

Magic/Special items

Item/description/history/powers	Save	gp value	weight	location
Potions/herbs				
Scrolls				
Rings				
Wands/Staves/Rods				
Miscellaneous				
Armor/Shields				
Weapons				
Other				

Item Saving Throws

Item	Acid	Crushing Blow	Disintegration	Fall	Magical fire	Normal fire	Cold	Lightning	Electricity
Bone or Ivory	11	16	19	6	9	3	2	8	2
Cloth	12	—	19	—	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather or book	10	23	19	2	6	4	3	13	2
Metal, hard	13	7	17	3	6	2	2	12	2
Metal, soft	13	14	19	4	18	5	2	16	2
Oil	16	—	19	—	19	17	5	19	16
Papers, etc.	16	7	19	—	19	19	2	19	2
Potions	15	—	19	—	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock, Crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	—	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

© 2001 by Steve Stewart. All rights reserved. Permission is granted to copy for personal use only. Do not repost without express written permission of the author.

This character sheet and others for use with Advanced Dungeons & Dragons 2nd edition (AD&D) games can be found at Zayix's Fälgorna Archives for Dungeons & Dragons (<http://www.saintsilver.com/zayix/>).