.	
Rich	100 gp	10 lbs.	
Candle	1 cp	*	
Canvas (per sq. yard)	4 sp	1 lbs.	
Chalk	1 cp	*	
Crampons	4 gp	2 lbs.	
Fishhook	1 sp	**	
Fishing net, 10 ft. sq.	4 gp	5 lbs.	
Flint and steel	5 sp	*	
Glass bottle	10 gp	*	

Misc Equipment	Typical Cost	Weight	Owned
Grappling hook	8 sp	4 lbs.	
Holy item (symbol/water)	25 gp	*	
Hourglass	25 gp	1 lbs.	
Iron pot	5 sp	2 lbs.	
Ladder, 10 ft.	5 cp	20 lbs.	
Lantern	--	--	--
Beacon	150 gp	50 lbs.	
Bullseye	12 gp	3 lbs.	
Hooded	7 gp	2 lbs.	
Lock	--	--	--
Good	100 gp	1 lbs.	
Poor	20 gp	1 lbs.	
Magnifying glass	100 gp	*	
Map or scroll case	8 sp	½ lbs.	
Merchant's scale	2 gp	1 lbs.	
Mirror, small metal	10 gp	*	
Musical instrument	5-100 gp	1/2-3 lbs.	
Oil (per flask)	--	--	--
Greek fire	10 gp	2 lbs.	
Lamp	6 cp	1 lbs.	
Paper (per sheet)	2 gp	**	
Papyrus (per sheet)	8 sp	**	
Parchment (per sheet)	1 gp	**	
Perfume (per vial)	5 gp	*	
Piton	3 cp	1/2 lbs.	
Quiver	8 sp	1 lbs.	
Rope (per 50 ft.)	--	--	--
Hemp	1 gp	20 lbs.	
Silk	10 gp	8 lbs.	

Misc Equipment	Typical Cost	Weight	Owned
Sack	--	--	--
Large	2 sp	1/2 lbs.	
Small	5 cp	*	
Sealing/candle wax (per lb.)	1 gp	1 lbs.	
Sewing needle	5 sp*	*	
Signal whistle	8 sp	*	
Signet ring or personal seal	5 gp	*	
Soap (per lb.)	5 sp	1 lbs.	
Spyglass	1,000 gp	1 lbs.	
Tent	--	--	--
Large	25 gp	20 lbs.	
Pavilion	100 gp	50 lbs.	
Small	5 gp	10 lbs.	
Thieves' picks	30 gp	1 lbs.	
Torch	1 cp	1 lbs.	
Water clock	1,000 gp	200 lbs.	
Whetstone	2 cp	1 lbs.	
Wineskin	8 sp	1 lbs.	
Winter blanket	5 sp	3 lbs.	
Writing ink (per vial)	8 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.