

AD&D (2nd Ed) Character Sheet

Player Character Character Class Character Level	Phanstern the Dark	Race Age Hair Color Eye color		Greyhawk, Hommlet Region		
	Illusionist			Male		5' 9"
	14			160 lbs		Wild Coast
	Deity Alignment		St Cuthbert CG	None		Jog (x2), Run (x3)

Abilities

Strength	8	Attack: +0 Damage: +0 OD: 5 /20 BB/LG: 1 % Max Press: 90 lbs Carry: 35 lbs
Dexterity	18	Reaction Adj: -2 Missile Attack: +2 Defense Adj: +4
Constitution	16	Hit Point Adj: +2/die SS: 95% Resurrect: 96%
Intelligence	18	Lang/Add'l NWP: 7 Spell Lvl: 9 Learn: 85% Spells/Lvl: 18 Spell bonus: +1/lvl (Illusion)
Wisdom	14	Mental Saves: +0 Spell Failure: % Bonus Spells: 1st, 2nd, 3rd, 4th
Charisma	11	Max Henchmen: 4 Loyalty: 0 Reaction Adj: 0

Languages:	Common, Dwarf, Gnomish, Goblinoid, Elvish, Hill Giant, Ogre
Non-Weapon Proficiencies:	Secondary skills: Scribe (master levels); 13 NWP Slots Spellcraft (x2), Navigation, Reading/Writing (x3), Swimming, History (Wild Coast)
Other Skills:	+1 spell/level; +1 save vs illusions; -1 to opponents' illusion saves

ADD BONUS TO "ROLL" NOT TO "BASE"

Saving Throws	Base	Mental	Physical	Situational	Total	Initiative
Paralyze / Poison / Death	11	+2	+2			-2
Rod / Staff / Wand	7	+2	+2			Surprised 2 in 6
Petrify / Polymorph	9	+2	+2			
Breath Weapon	11	+2	+2			
Spells	8	+3 (illusion)/+2	+2			

COMBAT

Weapon / S-M / L	THACO	=	Battle Prowess	Ability Bonus	Magic Bonus	D20	Hit Points
Dagger / 1d4 / 1d3	16	=			+1		49 Current
Thr Dagger / 1d4 / 1d3	16	=		+3	+1		
Sling bullet / 1d6 / 1d4	16	=		+2			
Sling stone / 1d4 / 1d4	16	=		+2			
Shortsword / 1d6 / 1d8	16	=			+4		
		=					
Special Attack:							

Defense Posture	Defense	=	Base AC	Armor Type	Magic Bonus	DEX Bonus	Situational
Normal	0	=	4	None		-4	
Shieldless	0	=	4	None		-4	
Rear / Surprised	4	=	4	None			
Defensive parry	-1	=	4	None		-4	-1
Special Defenses:							

Armor Types

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

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

DEX Bonus To-Hit (Missiles)

16	+1
17	+2
18	+2

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Thief Skills	Base	+	Modifier	Total	
Pick Pockets		+			Thief Backstab Multiplier (with Surprise only)
Open Locks		+			
Find/Remove/Set Traps		+			
Move Silently		+			Thieves Guild Status in Guild
Hide in Shadows		+			
Detect Noise		+			
Climb Walls		+			
Read Languages		+			

Clerical Undead Turning / Commanding (G and E morality only)

Undead Type	d20 Roll	Number turned	2d6	Level	Number	Recovery
Skeleton / 1 HD		*	2d4	1	_	2 hr
Zombie		*		2	_	2 hr
Ghoul / 2 HD		*		3	_	8 hr
Shadow / 3-4 HD		*		4	_	8 hr
Wight / 5 HD		*		5	_	8 hr
Ghast		*		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						

Special Abilities and Skills

<i>* Amulet of Mystic Visions: grants wearer 120' Darkvision (Infravision & Ultravision)</i>	Wizard Spells per Day	
<i>* Swords of Lyons: 20" double-edged shortsword; always invisible; wearer under improved invisible while in scabbard; sword is +4 hit/dmg; detect invisible objects, concealed/secret doors w/in 60' of the wielder; makes wielder immune to illusions under the 4th level</i>		
<i>* Scabbard of Lyons: +2 to AC/Saves; acts as Periapt of Wounds Closure (2x healing rate, all wounds heal regardless of source, no bleed out)</i>		
<i>* Shadow Jump (1 jump per 2 rds, lasts 1 rd/level: see "dimension door"; between deep shadows up to 100' distant)</i>		
		Level Number Recovery
		1 5 + 1 ill 4 hr
		2 5 + 1 ill 4 hr
		3 5 + 1 ill 6 hr
		4 4 + 1 ill 6 hr
		5 4 + 1 ill 6 hr
	6 2 + 1 ill 8 hr	
	7 1 + 1 ill 8 hr	
	8 _ 8 hr	
	9 _ 10 hr	

Listed times include both spell memorization and spell / meditation times

Magic Items and Descriptions

Sword of Lyons +4	Imprv Invis until drawn; sword always invisible; detect invisible/secret w/in 6", immune to 1st-3rd lvl illusion
Scabbard of Lyons +2	+2 AC, +2 all saves; functions as <i>Periapt of Wound Closure</i>
Dagger +2	+2 to-hit/damage
Bracers of Dark Defense	AC 6; Protection from Undead (as scroll); Resistance to Acid (no save:1/2 dmg; save:1/4 dmg)
Cloak of Shadows	Hide in shadows 90% (95% in deep shadow); <i>Shadow Jump</i> (3/day); <i>Shadow Walk</i> (1/week round trip); 12th lvl
Ring of Shadows	<i>Demi-shadow Magic</i> (1/day); Infravision, Ultravision, Darkvision (120')
<i>Boots of Unlimited Action</i>	<i>Levitate, Feather Fall, and Free Action</i>
Amulet of Mystic Visions	<i>Detect Magic</i> (3/day); <i>Wizard Eye</i> (1/day); 12th lvl
Scroll of 4 Illusionist spells	<i>Fear, Minor Creation, Phantasmal Killer, Shadow Monsters</i> (at 10th level)
<i>Boccob's Traveling Library</i>	9 Books of Boccob in a leather pouch of holding; one book/spell level; max 25 spells/book

Comments

Phanstern is an enigma to many. He rarely speaks unless necessary, and then only in the fewest number of words possible. Little is known of his history other than he was a slave of the Slave Lords for some time. He gives little or no quarter to the Slave Lords' minions.

Phanstern's Traveling Spell Book

1st Level	2nd Level	3rd Level	4th Level
Charm Person	Blindness	Clairvoyance	Charm Monster
Color Spray	Blur	Fly	Confusion
Comprehend Languages	Continual Light	Haste / Slow	Emotion
Dancing Lights	Detect Invisibility	Hold Person	Fear
Detect Magic	Forget	Invisibility, 10' radius	Improved Invisibility
Phantasmal Force	Improved Phantasmal Force	Spectral Force	Leomund's Secure Shelter
Unseen Servant	Invisibility	Tongues	Minor Creation
Ventriloquism	Ray of Enfeeblement	Wraithform	Phantasmal Killer
5th Level	6th Level	7th Level	8th Level
Advanced Illusion	Demi-shadow Magic	Mass Invisibility	
Demi-shadow Monsters	Mirage Arcana	Vanish	
Dream	Shades		
Shadow Door	Veil		
Shadow Magic			

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	Misc Equipment	Typical Cost	Weight	Owned	Misc Equipment	Typical Cost	Weight	Owned	Misc Equipment	Typical Cost	Weight	Owned
Belt	3 gp		Backpack	2 gp	2 lbs		Grappling hook	8 sp	4 lbs		Sack	--	--	--
Boots	--		Barrel, small	2 gp	30 lbs		Holy item (symbol/water)	25 gp	*		Large	2 sp	1/2 lbs	
Riding	3 gp		Basket	--	--		Hourglass	25 gp	1 lbs		Small	5 sp	*	
Breeches	2 gp		Large	3 sp	1 lbs		Iron pot	5 sp	2 lbs		Sealing/candle wax (per lb.)	1 sp	1 lbs	
Cap, hat	1 gp		Small	5 sp	*		Ladder, 10 ft.	5 cp	20 lbs		Sewing needle	5 sp	*	
Cloak	--		Belt	1 gp	--		Lantern	--	--		Signal whistle	8 sp	*	
Good cloth	8 sp		Belt pouch	--	--		Beacon	--	--		Signet ring or personal seal	5 gp	*	
Fine fur	50 gp		Large	1 gp	1 lbs		Bullseye	12 gp	3 lbs		Soap (per lb.)	5 sp	1 lbs	
Girdle	3 gp		Small	7 sp	1/2 lbs		Hooded	7 gp	2 lbs		Spyglass	1,000 gp	1 lbs	
Gloves	1 gp		Block and tackle	5 gp	5 lbs		Lock	--	--		Tent	--	--	--
Gown, common	12 sp		Boat	1 gp	1 lbs		Good	100 gp	1 lbs		Large	25 gp	20 lbs	
Hose	2 gp		Bolt case	5 sp	3 lbs		Poor	20 gp	1 lbs		Pavilion	100 gp	50 lbs	
Knife sheath	3 cp		Bucket	5 sp	3 lbs		Magnifying glass	100 gp	*		Small	5 gp	10 lbs	
Mittens	3 sp		Chain (per ft.)	--	--		Map or scroll case	8 sp	1/2 lbs		Thieves' picks	30 gp	1 lbs	
Shoes	1 gp		Light	3 gp	1 lbs		Merchant's scale	2 gp						