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Skills

Base Mental Skill Points (received each level): $(Int + Wis + Cha = \square)/3 = \square$	Total mental skill points = Unused mental points =	Bonus = $+60\%$ Recommended = $+30\%$
Total above * Ego multiplier = (Base/level) Total above * Mental class multiplier = (Base/level)	Total physical skill points = Unused physical points =	Skill abbreviations: Craft = C Mental = M Physical = P
Base Physical Skill Points (received each level): (Str + Dex + Con =)/3 = Total above * Ego multiplier =	Racial skill points = Unused racial skill points =	Mental-Physical = MP Weapon = W Racial = R High-level = H
Total above * Physical class multi. = (Base/level)		

Skill Name	Skill Type	Bonus/ Rec. mod.	Relevant Ability	Ability Mod.	Skill Score	page reference/notes

Equipment

Item/description		gp value	weight	location
		total	total	
	Notes:			
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			·	
	Light Sour Torch Candle	r ce 15' rad. 5' rad.	Abbreviati Backpack =	= B
5 0 5 0	Lantern Bullseye Lantern Magic Dagger	30' rad. 20' w x 60' l 10' rad.	Beltpouch : Large Sack Small Sack	= LS
	Magic Sword Light Spell Cont. Light Spell	15'-30' rad. 30' rad. 60' rad.	Bag of Hol Portable Ho	ding = BH
	Burn time	2hrs/pint 30 min.	Worn = W Pocket = Pl Purse = P	k
		10 min/inch	Boot = Bt	

Magic/Special items

Item/description/history/powers	Save	gp value	weig- ht	locat- ion
Potions/herbs				
Scrolls				
Rings				
Wands/Staves/Rods				
Miscellaneous				
Armor/Shields				
Weapons				
Other				

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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

Warrior information

Skill level: NP = Nonproficient, F = familiarity, P = proficient, E = expert, S = specialized, M = mastery, HM = high mastery, GM = grand mastery; SP = Very fast, F = Fast, A = Average, S = Slow, VS = Very slow

Melee Weapons (Nonproficient -2 to hit, Familiarity -1 to hit)

Weapon name/description	Skill level	Skill points	Speed	THAC0	#At	Dmg S-M	Dmg L+	Knock- down	Crit Hit/ Fumble

Missile Weapons (Range modifiers: S = 0, M = -2, L = -5)

Weapon name/description	Skill level	Skill points	Spd	ROF	Range S/M/L	THAC0	Dmg L+	KD	Crit. Hit/ Fum.

Weapon groups

Weapon group	SP	Weapons in group

Other weapon skills

Skill Name	Skill Type	Relevant Ability	Ability Mod.	Skill Score	page reference/notes
			·		

Fighting Styles

Kit/Class benefits/disadvantages

Skill points	Description/benefits:	

Thief information

Thief skills

	Known	Base	Ability	Racial	Kit	Armor	Points	
Thief skills	Skills	Score	Mod.	Mod.	Mod.	Mod.	Allocated	Total
Back Protection		15%						
Bribe Official		5%						
Climb Walls		60%						
Detect Illusion		10%						
Detect Magic		5%						
Detect Noise		15%						
Dig Tunnel		15%						
Escape Bonds		10%						
Find/Remove Large Traps		5%						
Find/Remove Traps		5%						
Hide in Shadows		5%						
Move Silently		10%						
Open Locks		10%						
Pick Pockets		15%						
Read Languages		0%						
Set Large Traps		5%						
Set Traps		5%						
Underworld Contacts		10%						

Kit/Class benefits/disadvantages						

Backstab Damage Multipliers									
Level	Multiplier								
1-4	x 2								
5-8	x 3								
9-12	x 4								
13+	x 5								
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Backstab attacks are made with a +4 bonus to hit and negate Dexterity bonuses to Armor Class; add Strength damage bonus after multiplying base.

Melee and missile weapon skills

Skill level: NP = Nonproficient, F = familiarity, P = proficient, E = expert; Speed: VF = Very fast, F = Fast, A = Average, S = Slow, VS = Very slow; (Nonproficient -2 to hit, Familiarity -1 to hit); (Range modifiers: S = 0, M = -2, L = -5)

Melee weapon name/description	Skill level	Skill points	Speed	THAC0	#At	Dmg S-M	Dmg L+	Knock- down	Critical Hit	Critical Fumble
Missile weapon	Skill	Skill				Range	Dmg	Dmg	Knock-	Crit. Hit/
name/description	level	points	Speed	THAC0	ROF	S/M/L	S-M	L+	down	Fum.

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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/).