

The Net Rogues' Gallery

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Have you ever been running a game of AD&D and suddenly find you need an NPC to help your players out of a sticky situation when you haven't prepared any? Or turned up for a gaming session and found you've left your character sheets at home? Or needed an arch-villain to give the game your running an unexpected twist?

If the answer to any (or all) of these questions is yes then this work might be of some use to you.

A "Rogues' Gallery" is a collection of NPCs available for a DM to use in his/her game to help or hinder the players. Many companies produce them for use in theirs and other peoples game systems. This one was put together by me using the contributions of some of the members of the AD&D discussion list (AD&D-L@UTARLVM1.UTA.EDU) and my own "old" PCs and NPCs.

The major differences between the Net Rogues' Gallery and other similar publications are that:

- A, this one is made up of material provided bt players and DMs of AD&D, not games designers.
- B, this one will be up-dated upon on a regular basis (provided people keep contributing to it), which the others don't.
- C, its completely free and copies can be passed out to your friends free of charge, ever heard of a gaming company allowing you to do that!

Of course there is still one thing to remember. If you wish to change any of the entries within this work then it is recommended that you contact the owner of that entry for his/her permission (the ones with no name or e-mail address associated with them belong to me) before doing so.

If you wish to contribute to the NRG, complain about it, or point out any "errors", then please e-mail me at the following address.

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Contributors to the Net Rogues' Gallery

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Quick reference table

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Name	: Race	: Class(es)	: Level	: Alignment	: Sex	: Edition
Alzandra	: Human	: Fighter	: 4	: LN	: F	: 1st
Arrinoth	: Human	: Cleric	: 5	: CN	: M	: 2nd
Azaghal	: Dwarf	: F/C (m)	: 11/11	: LG	: M	: 2nd
Bansca	: Half-elf	: B/D/R (m)	: 9/8/8	: NG	: M	: 2nd
Caleaxia	: Half-elf	: Cleric	: 4	: CG	: F	: 1st

Callumas	: Elf	: M/T (m)	: 6/7	: CN	: M	: 1st
Casxio	: Human	: r/m/T (t)	: 10/11/12	: NG	: M	: 2nd
Dante	: Human	: Ranger	: 2	: CG	: M	: 2nd
Do	: Dwarf	: Fighter *	: 1	: NG	: M	: 2nd
Eli	: Human	: Cleric	: 1	: NG	: M	: 2nd
Finovar	: Human	: Druid	: 14	: N	: M	: 2nd
Galain	: Dwarf	: F/C (m)	: 6/5	: LG	: M	: 1st
Gaston	: Human	: t/P (d)	: 5/9	: LG	: M	: 2nd
Gayrlana	: Human	: Paladin	: 2	: LG	: F	: 2nd
Gedric	: Dwarf	: F/C (m)	: 10/10	: NG	: M	: 2nd
Gilim	: Dwarf	: Fighter *	: 2	: NG	: M	: 2nd
Godfire	: Human	: Fighter	: 1	: CG	: M	: 2nd
Greymoon	: Human	: Fighter	: 12	: CN	: M	: 1st
Grimm	: Human	: Necromancer*	: 14	: LN	: M	: 2nd
Hnaef	: Human	: Ranger	: 2	: CG	: M	: 2nd
Keldin	: Human	: c/T (d)	: 4/7	: CG	: M	: 2nd
Kyle	: Halfling	: Thief	: 16	: NE	: M	: 2nd
Logastor	: Kender	: T/Psi (m)	: 13/10	: LN	: M	: 2nd
Loraginos	: Human	: Invoker	: 1	: LN	: M	: 2nd
Pellaeus	: Human	: Paladin	: 7	: LG	: M	: 1st
Quentin	: Human	: Bard	: 2	: N	: M	: 2nd
Rumpy	: Human	: Conjurer	: 3	: CN	: M	: 2nd
S'questr'n	: Drow	: F/C/M	: 9/9/10	: CE	: F	: 2nd
Sanas	: Half-elf	: Fighter	: 4	: NG	: M	: 1st
Sethi	: Half-elf	: thief	: 16	: N	: M	: 2nd
Tandeska	: Human	: Mage	: 13	: LN	: M	: 2nd
Telieq	: Human	: Necromancer	: 1	: N	: M	: 2nd
Tweck	: Human	: R/T (m)	: 10/14	: NG	: M	: 2nd
Tyrus	: Human	: F/T (m)	: 5/6	: ??	: M	: ???
Uriah	: Half-elf	: F/C/M (m)	: 1/1/1	: NG	: M	: 2nd
Valentine	: Half-elf	: Thief	: 12	: N	: F	: 2nd

key

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\* = NPC is a kit of that class  
m = multi-classed character  
d = dual-classed character  
t = triple-classed character

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The Net Rogues' Gallery  
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Alzandra Maveni - Fighter  
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Name: Alzandra Maveni	Edition: 1st		
Class: Fighter	Level: 4	Age: 20	Eyes: Green
Race: Human	Alignment: LN	Height: 5' 7"	Hair: Sandy
Deity: none	Pantheon: Agnostic	Weight: 146 lbs	
Place of origin: Candanus	Sex: Female		

STR 17 +1 to hit, +1 to damage, open doors 1-3, bend bars 13%  
INT 15 add lang 4  
WIS 14  
DEX 16 react adj +1, miss adj +1, defence adj -2  
CON 18 hit pont adj +4, sys shock 99%, res surv 100%  
CHA 9 max henchmen 4,

Weapon Profs	Armour	
=====	=====	
Broad sword	Armour worn = Plate mail	Actual AC = -1
Battle axe	AC base = 2	Rear AC = 2
Dagger	Magic adj = +1	Surprised AC = 1
Long bow	Dex adj = -2	Shieldless AC = 0
Morning star	Shield = medium	

Hit points  
=====

Hit die type = d10    Con bonus = +4    Hit points = 41  
Hit points per level = 6/3/10/6

Combat  
=====

Thac0 = 18            Weapon in hand: Broad sword

Saving throws  
=====

	base save	bonuses	modified save
Poison/paralyzation	13	--	13
Petrif/polymorph	14	--	14
Rod/staff/wand	15	--	15
Breath weapon	16	--	16
Spells	16	--	16

Magical items  
=====

Plate mail +1  
Broad sword +2  
Potion of extra healing  
Potion of gaseous form

Money  
=====

Copper pieces = 56  
Silver pieces = 31  
Gold pieces = 67  
Electrum pieces = 7  
Platinum pieces = 2  
Gems = none  
Jewelry = 120gp necklace under armour  
Other = none

Equipment  
=====

High hard boots	5 torches	Iron rations (3 weeks)
Woolen cloak	Tinderbox	Waterskin (1 pint) (2 off)
Backpack	Bullseye lantern	Sharpening stone
Belt and pouches	Flasks of oil (3)	
Silver handmirror	Quiver	
Rope (20 ft)	20 arrows	
10 ft pole	Spare bowstring	

Background  
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Alzandra is the daughter of a rich merchant from the city of Candanus. As a child she was somewhat spoilt by her parents, indulging her every whim; including training in the use of weapons and combat.

Alzandra grew up into a attractive looking woman of statuesque appearance. However, she was also arrogant, aloof, and refused to behave in the manner in which a woman of her station should. Her father berated her constantly and in the end threatened to send her to a convent of the church of Jesunkhil.

That day she sold most of her jewelry, bought a suit of chain mail, a broad sword, provisions, and a horse and left the city for the capital city.

Once there she joined a mercenary company, with which, until recently, she

was still adventuring with.  
However, she is still arrogant and aloof.

=====  
Arrinoth Cutblade - Cleric  
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From: Alexande Shternshain  
<s1105272@IL.AC.TECHNION.TECHST02>

NAME : ARRINOTH CUTBLADE S: 13  
RACE : HUMAN I: 15  
CLASS : CLERIC W: 15  
LEVEL : 5 D: 10  
HP : 23 CO: 8  
AC : 4 CH: 9  
AL : CN  
AGE : 49

WEAPON PROF.: HALBERD, THROWING AXE  
NWP: R/W COMMON, SPELLCRAFT, RELIGION.

MAGIC ITEMS: HALBERD +1  
NONE-MAGIC ITEMS: BANDED MAIL, WEAPONS OF PROFICIENCY, HOLY SYMBOL OF RUSLAN

APPEARENCE: JUST YOUR AVERAGE MIDDLE+ AGED GENTLEMAN. (MEDIUM HEIGHT, MEDIUM BUILT, GRAY HAIR, BLACK EYES, A LOT OF WRINKLES)

BACKGROUND: He was born in the capital-city of his country, to a family of wealthy merchants. Wealthy, that is, until he decided he just HAD to study the arcane art of magic. He wasn't very good, so he had to go through magic school 3 times. This nearly impoverished his parents, who just couldn't say no to their only son. At last, at age of 25, he became a wizard. After several years of working in the local guild, he decided that casting IDENTIFY spells for passing adventurers is just fu#\$%king uninteresting. So, our hero decided to go out and see the world. He joined a party of adventurers, and for some time, all was going well: they fought monsters, won a fair amount of treasure and excitement (he got to level 4 in the process). UNTIL, one cursed day, they had the misery to find GERIZAG, the fabled city of undead. In the city's largest palace, the party was attacked by a spectre. The creature was in a frenzy of destruction, after they mistakingly released him from his grave. Almost all party members lost life levels in that fight. Arrinoth was the unlickiest. He was struck twice, and reduced to level ZERO. His surviving companions carried his almost lifeless body home, beyond Blue Moon Mountains. But Arrinoth didn't die. His exceptional health (well, it WAS exception before his little 'accident') helped him to recover, 6 month later. In a shock, he discovered, that he lost ALL his magical talent, for wich he worked for years. Others would break down, but not him. As soon as he could walk, he went to the nearest temple of RUSLAN THE MIGHTY (deity of war), and simply said to the high priest : 'I want to learn how to defeat undead. Teach me, please.'. The high priest decided to put him through a test. He said : ' If you are willing to sacrifice what used to be most precious to you, RUSLAN will receive you. Hearing this, Arrinoth went home, brought his spellbook, and before the eyes of the priest, burned it. The temple was filled with unnaturally bright light. "THE MIGHTY ONE agreed to receive you" - said the high priest. And so in was. Arrinoth studied hard to make his way through the church hierarchy, waiting for a day when he could use his skills to turn or destroy that spectre.

(He is , in fact +1 on all turning attempts, +2 vs. spectres, and +4 vs. THAT PARTICULAR spectre - because of his immense hatred to undead). He soon will begin gathering a party of adventurers to cross the Blue Moon Mountains again, and face his old enemy. He will not reveal the nature of Gerizag to his fellow-party-members, nor will he warn them of the monster awaiting them in the palace (He doesn't want them to be scared and run away). He just wants to beat the sh\*t out of the spectre, and he doesnt really care if he or anyone else gets hurt.

BTW: In my world, the god of war allows his clerics to use any large cutting weapons. if your campain is differnt, adjust his weapons accordingly.

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Azaghal 'the Pure' - Fighter/Cleric  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Azaghal 'The Pure'  
 Players Name : Jason Mulligan Race : Mountain Dwarf  
 Class : Fighter/Cleric Level : 11/11  
 Kit : Champion  
 Alignment : Lawful Good Family :  
 Race/Clan : Homeland : Crystalmist Mts  
 Liege/Patron : Religion :  
 Sex : Male Age : 90 Social Class :  
 Height : 4'8" Wt. : 165 Birth Rank : 1st # Siblings : 2  
 Hair : Brown Eyes : Blue Appearance : See Below

ABILITIES

20 STR Hit: +3 Dmg: +8 Wgt: 535 Max Press: 700 O/D: 17 BB/LG: 60%  
 16 DEX React Adj : +1 Miss Att Adj : +1 Def Adj : -2  
 18 CON HP Adj : +4 System Shock : 99% Res.Sr : 100%  
 13 INT # Languages : 13 Spell Lvl : -- Chance : -- Max/Lvl : --  
 19 WIS Mag Def Adj : +4 Bonus Spells : 3,2,1,2  
 15 CHR Max Hench : 7 Loyalty Base : +3 Reaction Adj : +3

MOVEMENT

SAVING THROWS

\* - current movement rate

	&Op		Modify. Paralyze/	Save.
Base Rate: 6	*	_____	Poison	___ 6___
Light ( )	_____	_____	Rod, Staff,	
Mod ( )	_____	___+5___	or Wand	___ 9___
Hvy ( )	_____	_____	Petrify/	
Svr ( )	_____	_____	Polymorph	___ 8___
Jog ( x2 )	_____	_____	Breath	
Run ( x3 )	_____	_____	Weapon	___ 8___
Run ( x4 )	_____	_____		
Run ( x5 )	_____	___+5___	Spells	___10___

ARMOR

Adjusted AC Armor Type (Pieces) HIT POINTS Hits Taken  
 \ A C / Surprised \_\_\_\_\_ Plate Mail +3 \_\_\_\_\_ \_76\_  
 \-2 / Shieldless\_-2\_ Dex Bonus \_\_\_\_\_

WEAPON COMBAT

WEAPON	#AT	ATT/DMG	THACO	DAMAGE	RANGE	SPEED
2-Handed Battle Axe	2	+7/+13		1d10/2d8	-	6□

Special Attacks

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Special Abilities/Limitations

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+1 to damage vs orcs, goblins, etc  
 Specialization with 2-H Battle Axe  
 Infravision 60'  
 Clerical Spells

NWProficiencies/Skills/Languages

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| Skill             | Slots | Ab Check   |
|-------------------|-------|------------|
| Dwarf Runes       | 1     | Int/+2     |
| Direction Sense   | 1     | Wis/+2     |
| Armorer           | 1     | Int/+0     |
| Surv, Underground | 1     | Int/+0     |
| Blindfighting     | 1     | NA/NA      |
| Alertness         | 1     | Wis/+1     |
| Singing           | 1     | Chr/+2     |
| Endurance         | -     | Con/+0     |
| Intimidation      | -     | Str/Chr/+0 |
| Religion          | -     | Wis/+0     |

Weapons

2H Battle Axe (spec)  
 Battle Axe  
 Hand Axe  
 War Hammer  
 Hvy Crossbow  
 Mace  
 Flail

Languages -

|              |   |    |
|--------------|---|----|
| Common (R/W) | - | NA |
| Alignment    | - | NA |
| Orcish       | 1 | NA |
| Elvish       | 1 | NA |

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 Cleric Spells (8,6,5,5,2,1)  
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GEAR (Supplies included) Location Weight  
 ~~~~~

to be chosen

Money

Total (pounds) \_\_\_\_\_

Experience

Treasure

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750,000

Coins:

Gems:

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

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Girdle of Stone Giant Strength

Plate Mail +3  
2-Handed Battle Axe +3  
Pearl of Wisdom  
Rod of Ressurrection (21 Charges)  
Neclace of Prayer Beads  
    Bead of Atonement (1)  
    Bead of Summons (1)  
    Bead of Blessing (1)  
    Bead of Karma (1)  
Talisman of Pure Good

Appearance:

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Azaghal is about four feet and eight inches in height and weighs about 170 pounds. He is stocky as is usual for a dwarf. He has deep blue eyes, and dark brown hair, and a long dark brown beard which he keeps immaculately tidy and clean, and is of noble bearing.

Over his sparkling plate mail, he wears a bright Royal Blue surcoat, and wears a bright red cloak/cape.

All he carries in the way of weapons are his Great 2 handed Battle Axe, and a smaller hand axe by his side.

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Personality/History

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Outwardly he appears as a normal dwarf, but in reality, he has taken on qualities of other races. Like a sense of humour (albeit warped), a like for magic, and lost the dwarven dislike of the forest. He keeps these feelings to himself mostly, and to his closest friends.

He has a great love of music and singing. He even has developed a liking for elven verse and song. But he doesnt tell any-one.

At times, Azaghal has taken on a manner closest to that of a Human Paladin. And thus, in some lands Azaghal is known as the Dwarven Paladin.

Azaghal has travelled widely, been on many adventures. One adventure of note was the rescueing of Queen Yolande's daughter, and bringing her back safely to Celene. For which Azaghal was allowed to build a church for Moradin within the capital, Enstad. Azaghal also was given a title for within Celene.

=====  
Bansca 'the Fair' Deepsinger - Bard/Druid/Ranger  
=====

From: Richard Farrell <IGACORK@IRTCORK.BITNET>

Name = Bansca "The Fair" Deepsinger  
Race = Half-Elf.  
Class = Bard/Druid/Ranger  
Level = 9 / 8 / 8  
Alignment = NG ( Danu )  
Sex. = Male Age = 23 Ht. = 6' 2" Wt. = 135 lbs  
Hair = Copper. Eyes = Green  
Appearance = Lean, Handsome, Clean-Shaven man, with long braided hair.  
Social Class = Upper Lower (Freeman) Status = Initiate.  
Liege/Patron = Arakhan ( The Grand Druid. )

STR 16			Saving Throws
DEX 17	Mod.	Name.	Save.
CON 15	+3	PPDM	7

INT 14	+3(+5) RS&W	10
WIS 16	+3 Pet/Poly	10
CHR 15	+3(+5) BW	12
COM 19	+3(+5) Spell	11

AC = -4 Bracers AC=2 Cloak of Prot. +3 Dex bonus.-3  
Hit Points = 56

Scimitar of Speed +2  
Scimitar of the Planes  
Longbow + 30 Sheaf and 10 Flight arrows.  
Spear +2  
Darts (8)  
Ring of Teleportation.

Special Abilities.

Standard 1/2 elf.  
Fight 2 handed.  
Move Silently = 77  
Hide in Shadows = 64  
Climb Walls = 95  
Detect Noise = 50  
Pick Pockets = 70  
Read Languages = 50

+4 to hit (insert Druids greatest enemy, on my world priests of famine)  
Animal Empathy (save vs Rods at -3)  
Priest Spells as Ranger.  
2d6 Ranger Followers.

+2 to save vs Fire and Electricity.  
Druid Spells.  
Identify Plants etc.  
Pass without trace at 12"  
Immune to Woodland Charm.  
Shapechange.

Bard Spells.  
Inspire Allies.  
Alter Mood (Save vs PPDM at -3)  
Counter Musical Attacks  
Identify Magic 45%  
Attract 10d6 followers.  
Use Books and Scrolls.

NWP	WP	Slots
Tracking	2 Hander Style	1
Harp, Lute, Flute.	Scimitar	1
Read Write.	Spear	1
Local History.	Staff	1
Singing.	Longbow	1
Tumbling	Dart	1
Hunting	Sickle	1
Healing		
Herbalism		
Info Gathering.		
Fast Talking.		

Languages:



Celtic, Common, Halfling, Dwarf, Elven, Gnome, Dryad, Treant, Faun, Bronze Dragon, + a human tongue. (Kathenarr on my world.)

Shapechange Forms.

Giant Wolverine.

AC 4 Move 15 3 attacks Claw/claw/bite 1d4+1/1d4+1/2d4

Special Attack = Musk.

Giant Scorpion

AC 3 Move 15 3 attacks Claw/claw/sting 1d10/1d10/1d4+poison type F

Falcon

AC 5 Move 36(b) Fl 3 attacks Claw/claw/peck 1/1/1+Blind

SA = +2 to hit and double dmg on a dive.

\*\*\*\*\*

Bansca's mother was a wood-elf and a ranger, his father was a druid. Bansca is an incredibly handsome, witty and charming lad who is currently a special envoy (and occasional spy) for the Grand Druid. He travels the world (teleport ring) keeping an eye on things and reporting back regularly to his master. He is resigned to the fact that he will never achieve greatness in the druidic hierarchy, and he has a wonderful singing career to console him.

Bansca often pretends to be just a Bard, especially when on a mission where being a druid is unhealthy. He is always cheerful, and will start singing at the slightest provocation. Among the allies on which he can call at need is Khementh, an Old Bronze Dragon who lives under an island off the coast of (Gwal on my world) and is an ally of the sea-elves. ( Your normal bronze dragon with 115 hp.) Use Bansca to involve the PC's in druidic plots, or simply as the unintentional starter of a barroom brawl. (Picking up the wrong girl again. :) )

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Caleaxia - Cleric

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Name: Caleaxia	Edition: 1st		
Class: Cleric	Level: 4	Age: 53	Eyes: grey
Race: Half-elf	Alignment: CG	Height: 5'	Hair: blonde
Deity: Rallathil	Pantheon: Elven	Weight: 104	
Place of origin: Tulamein	Sex: Female		

STR 9  
INT 16 add lang 5  
WIS 18 Magic att adj +4, bonus spells 2x1st 2x2nd 1x3rd 1x4th  
DEX 12  
CON 15 hit point adj +1, sys shock 91%, res surv 94%  
CHA 12 max henchmen 5

Weapon Profs	Armour	
=====	=====	
Mace	Armour worn = Chain mail	Actual AC = 1
Flail	AC base = 4	Rear AC = 4
	Magic adj = +1 / +2 (s)	Surprised AC = 1
	Dex adj = none	Shieldless AC = 4
	Shield = Small (+2)	

Hit points  
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Hit die type = d8      Con bonus = +1      Hit points = 27  
Hit points per level = 8/2/7/6

#### Combat

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Thac0 = 18              Weapon in hand: Mace

#### Saving throws

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	base save	bonuses	modified save
Poison/paralyzation	9	--	9
Petrif/polymorph	12	--	12
Rod/staff/wand	13	*	13*
Breath weapon	15	--	15
Spells	14	*	14*

\* +4 versus mind effecting magical effects and spells

#### Turning Undead

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Turning level = 4

Skel|Zomb|Ghou|Shad|Wigh|Ghas|Wrai|Mumm|Spec|Vamp|Ghos|Lich|SPEC

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----  
T | T | 4 | 7 | 10 | 13 | 16 | 20 | | | | | | | | | |

#### Spells

=====

Spells/level

1st=5 2nd=4

#### Spells learnt

1st= cure light wounds (x3), detect magic, remove fear

2nd= hold person (x2), silence 15' rad, slow poison

#### Magical items

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Chain mail +1  
Shield +2  
Mace +1  
Potion of healing (2 off)  
potion of extra healing  
scroll of raise dead

#### Money

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Copper pieces = 13  
Silver pieces = 9  
Gold pieces = 37  
Electrum pieces = none  
Platinum pieces = none  
Gems = none  
Jewelry = none  
Other = none

#### Equipment

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Hooded cloak	Bandages	Iron rations (2 weeks)
Soft high boots	Medicinal herbs	Waterskin (1 pint)
Gloves	Bone scroll case	Wineskin (1/2 pint)
Surcoat	Hooded lantern	Silver holy symbol
Backpack	Flasks of oil (3)	Flasks of holy water (3 off)
Belt and pouches	Tinderbox	Holy wafers (10 off)

#### Background

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Caleaxia is a half-drow outcast. Her mother was raped by a member of a drow raiding party and was then beaten until her attacker thought her dead.

However, Caleaxia's mother was not dead and recovered, but found herself to be pregnant by her attacker. Caleaxia was born many months later and was lucky enough not to have only inherited the white hair of her attacker and a swarthy

cast to her skin; similar to that of Cabritsian traders. However Caleaxia, in accordance with the laws regarding children of rape, was taken several miles outside the city to the Temple of the Needy; a group of priests of various deities who devoted their lives to the help of those less fortunate.

Here Caleaxia was raised and tutored by the priests, learning to read and write and learning of all the deities of the various pantheons.

Caleaxia grew to love all the priests as surrogate fathers, but was especially fond of an ancient elven priest called Ev'reban. It was Ev'reban who taught Caleaxia of the elven gods and especially of his god Rillithane Rallathil. At 18 Caleaxia asked Ev'reban to make her an initiate of the temple of Rallathil.

When Caleaxia was 23 Ev'reban died of old age and Caleaxia left the Temple of the Needy and journeyed to Tulamein in search of her mother. Unfortunately, Caleaxia's mother had left Tulamein many years previously; driven away by the other people of the town for allowing herself to be raped by a drow and live.

Caleaxia went in search of her mother but never found her. Instead she took up a life of adventure, but one day plans to journey into the depths of the world in order to make the drow pay for the rape of her mother. Caleaxia hates the drow with all her heart.

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Callumas 'Ice-eyes' - Mage/Thief

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Name: Callumas "Ice-eyes"	Edition: 1st		
Class: Mu/Thief	Level: 6/7	Age: 166	Eyes: grey
Race: Elf (h)	Alignment: CN	Height: 5'	Hair: black
Deity: none	Pantheon: atheist	Weight: 98 lbs	
Place of origin: Salbrij		Sex: male	

STR 15 open doors 1-2, bend bars 7%  
INT 16 add. lang 5, % know spell 65%, min spells 7, max spells 11  
WIS 13  
DEX 17 react adj +2, missile adj +2, defence adj -3  
CON 12 system shock 80%, ressurvive 85%  
CHA 13 max henchmen 5, react adj +5

Weapon Profs	Armour	
=====	=====	
short sword	Armour worn = brac. AC4	Actual AC = -1
short bow	AC base = 4	Rear AC = 2
dagger	Magic adj = -2 (ring)	Surprised AC = 2
blow pipe	Dex adj = -3	Shieldless AC = -1
	Shield = none	

Hit points  
=====

Hit die type = d4/d6 Con bonus = n/a Hit points = 21  
Hit points per level = 4/3/2/2/1/3/3/5/4/6/2/4/3  
m/t/m/t/m/t/m/t/m/t/m/t/t

Combat  
=====

Thac0 = 19 Weapon in hand = long sword

Saving throws  
=====

	base save	bonuses	modified save
Poison/paralyzation	12	+2	10

Petrif/polymorph	11	+2	9
Rod/staff/wand	9	+2	7
Breath weapon	13	+2	11
Spells	10	+2	8

Thief Skills

=====

Skill	PP	OL	F/RT	MS	HIS	DN	CW	RL
Base score	60 %	52 %	50 %	55 %	43 %	25 %	94 %	35 %
Dex mod.	+5 %	+10 %	-- %	+5 %	+5 %	-- %	-- %	-- %
Race mod.	+5 %	-5 %	-- %	+5 %	+10 %	+5 %	-- %	-- %
Total	70 %	57 %	50 %	65 %	58 %	30 %	94 %	35 %

Spells

=====

Spells/level

1st=4 2nd=2 3rd=2 4th= 5th= 6th= 7th= 8th= 9th=

Spells learnt

1st= feather fall, magic missile, sleep, charm person

2nd= invisibility, mirror image

3rd= slow, dispel magic

Spells in spell book

1st= charm person, detect magic, feather fall, identify, magic missile, sleep, spider climb

2nd= darkness 15' rad, detect invisibility, invisibility, mirror image

3rd= dispel magic, feign death, fly, slow

Magical items

=====

Bracers AC4  
 Ring of prot +2  
 short sword +2  
 dagger +4  
 dagger +2  
 potion of levitation  
 5 +2 arrows

Money

=====

Copper pieces = 30  
 Silver pieces = 13  
 Gold pieces = 22  
 Electrum pieces = 12  
 Platinum pieces = 2  
 Gems = 5 x 50gp base gems  
 2 x 100gp base gems  
 Jewelry = none

Other = none

Equipment

=====

soft boots	backpack	2 weeks rations	3 flasks of oil
gloves	belt pouch	wineskin (1/2 pint)	bone scrollcase
breeches	dart case	waterskin (1 pint)	large sack
wool shirt	20 darts	50' rope	leather ties
cloak	(for blowpipe)	5 torches	2 flasks of quicklime
domino mask	qviver	tinderbox	thieves tools
belt	20 arrows	hooded lantern	

Background

=====

Callumas was born in the sleepy homlet of Salbrij, where his itinerant parents were spending the winter. Callumas is the son of a travelling elven healer and his wife, an elven mage. As a child he was bright and happy if a

little lazy and workshy, doing what pleased him not others. He learnt his basics in magic from his mother during his childhood.

When his mother thought he was ready she sent Callumas to Gulmarsh to learn the proper craft from his mother's own teacher, Tavarint. Tavarint took Callumas in as his apprentice and began instructing him in the principles and discipline of magic. Callumas soon began to tire of this, wanting to start using magic rather than reading and writing about it. He also started to frequent the inns and public houses of Gulmarsh, drinking and gambling away what money he had. Soon Callumas was heavily in debt and was forced to trying to steal money to pay his debts.

His activities came to the attention on the local thieves guild, but rather than killing or maiming Callumas they offered to let him join them. The guild had just lost one of their two mages to the gibbet and needed a replacement.

Callumas spent the next few months learning magic from Tavarint during the day and working with the thieves guild, and picking up their skills too, at night.

Eventually, Callumas's apprenticeship to Tavarint ended and he began to work full time for the guild. However, he soon bored of this and set out looking for adventure, fame, and more to the point, wealth.

He is still looking for the latter two.

Callumas is called Ice-eyes because of his very pale grey eyes.

=====  
Casxio Jeanvelle - Ranger/Mage/Thief  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Casxio Jeanvelle  
Players Name : Peter McNamee Race : Human  
Class : (Ranger|Mage) Thief Level : 10/11/12  
Alignment : Neutral Good Family :  
Race/Clan : Homeland :  
Liege/Patron : Religion :  
Sex : M Age : 38 Social Class : Status :  
Height : 6'5" Wt. : 172# Birth Rank : # Siblings :  
Hair : Eyes : Appearance :

ABILITIES

18/78 STR Hit: +2 Dmg: +4 Wgt: 185 Max Press: 330 O/D: 14 BB/LG:30%  
18 DEX React Adj : +2 Miss Att Adj : +2 Def Adj : -4  
15 CON HP Adj : +1 System Shock :90% Res.Sr :94%  
17 INT # Languages : 6 Spell Lvl : 8th Chance :75 % Max/Lvl : 14  
15 WIS Mag Def Adj : +1  
15 CHR Max Hench : 7 Loyalty Base : +3 Reaction Adj : +3

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

	Modify.	Paralyze/	Save.
Base Rate: 12	_____	Poison	__8__
Light (56-85 ) _____	_____	Rod, Staff,	
Mod (86-115 ) _____	_____	or Wand	__7__
Hvy (116-145) _____	_____	Petrify/	
Svr (146-170) _____	_____	Polymorph	__9__
Jog ( x2 ) _____	_____	Breath	
Run ( x2 ) _____	_____	Weapon	__9__

Run ( x2 ) \_\_\_\_\_  
 Run ( x2 ) \_\_\_\_\_ +1 \_\_\_\_\_ Spells \_\_\_8\_\_\_  
 (ma)

ARMOR

	Adjusted AC	Armor Type (Pieces)	HIT POINTS	Hits Left
\ A C /	Surprised 0	Bracers ac2	___77___	77
\-4 /	Shieldless -4	Cloak of displacement		
\_/	Rear 0			

WEAPON COMBAT

WEAPON	#AT	ATTACK	ADJ/DMG	ADJ	mod THAC0	DAMAGE (SM/L)	RANGE	mod SPEED
Long Sword +3	3/2	+5	+7	+7	6	1d8/1d12	--	0
Sun Blade +2*	3/2	+4 (+6)	+6 (+8)	+6 (+8)	7 (5)	1d8/1d12	--	0
Short Sword	3/2	+2	+4	+4	9	1d6/1d8	--	1
2H Sword	3/2	+2	+4	+4	9	1d10/3d6	--	8
Long Bow	2	+2	0	0	9	1d8/1d8	5/10/17	5
Hand Crossbow	1	+2	0	0	9	1d3/1d2	2/4/6	5
Knife	3/2	+2	+4	+4	9	1d3/1d2	--	1
(thrown)	2	+4	+4	+4	7	1d3/1d2	1/2/3	1
Throwing Axe +3	1	+7	+7	+7	4	1d6/1d4	18	0

\* - +4 vs evil  
 unmod THAC0 - 11

Special Attacks

~~~~~  
 Fight two handed no penalty  
 Surprise  
 Backstab (x4 damage)  
 +4 to hit ranger enemy

Special Abilities/Limitations

~~~~~  
 Priest spells  
 Animal empathy  
 Use mage and cleric scrolls  
 Thief Skills :-  
 Pick Pockets.....95%  
 Open Locks.....95%  
 Find/Remove Traps...95%  
 Move Silently.....95%  
 Hide in Shadows.....95%  
 Detect Noise.....60%  
 Climb Walls.....95%  
 Read Languages.....31%

NWProficiencies/Skills/Languages

~~~~~  
 Tracking Wis/+3 0  
 Navigation Int/-2 1  
 Blind Fighting NA 2  
 Hunting Wis/-1 1  
 Appraising Int/0 1  
 Set Snares Dex/-1 1  
 Singing Cha/0 1  
 Seamanship Dex/0 1  
 Tumbling Dex/0 2  
 Languages - Common (R/W) 1  
 - Thieves Cant

1 slot left

GEAR (Supplies included) Location Encumbrance #

~~~~~  
 Clothing worn  
 Backpack back  
 Large sack slung  
 Rope 50' (silk) slung

Torch	pack
Flint and steel	pouch
Tinderbox	pouch
Scroll case	pack
Parchment 20 sheets	scroll case
Small wooden box	pack
Quill and writing ink	wooden box
Thief tools	boot pocket
1 Large Belt Pouch	belt
2 small belt pouches	belt

Money

Total (pounds) \_\_\_\_\_

Experience	Treasure
~~~~~	~~~~~
625000	Coins
	PP 213
+10%	GP 145
	EP 55
	SP 73
	CP 21

Gems/Jewels

~~~~~  
 1 topaz@200gp  
 1 ruby@2000gp (in boot)

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

~~~~~  
 Ring of Wizardry (doubles 1st-3rd)  
 Ring of Invisibility  
 Bracers of Defense AC 2  
 Axe of Hurling +3  
 Sun Blade +2 (+4 vs evil, x2 damage vs neg plane creatures)  
 Long Sword +3  
 Cloak of Displacement (missile attacks miss 1st attack, +2 to save vs attacks directed at wearer, Bonus of 2 to AC)  
 Rope of Entanglement

Clerical Spells (2 x 1st, 1 x 2nd)

~~~~~  
 1st : 2 to be chosen  
  
 2nd : 1 to be chosen

Mage Spells in Book (\* signifies spell memorised)

~~~~~  
 1st Level (8) : pick 12 spells  
  
 2nd Level (8) : pick 10 spells  
  
 3rd Level (8) : pick 8 spells  
  
 4th Level (3) : pick 4 spells

5th Level (3) : pick 3 spells

History :

~~~~~

Casxio was born in the region of Miyarn, a small fishing village on the west coast. His grandfather was a Ranger, and would take the young Casxio out into the woods and show him the skills needed to carry on a family tradition.

The task fell to him as his father had been killed when he was 10, fighting to protect the village against the giants which occasionally attacked. Upon taking up his adventuring life when 15, he travelled the realm, but favoured the sea, and longed to travel across it. This he did, when hired by a mage for protection during his quest to find components for a new spell he was working on. During the voyage, Casxio came to appreciate the work involved in being a mage, and was interested in the working of the spells. Upon the end of his hire, he asked the mage to take him on as his apprentice. This he did.

From that point, he stayed with the mage, and they worked on many spells together, selling those they could and using them to help impoverished villages. However, it was when travelling that he uncovered a plot to kill the mage. A death warrant had been issued by a collection of evil thieves so the mage would stop his good work. Casxio implored one of the most powerful thieves guilds in the area to intervene. The master thief asked a high price for the service. The indenture of Casxio to the guild, and his agreement to train in the arts of the thief. This he agreed to to save the life of the mage. He initially begrudged the training, but then came to find a natural flair, and liking for the life of a thief, which he has decided is his life quest...to be master of his own guild.

=====

Dante - Ranger

=====

From: "BROTHER TYRUS HELLBANE, ORDER OF THE BLACK MONKS"  
<C9108613@AU.EDU.NEWCASTLE.CC>

|              |   |               |              |   |       |
|--------------|---|---------------|--------------|---|-------|
| Character    | : | Dante         |              |   |       |
| Players Name | : | Craig Barnett | Race         | : | Human |
| Class        | : | Ranger        | Level        | : | 2     |
| Alignment    | : | Chaotic Good  | Family       | : |       |
| Race/Clan    | : |               | Homeland     | : |       |
| Liege/Patron | : |               | Religion     | : |       |
| Sex          | : | M             | Age          | : | 24    |
| Height       | : | 5'6"          | Wt.          | : | 164#  |
| Hair         | : |               | Eyes         | : |       |
|              |   |               | Social Class | : |       |
|              |   |               | Birth Rank   | : |       |
|              |   |               | Appearance   | : |       |
|              |   |               | Status       | : |       |
|              |   |               | # Siblings   | : |       |

ABILITIES

|       |     |             |         |              |                |              |           |
|-------|-----|-------------|---------|--------------|----------------|--------------|-----------|
| 18/20 | STR | Hit: +1     | Dmg: +3 | Wgt: 135     | Max Press: 280 | O/D: 12      | BB/LG:20% |
| 18    | DEX | React Adj   | : +2    | Miss Att Adj | : +2           | Def Adj      | : -4      |
| 17    | CON | HP Adj      | : +3    | System Shock | : 97%          | Res.Sr       | : 98%     |
| 15    | INT | # Languages | : 4     |              |                |              |           |
| 15    | WIS | Mag Def Adj | : +1    |              |                |              |           |
| 10    | CHR | Max Hench   | : 4     | Loyalty Base | : 0            | Reaction Adj | : 0       |

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

|                 |  |         |           |        |
|-----------------|--|---------|-----------|--------|
| Base Rate: 12 * |  | Modify. | Paralyze/ | Save.  |
|                 |  | _____   | Poison    | __14__ |



|       |           |       |             |
|-------|-----------|-------|-------------|
| Light | (136-174) | _____ | Rod, Staff, |
| Mod   | (175-213) | _____ | or Wand     |
| Hvy   | (214-252) | _____ | Petrify/    |
| Svr   | (253-280) | _____ | Polymorph   |
| Jog   | ( x2 )    | _____ | Breath      |
| Run   | ( x2 )    | _____ | Weapon      |
| Run   | ( x2 )    | _____ |             |
| Run   | ( x2 )    | _____ | Spells      |

|                     |                     |            |           |
|---------------------|---------------------|------------|-----------|
| ARMOR               |                     | HIT POINTS | Hits Left |
| Adjusted AC         | Armor Type (Pieces) |            |           |
| \ A C / Surprised 8 | Leather _____       | 21         | 19        |
| \ 4 / Shieldless 4  | _____               |            |           |
| \_/ Rear 8          | _____               |            |           |

WEAPON COMBAT

| WEAPON                   | #AT  | ATTACK | ADJ/DMG | ADJ | THAC0 | DAMAGE (SM/L) | RANGE   | mod SPEED |
|--------------------------|------|--------|---------|-----|-------|---------------|---------|-----------|
| Short Bow<br>(composite) | 2    | +2     |         | 0   | 17    | 1-6/1-6       | 5/10/18 | 4         |
| Short Sword              | 1    | +1     |         | +3  | 18    | 1-6/1-8       | --      | 1         |
| Dagger                   | 1    | +1     |         | +3  | 18    | 1-4/1-3       | --      | 0         |
| Long Sword+1             | +2 1 | +2     |         | +4  | 17    | 1-8/1-12      | --      | 2         |

(+2 vs magic using/enchanted creatures)

Special Attacks

~~~~~  
When wearing studded leather armour or lighter ranger may fight two-handed  
with no attack roll penalty  
+4 to attack special enemy - OGRES!!

Special Abilities/Limitations

NWProficiencies/Skills/Languages

~~~~~  
Move Silently.....25% \*  
Hide in Shadows....20% \*  
\* - Halved in non-woodland areas  
Animal Empathy  
Priest Spells (8th lvl)  
Attract Followers (10th lvl)  
Can have no more treasure than you  
can carry

~~~~~  
Gem Cutting 2  
Appraisal 2  
Tracking 3  
Blind Fighting 2  
Speak - Alignment  
Common

GEAR (Supplies included) Location Encumbrance #

Longsword +1 +2	belt	4
2 Daggers	belt	2
Short Sword	belt	3
Composite Short Bow	Slung	6
Quiver	Shoulder	1
20 Arrows	Quiver	2
Dagger (hollow handle)	boot	1
Leather Armour	worn	15
Woodland Cloak } _____	worn	5
Clothing }		
Boots (hollow heels)	worn	-
Shovel	backpack	10
5 Iron Spikes	backpack	2.5

50' Rope	backpack	20
tripwire	backpack	-
Bell	belt pouch	-
Backpack	back	2
5 Torches	backpack	5
Grappling Hook	backpack	4
3 Belt Pouches	belt	-
Golden wristband	wrist	-
Light Riding Horse	--	--
humble village clothes	backpack	5
Money	pouch	13
Total (pounds)	_____	100.5

Experience	Treasure
~~~~~	~~~~~
3034	Coins
	PP 14
+10%	GP 237
	EP 121
	SP 186
	CP 20

Gems/Jewels  
 ~~~~~  
 2\*500gp gems

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
 ~~~~~  
 Long Sword +1, +2 versus Magic Using and Enchanted Creatures

History :  
 ~~~~~

Dante's mother was a prostitute in a small town on the Wild Coast. He never knew who his father was, and earned his keep begging in the streets of the town (town was Elredd). Dante had to live off the streets with his cunning and wits. This was made easier due to his surprising strength, intelligence, and ruthlessness. Some would even accuse him of cold blooded cruelty.

Eventually, he came to the notice of a person who had contacts with the assassin's guild (he was an assassin). Dante was 16 by now and had established himself as somebody to be feared and avoided by most people who knew of him. This person, who's name was Gart, convinced Dante to try the life of an assassin. Dante finally agreed, as it seemed a way to make a living, and killing didn't worry him at all.

Dante was brought into the local guild, and given training in the arts of murder and deceit. His natural ability shone through and he was recognised as a potentially great assassin. He killed quite a few people, too, finally reaching 3rd level.

It was at this stage that Dante was given the job of killing a priest. This priest was a worshipper of the God of forests, but had made enough enemies to warrant an assassin's poisoned blade.

Dante went to the priest and made the attempt, but was set upon by ogres before he could attack the Priest (whose name was Peyel). He was almost killed by the ogres, and tortured horribly. He woke to find himself with the priest he was sent to kill, who had healed him and saved his life.

For the first time in his life, Dante faced a moral dilemma. He was still too weak to move much, so he and Peyel talked much, about life, beliefs and the way of things. Dante, through these conversations and guilt, began to see his

past life in a different way - he realised he was truly not happy with his evil ways, and repented his many murders. Eventually, he told Peyel the truth; what he was, and what he had come to do. Peyel forgave him and blessed him. This was the final straw for Dante. He decided to give up his evil ways, and leave the assassin's guild. Peyel offered to help, and introduced him to the ways and beliefs of good.

He also introduced him to a friend called Mark, a ranger, offering Dante an alternative life. Dante accepted, and began his life anew as a ranger. Through all of this, he never forgot or forgave the fact that ogres had tortured him and left him for dead.

Finally, Dante returned to his old guild to take his leave of Gart. When Gart discovered what had happened, he went into a rage and attacked Dante. Dante fought back and ended up killing Gart, but not before being discovered by the rest of the guild. Dante fled and escaped the guild, and wandered until he was picked up by Lirdium for the quest of the talisman at the Rock.

=====

Do, Son of Noror - Sharpshooter

=====

From: Anthony Ross <ross@EDU.LCLARK>

|        |                        |            |                   |
|--------|------------------------|------------|-------------------|
| Name:  | Do, son of Noror       | Race:      | Hill Dwarf        |
| Class: | Fighter (Sharpshooter) | Alignment: | NG                |
| Clan:  | Torkrest               | Level:     | 1                 |
| AC:    | Stud. L & Dex = 4      | THACO:     | 20 (+3 kit & dex) |
| HP:    | 13                     | Age:       | 58                |

=====

|              |    |                                                      |
|--------------|----|------------------------------------------------------|
| Strength     | 09 | Open Doors 25%, Bend Bars 1%                         |
| Intelligence | 15 |                                                      |
| Wisdom       | 07 | -1 save vs. magic                                    |
| Dexterity    | 17 | +2 reaction adjustment, +2 with missiles, -3 to AC   |
| Constitution | 16 | 95% system shock survival, 96% resurrection survival |
| Charisma     | 11 |                                                      |

=====

Description & Notes:

^^^^^^^^^^^^^^^^^^^^

Do is a perfectionalist and a grumbler, who is incredibly bright to boot. He is usually mumbling and complaining about something, and occasionally that mumbling contains brilliant thought in it. Unfortunately his brother Gilim, isn't really bright enough to catch the brilliance, so a lot gets missed. He is far too individualistic too fit in with his clan's legacy of military service, therefore he has gone out with his brother to see how the rest of the world lies. He doesn't believe in any religion. He is a fanatic about keeping his equipment clean, and gets really upset at himself when he doesn't perform well. He hates melee combat and his concept of tactics is to simply retreat to cover and then fire his crossbow if at all possible. He is perfectly happy to fire into a crowd, having utter confidence in his ability to hit what he aims for. In game terms, he has to make a wisdom check to keep from firing anytime there is a 50% or greater chance of hitting an ally. This roll is modified by -1 for every time he hits an ally in that melee. In addition, if he makes three successful shots in a row, he will start making called shots until he either passes a wisdom check or misses three straight times.

Non-Weapon Proficiencies

^^^^^^^^^^^^^^^^^^^^

|                           |    |
|---------------------------|----|
| % Bowyer/Fletcher (Dex-1) | 17 |
| % Endurance (Con)         | 16 |

|                                            |    |                                              |
|--------------------------------------------|----|----------------------------------------------|
| % Mapping (Int)                            | 15 | Can accurately map while moving<br>1/2 speed |
| % Sign Language (Int +2)<br>Speaking (Int) | 17 | Silent communication                         |
| % Hill Dwarf (+5)                          | 20 | Your native tongue                           |
| % Orc                                      | 15 |                                              |
| % Thyatian (+5)                            | 20 | You are fluent                               |
| % Traladaran                               | 15 |                                              |

| Weapons               | Skill    | Wt. | Size | Type | Spd. | Dam S-M | Dam L |
|-----------------------|----------|-----|------|------|------|---------|-------|
| Do's Lt. Crossbow*    | (Spec.)  | 7   | M    | -    | 7    | ---     | ---   |
| Battleaxe             | (Not -2) | 7   | M    | S    | 7    | 1d8     | 1d8   |
| Do's Light Quarrels** |          | 2.5 | S    | P    | -    | 1d6     | 1d6   |
| Do's KO Quarrels***   |          | 0.5 | S    | B    | -    | 1d6     | 1d4   |
| Regular Light Quarrel |          | 0   | S    | P    | -    | 1d4     | 1d4   |

\* Do's personal crossbow fires thrice per two rounds, Short Range 180ft, Medium 360ft at -2 to hit, Long 540ft at -5 to hit  
 \*\* These must be personally built and maintained  
 \*\*\* These are blunt tipped and cause only temporary damage as per the hand to hand combat rules.

#### Encumbrance

^^^^^^^^^^^^^^

Equipment (50.5) +

Weapons (16.5) +

Booty (3.1) = 70.5 lbs, moves at 6" w/pony carrying equipment

|    |    |    |    |    |
|----|----|----|----|----|
| 6  | 5  | 4  | 3  | 2  |
| 1  |    |    |    |    |
| 35 | 45 | 55 | 65 | 75 |
| 85 |    |    |    |    |

Equipment (Figures in parentheses are lbs.)

=====

Large Belt pouch (1)

% 3pp, 9gp, 6sp, 13cp (3.1)

Backpack (1)

% Flint & Steel

% 7 whetstones

% 3 oily rags

% 3 candles

% Bar of soap

% Gourd with potion of healing (1)

% Wooden case (2) carrying 40 wooden shafts (2)

% Wooden case (2) carrying 45 bolt-heads (4.5)

% Spare steel wire

% Small toolset (10)

% 2 weeks iron rations (2)

Tied to pack

% Waterskin filled with water (3)

% Bedroll (5)

Slung across body

% Handmade Light Crossbow carved from maple and ash, inlaid with obsidian runes with a steel wire pull

% Special rollup bandolier/quiver (2) carrying 25 standard bolts, 5 non-standard bolts.

Worn

% Brown tunic emblazoned with Torkrest clan emblem in black over leather armor (15), hard Dwarven military boots (2), coarse brown cotton breeches, longjohns.

=====  
 Eli Jiran - Cleric  
 =====

From: Brother Tyrus  
 <c9108613@au.edu.newcastle.cc>

Character : Eli Jiran  
 Players Name : Peter Shaw Race : Human  
 Class : Cleric Level : 1  
 Alignment : Neutral Good Family : foundling  
 Race/Clan : unknown Homeland : unknown  
 Liege/Patron : God of Peace Religion : God of Peace  
 Sex : M Age : 18 Social Class : prob. upper Status: prob. high  
 Height : 74 Wt. : 172lb Birth Rank : unknown # Siblings : ?  
 Hair : red long curly Eyes : flawless vivid green Appearance : Charming,  
 elegant, happy, deep voiced. Tall, clear complexion

ABILITIES

13 STR Hit: 0 Dmg: 0 Wgt: 45 Max Press: 140 O/D: 7 BB/LG:4 %  
 16 DEX React Adj : +1 Miss Att Adj : +1 Def Adj : -2  
 13 CON HP Adj : 0 System Shock :85% Res.Sr :90%  
 16 INT # Languages : 5 Spell Lvl : 8th Chance : 70% Max/Lvl : 11  
 18 WIS Mag Def Adj :+4  
 15 CHR Max Hench : 7 Loyalty Base : +3 Reaction Adj : +3

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

|                              |                |                            |
|------------------------------|----------------|----------------------------|
| Base Rate: 12                | Modify.        | Paralyze/ Save.            |
| Light (46-69 ) _____         | _____          | Poison _____ 10 _____      |
| Mod (70-93 ) _____ 7 * _____ | _____          | Rod, Staff, _____ 14 _____ |
| Hvy (94-117 ) _____          | _____          | or Wand _____              |
| Svr (118-140) _____          | _____          | Petrify/ _____ 13 _____    |
| Jog ( x2 ) _____             | _____          | Polymorph _____            |
| Run ( x2 ) _____             | _____          | Breath _____ 16 _____      |
| Run ( x2 ) _____             | _____          | Weapon _____               |
| Run ( x2 ) _____             | _____ +4 _____ | Spells _____ 15 _____      |
|                              | (ma)           |                            |

ARMOR

|                         |                          |               |           |
|-------------------------|--------------------------|---------------|-----------|
| Adjusted AC             | Armor Type (Pieces)      | HIT POINTS    | Hits Left |
| \ A C / Surprised _____ | _____ Padded armor _____ | _____ 8 _____ | 8         |
| \ 7 / Shieldless _____  | _____                    |               |           |
| \_/ Rear _____          | _____                    |               |           |

WEAPON COMBAT

|              |       |                    |           |               |       |           |
|--------------|-------|--------------------|-----------|---------------|-------|-----------|
| WEAPON       | #AT   | ATTACK ADJ/DMG ADJ | mod THAC0 | DAMAGE (SM/L) | RANGE | mod SPEED |
| ~~~~~        | ~~~~~ | ~~~~~              | ~~~~~     | ~~~~~         | ~~~~~ | ~~~~~     |
| Quarterstaff | 1     | 0                  | 20        | 1d6/1d6       | --    | 4         |

thac0 : 20

Special Attacks

~~~~~

Special Abilities/Limitations

~~~~~

Bonus on certain spell types  
 Can only use quarterstaff  
 Can only attack if attacked  
 Other stuff as per DM  
 Can only wear leather at most.  
 bonus xp for solving encounter peacefully

NWProficiencies/Skills/Languages

~~~~~

Healing 16/20  
 Herbalism 14/20  
 read/write (common) 17/20  
 5 nwp slots to spend

GEAR (Supplies included) Location

Encumbrance #

~~~~~

Riding Horse

On horsey: bit and bridle 2  
 harness 10  
 saddle 35  
 saddle blanket 4  
 SUBTOTAL 51

On self

1b GP  
 Padded Armour 10 4.000

Clothes:

belt -- .0000  
 boots, low soft -- .0000  
 cloak, cloth 1 .0000  
 leather gloves -- .0000  
 cloth hat -- .0000  
 shirt -- .0000  
 Jerkin 2 .0000  
 Trousers 1 .0000  
 purse containing gold (see below) .2 .0010  
 SUBTOTAL

Pouch (large) containing

1 1.000  
 small silver mirror x1 -- 10.000  
 silver holy symbol 3 .0000  
 tinder box with flint -- 0.050  
 silver bowl 1.5 8.000  
 SUBTOTAL

Pouch (large) containing

1 1.000  
 mortar and pestle 1.0 1.000  
 pint of brandy in silver flask 4.0 4.000  
 bandages 1 s/yr sterile cotton -- .010  
 scissors (sterile) -- .100  
 sterile thread -- .020  
 sterile needles x5 -- .000□  
 SUBTOTAL

backpack (leather) containing

2 2.000  
 silver bowl 1.5 8.000  
 silver cup .5 2.000  
 cutlery silver knife and fork 1 2.000  
 3 bottles 3 .090  
 small silver mirror x2 2.0 20.000

|                                      |     |         |
|--------------------------------------|-----|---------|
| whistle                              | --  | .010    |
| Pulley                               | .5  | 1.000   |
| stick of chalk x3                    | --  | .0003   |
| bullseye lantern                     | 3   | 12.000  |
| lamp oil x 3                         | 3   | .0018   |
| razor                                | --  | .0100   |
| silk rope 50'                        | 8.0 | 10.000  |
| skin of water full                   | 4.0 | 2.400   |
| Iron rations                         | 7.5 | .300    |
| holy water x2 vials                  | 1.0 | .000    |
| 2 oz pot of ink                      | --  | 8.000   |
| leather scroll case containing       | 1.5 | .150    |
| parchment x 10                       | 1   | 10.000  |
| 2 quills                             | --  | .008    |
| SUBTOTAL                             |     |         |
| Attached to the backpack             |     |         |
| Bedroll                              | 5   | 2.000   |
| In a small sack:                     | --  | .005    |
| selection of herbs (medicinal)       | --  | 1.000   |
| a silver kettle (for sterilising)    | 5   | 15.000  |
| In hand                              |     |         |
| quatterstaff                         | 5   | .0000   |
| Around neck:                         |     |         |
| golden pendant with likenesses on it | 1   | N/A     |
| TOTAL COST                           |     | 125.184 |

Money

Total (pounds) \_\_\_\_\_ 81.7 (254lb incl. self)

| Experience | Treasure |
|------------|----------|
| ~~~~~      | ~~~~~    |
|            | Coins    |
| +10%       | PP 0     |
|            | GP 4     |
|            | EP 8     |
|            | SP 1     |
|            | CP 6     |

Gems/Jewels

~~~~~

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

~~~~~

A silver holy symbol

Cleric spells

~~~~~

Cure light wounds	lvl 1	1d8 + (DM)
Sanctuary	lvl 1	holy symbol + small silver mirror
locate animals or plants	lvl 1	holy symbol

History :

~~~~~

I was found by monks outside the Temple of Blessed Tranquility when I was about three. Father Dameon was always kind and good hearted and honest. When I was found, there was a pouch hanging around my neck, with a note,

elegantly written, requesting that the monks raise me in the ways of peace. The writer described how my father had been murdered in a battle far away from the temple, and that the warring tribes about my homeland (which was also left unnamed) would seek my harm. I was dressed in silk robes and had a golden meddalion around my neck. It was inscribed with the likeness of a woman on one side and a man on the other. Also in the pouch was 30 platinum pieces.

The letter had explained that the monks should use the money in my education. This is exactly what my mentor, Father Dameon, did. He instructed me in all manner of law, and all the responsiblities of the order. He was a peaceful man, who demonstratively lead us in the ways of our God. I was taught self defense, using the quaterstaff. He even taught me how to read and write the common tongue. I was also instructed in the ways of healing and herbalism.

Father Dameon treated me as if I was his own son, and injected with me with respect for all creatures. I eat no meat, and thank animals for any produce I have from them. Yet, the greatest thing Father Dameon taught me was respect for myself. He held for me all these 15 years the pouch and medalion and on the anniversary of my discovery, he handed me the pouch, with the 13 pp that it still contained, and the note and medalion.

"Eli, my son," his sun spotted hands clasping mine,"you are now a man I am sure." With that he looked up and down my form. "You have been nurtured here in the bossom of our sweet God these 15yrs. I have loved and cosseted you as if you were my own. But now you must decide. Will you take the final vows of our temple, or will you search out your heritage?"

"My father," I cried,"please advise me! My heart is heavy with the burden of the years and who I am is entrenched in this shrine. Please do not send me off without your blessing or advice."

"My son, I think you should seek out your mother, if she still lives. You should find who you are, so that you may feel secure in your future. If, when you know who you are, you wish to return, then my aging heart will love to confirm your commitment to our God in hearing your vows of celebacy. But, if you are a noble born, and the gratuity left you suggests this may be so, then your destiny may lie in producing a future generation to rule wisely over some kingdom. However, once you take these, the last commitments of this temple, you will be bound by your word to remain here.□

"It could be possible that it was the God himself that brought you here. He may be calling you to bring peace to the troubled realm that the note tells of. So my son, I bid you go. Take all that we have taught you and live in peace. If our God permits, I hope to hear from you before the time that he calls me home."

I took some bread, and a robe, and then walked to the nearest town where I bought supplies and asked about the woman on the medalion. I felt that she was my mother, for when I looked at her I could see the same face staring down on me, bending to kiss my forehead. I could feel that she was my mother in the odd way one can sometimes feel ones memories. But where to look?

=====  
Finovar - Druid  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Finovar  
Players Name : Edward Chegwiddden Race : Human



Class : Druid Level : 14  
 Alignment : Neutral Family : -  
 Race/Clan : Homeland : Vesve Forest  
 Liege/Patron : - Religion : Druidic  
 Sex : M Age : 28 Social Class : -  
 Height : 5'9" Wt. : 140 Birth Rank : unknown # Siblings : nil  
 Hair : Black Eyes : Blue Appearance : see history

ABILITIES

11 STR Hit: - Dmg: - Wgt: 40 Max Press: 115 O/D: 6 BB/LG: 2%  
 14 DEX React Adj : - Miss Att Adj : - Def Adj : -  
 14 CON HP Adj : - System Shock : 88% Res.Sr : 92%  
 10 INT # Languages : 2  
 18 WIS Mag Def Adj : +4 Bonus Spells : 4th, 3rd, 2 2nd, 2 1st  
 17 CHR Max Hench : 10 Loyalty Base : +6 Reaction Adj : +6

MOVEMENT

~~~~~

\* - current movement rate

SAVING THROWS

~~~~~

|               |       |         |             |         |
|---------------|-------|---------|-------------|---------|
| Base Rate: 12 | *     | Modify. | Paralyze/   | Save.   |
| Light ( )     | _____ | _____   | Poison      | ___5___ |
| Mod ( )       | _____ | _____   | Rod, Staff, | ___9___ |
| Hvy ( )       | _____ | _____   | or Wand     |         |
| Svr ( )       | _____ | _____   | Petrify/    |         |
| Jog ( x2 )    | _____ | _____   | Polymorph   | ___8___ |
| Run ( x3 )    | _____ | _____   | Breath      |         |
| Run ( x4 )    | _____ | _____   | Weapon      | __11__  |
| Run ( x5 )    | _____ | _____   | Spells      | __10__  |

ARMOR

HIT POINTS

Hits Left

|         |                     |                      |          |
|---------|---------------------|----------------------|----------|
|         | Adjusted AC         | Armor Type (Pieces)  |          |
| \ A C / | Surprised <u>4</u>  | _Robes (protection)_ | ___66___ |
| \ 4 /   | Shieldless <u>4</u> | _____                |          |
| \ /     | Rear <u>4</u>       | _____                |          |

WEAPON COMBAT

| WEAPON      | #AT | ATT/DMG | THACO | DAMAGE | RANGE  | SPEED |
|-------------|-----|---------|-------|--------|--------|-------|
| Druid Staff | 1   | +2/+2   | 10    | 1d6+2  | -      | 2     |
| Hornblade   | 1   | +2/+2   | 10    | 1d8+2  | -      | 3     |
| sling       | 1   |         | 12    | 1d4    | 4/8/16 | 6     |

Special Attacks

~~~~~

Special Abilities/Limitations

NWProficiencies/Skills/Languages

~~~~~

~~~~~

Shapechange 3/day	Skill	Slots	Ab Check
Identify plants, animals and pure water	-----		
Pass without trace (overgrowth)	Lng (common)	-	-
Immune to woodland charms	Lng (Druidic)	-	-
	Lng (dryad)	-	-

+2 to Saves VS Fire & Lightning	Lng(elf)	-	-
Is served by 3 druids of Lv 11	Lng(treant)	-	-
Priest Spells	Lng(nixie)	-	-
	Lng(pixie)	-	-
	Lng(gnome)	-	-
	Lng(centaur)	-	-
	Lng(manticor)	-	-
	Lng(sprite)	-	-
	Lng(faun)	-	-
	Lng(lizard man)	-	-
	Herbalism	2	8
	Vesve Forest History	1	17
	Tracking	2	18
	Blindfighting	2	-
	Writing	1	11

Spells (8,8,7,6,3,2,1)

~~~~~

1st Level

~~~~~

- Create Water
- Cure Light Wounds (x3)
- Detect Snares & Pits
- Detect Poison
- Faerie Fire (x2)

2nd Level

~~~~~

- Charm Person or Mammal
- Fire Trap
- Flame Blade
- Heat Metal (x2)
- Obscurement
- Speak with Animals
- Trip

3rd Level

~~~~~

- Flame Walk
- Hold Animal
- Meld into Stone
- Plant Growth
- Protection from Fire
- Stone Shape
- Water Breathing

4th Level

~~~~~

- Control Temperature 10'R
- Cure Serious Wounds (x2)
- Giant Insect
- Neutralize Poison
- Sticks to Snakes

5th Level

~~~~~

- Animal Growth
- Cure Critical Wounds
- Rainbow

6th Level

~~~~~

- Conjure Fire Elemental
- Fire Seeds

7th Level

~~~~~

GEAR (Supplies included) Location Weight  
 ~~~~~

- Backpack
- Boots
- Cloak, good cloth
- Robes (Magical)
- Belt pouch, small (8)
- Belt pouch, large (2)
- Flint and Steel
- Grappling Hook
- Scroll Case

Oil (2 vials)  
Paper (5 sheets)  
Quill and writing inks, etc  
Rope, Silk (50')  
Sack, small (2)  
Signal Whistle  
Torch (3)  
Wineskin  
Winter Blanket

Money

Total (pounds) \_\_\_\_\_

Experience

~~~~~

1,500,000

Treasure

~~~~~

Coins: 50gp  
40sp

Gems: 2 @ 100gp ea

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

~~~~~

Hornblade, Scimitar +2  
Pouch of Accessibility  
Necklace of Adaption  
Robes: act as bracers AC4  
Beads of Force (4)  
12 Goodberries  
6 potions of Extra healing (in steel vials)  
Ring of Elemental Control (Earth)  
Druid Staff (20 charges)

The druid staff is a shaft of oak with a head carved in the shape of a wild animal, usually a boar, wolf, deer, or eagle. The staff allows the user to perform several special functions.

It can be used to summon animals of the type carved onto the staff. At a cost of two charges, the user can send out a call. All animals of the appropriate type within 12 miles hasten to the druid as quickly as possible. Once they reach the druid, they act as if under an animal control spell.

The staff can also be used to cast animal control on any animal within sight of the staff, at a cost of 1 charge.

The staff functions as a magical weapon, with a +2 bonus to attack, inflicting 1d6+2 points of damage on a successful hit.

The staff also functions as a python staff, with the characteristics of the staff of the serpent as detailed in the DMG. This includes the destruction of the staff if the snake is killed. Using the staff as a snake costs one charge.

At a cost of two charges, the staff can be used to cast one of the following spells:

Call Lightning

Plant Growth

Dispel Magic  
Cure Serious  
Wounds

Cure Disease  
Speak With  
Plants

Once per month, with no cost in charges, the staff can perform one of the following greater abilities:

Wall of Fire  
Transmute Rock to  
Mud  
Conjure Fire  
Elemental

Insect Plague  
Wall of Thorns  
Conjure Earth  
Elemental

The Staff can be recharged.

History :  
~~~~~

Finovar, was born son of a Ranger helping with the war against the Humaniods in Vesve forest. Shortly after his birth, his parent were killed during a major battle defending their home from humanoids in the service of Iuz.

Miraculously surviving the attack, Finovar wandered off, and was found in the woods by Lharave, a Dryad living in the forest. She brought him up, showing him the ways of the forest, and protecting him from the wars within the great forest.

Taking the forest as his own, he has helped in the wars against Iuz for many years, and has continued climbing the Druidical hierarchy. Until now he is the Great Druid of this area. Upon hearing about the treasures of Iggwilv, Finovar realised that he must make sure that the treasure is found and that Iuz or his followers didnt get it.

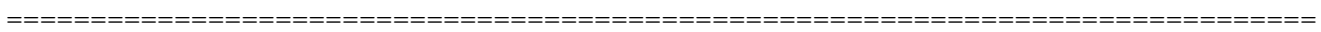
Finovar is about five feet and nine inches tall, and weighs about one hundred and forty pounds. Finovar is slim, attractive and looks very much accustomed to wilderness travel. Finvar appears young, with black hair, blue eyes and a short, black beard. He carries very little, having just some brown robes, a hornlike sword, and a grand wooden staff. Also, he has many pouchs that carry many herbs, and spell components.

Alongside Finovar is his companion Ben, a large Grizzly bear. He has other animal friends, but only brought Ben. He has been trained as a guard, and as a protector.

Stats for Ben

AC: 6  
Move: 12"  
HD: 5+5  
HP: 40  
Thac0: 15  
No of Attacks: 3  
Damage: 1-6/1-6/1-8

See Monstrous Compendium for more Info



Galain 'Iron-heart' Pashdan - Fighter/Cleric

```

=====
Name: Galain "Iron-heart" Pashdan           Edition: 1st
Class: F/C           Level: 6/5           Age: 153           Eyes: Green
Race: Dwarf          Alignment: LG         Height: 4' 2"      Hair: Grey
Deity: Dumathion    Pantheon: Dwarven   Weight: 163 lbs
Place of origin: Unknown                    Sex: Male

```

```

STR 18/53 +2 to hit, +3 to dam, open doors 1-4, bend bars 25%
INT 10 add lang 2
WIS 17 mag att adj +3, bonus spells 2x1st 2x2nd 1x3rd
DEX 15 defense adj -1
CON 15 hit point adj +1, sys shock 91%, res surv 94%
CHA 11 max henchmen 4

```

```

Weapon Profs           Armour
=====              =====
Battle axe             Armour worn = Plate mail   Actual AC = -2
Crossbow               AC base = 2                 Rear AC = 1
Dagger                 Magic adj = +2 / +1        Surprised AC = -1
Morning star           Dex adj = -1                Shieldless AC = 0
Mace                   Shield = Medium (+1)

```

```

Hit points
=====
Hit die type = d10/d8   Con bonus = +1   Hit points = 37
Hit points per level = 8/4/4/9/6/4/6/3/5/8/6
                       f/f/f/f/f/f/c/c/c/c/c/c

```

```

Combat
=====
Thac0 = 16           Weapon in hand: Battle axe

```

```

Saving throws
=====
base save   bonuses   modified save
Poison/paralyzation    9         --#         9#
Petrif/polymorph      12         --         12
Rod/staff/wand         13         +4*         7*
Breath weapon          13         --         13
Spells                 14         +4*        10*
* +3 versus mind effecting spells
# +4 versus poison

```

```

Turning Undead
=====
Turning level = 5
Skel|Zomb|Ghou|Shad|Wigh|Ghas|Wrai|Mumm|Spec|Vamp|Ghos|Lich|SPEC
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----
T  | T  | T  | 4  | 7  | 10 | 13 | 16 | 20 |   |   |   |

```

```

Spells
=====
Spells/level
1st=5 2nd=5 3rd=2

```

```

Spells learnt
1st= cure light wounds (x4), command
2nd= hold person (x2), silence 15' rad, slow poison (x2)
3rd= dispel magic, prayer

```

Magical items

=====

Plate mail +2  
Shield +1  
Battle axe +1  
Crossbow +1  
Scroll of resurrection  
Potion of healing (3 off)  
Potion of red dragon control

Money

=====

Copper pieces = 19  
Silver pieces = 11  
Gold pieces = 127  
Electrum pieces = none  
Platinum pieces = none  
Gems = 2 x 50gp base  
Jewelry = none  
Other = none

Equipment

=====

Hard boots    Bandages            Iron rations (3 weeks)  
Gloves        Whet stone            Iron scrollcase  
Belt           Sack                   Waterskin (2 pints)  
Backpack      Lantern                Flasks of holy water (4 off)  
Floppy hat    Flasks of oil (3)      Rope (50')

Background

=====

Not much is known about Galain. He refuses to tell anything of his background; where he comes from, his family, or even his religion. It is obvious, however, that he is on a mission of some sort; though he will not admit to it.

The only thing known about Galain is his recent background. Five years ago he arrived in Canandas looking for a place in an adventuring company. Since then he has travelled with several groups, though never staying with one for more than two or three "outings". Every now and then he will disappear for several weeks and then turn up again as if nothing untoward had occurred.

His nickname of Iron-heart is partly due to the fact that he never flees from an enemy, and from the fact that he never makes friends with any of his fellow adventurers.

(DM's can fit any background they wish to this character to provide whatever subplot they want to their campaigns, etc.)

=====

Gaston de Smerduk 'Bladehawk' - Thief/Paladin  
From: "Richard Farrell (Gaston de Smerduk)"  
<IGACORK@IRTCORK.BITNET>

Gaston de Smerduk ( Bladehawk )

Race = Human.  
Class = Loads. Sorry, Thief/Paladin. (Ex thief, now Paladin.)  
Kit = Swashbuckler.  
Level = Thief 5/Paladin 9.  
Alignment = Lawful Good. ( Was Lawful Neutral. )  
Sex = Male.  
Age = 22  
Height. = 5' 10"  
Weight. = 155 lb's  
Hair. = Dark.  
Eyes. = Gray/Green.  
Social Class.= Middle Upper Class.  
Birth Rank. = First.

Status. = Count.

#Siblings. = None.

Appearance. = Slim yet muscular, handsome features with neat hair  
and a mustache. Always wears a domino mask. 8->

STR 17 +1 to hit and damage. Wgt All.=85. Max Press.=220. OD=10 BB=13%

DEX 17 +2 Rxn Adj. +2 Missile Att. Adj. -3 Def. Adj.

CON 15 +1 HP Adj.

INT 14 4 Languages

WIS 13

CHR 17 Max Hench 10 Loy Base +6 Rxn Adj +6

COM 16

Saving Throws. Modifier. Save.

PPDM. +5 10

RodStaffWand +5(+7) 12

Petrify/Poly +5 11

Breath Weapon +5(+7) 12

Spells +5(+7) 13

Armour Class. = -6 Bracers AC=2

Surprised. = -1 Ring of Protection+3

Shieldless = -6 Swashbuckler benefit.

Rear = -1 NB Single Weapon Spec. gives AC = -8

Hit Points = 67

THAC0 = 11

Pick Pockets = 25

Open Locks = 20

Find/Remove Traps = 05

Move Silently = 70

Hide in Shadows = 70

Detect Noise = 15

Climb Walls = 90

Read Languages = 00

Backstab. +4 to hit, Dmg \* 3

Detect Evil 60'

Immune to Disease.

Heal 2 hps/level 1/day

Cure Disease 1/week/5 levels

Aura of Protection 10' radius.

Turn Undead.

+2 Rxn Adj from Women.

-2 to AC in Light Armour.

Non Weapon Profs.

Etiquette

Tumbling

Dancing

Heraldry

Reading/Writing

Disguise

Jumping

Tightrope Walking

Landbased Riding (Horse)

Weapon Proficiencies. Slots

All Blades 3

Crossbows 2

Single Weapon Spc \* 2 2

2 Weapon Style Spc 1

Rapier Spc 1

Main Gauche Spc 1

Stiletto Spc 1

Thrown Dagger 1

Quarterstaff Spc 2

Artistic Ability  
Blind-Fighting

Notes and Magic Items.

Stiletto in Secret Spring Sheath.  
Rapier of Speed +3  
Crossbow of Angling.  
Scroll [Potention from Cold]  
Potion of Extra Healing  
Main Gauche +4 Defender.

\*\*\*\*\*  
I've really posted enough as and about Bladehawk, he's a witty bloke in  
a mask who'll challenge evil-doers that the authorities are ignoring.  
On my world that's because the authorites are corrupt.  
\*\*\*\*\*

=====

Gayrlana - Paladin  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Gayrlana  
Players Name : Jason Mulligan Race : Human  
Class : Paladin Level : 2  
Alignment : Lawful Good Family :  
Race/Clan : Homeland :  
Liege/Patron : Religion :  
Sex : F Age : 19 Social Class : Status :  
Height : 5'10" Wt. : 137# Birth Rank : # Siblings :  
Hair : Eyes : Appearance :  
Honor : (Base Honor\_\_\_) Reaction Adjustment :

ABILITIES

18/52 STR Hit: +2 Dmg: +3 Wgt: 160 Max Press: 305 O/D: 13 BB/LG: 25%  
16 DEX React Adj : +1 Miss Att Adj : +1 Def Adj : -2  
15 CON HP Adj : +1 System Shock : 94% Res.Sr : 90%  
11 INT # Languages : 2  
13 WIS Mag Def Adj : 0  
17 CHR Max Hench : 10 Loyalty Base : +6 Reaction Adj : +6

MOVEMENT

SAVING THROWS

\* - current movement rate

Base Rate: 12 \*  
Light (56-85 ) \_\_\_\_\_  
Mod (86-115 ) \_\_\_\_\_  
Hvy (116-145) \_\_\_\_\_  
Svr (146-170) \_\_\_\_\_  
Jog ( x2 ) \_\_\_\_\_  
Run ( x2 ) \_\_\_\_\_  
Run ( x2 ) \_\_\_\_\_  
Run ( x2 ) \_\_\_\_\_  
Modify. Paralyze/ Save.  
\_\_\_+2\_\_\_ Poison \_\_\_14\_\_\_  
Rod, Staff,  
\_\_\_+2\_\_\_ or Wand \_\_\_16\_\_\_  
Petrify/  
\_\_\_+2\_\_\_ Polymorph \_\_\_15\_\_\_  
Breath  
\_\_\_+2\_\_\_ Weapon \_\_\_17\_\_\_  
Spells \_\_\_17\_\_\_



| ARMOR   | Adjusted AC     | Armor Type (Pieces) | HIT POINTS | Hits Left |
|---------|-----------------|---------------------|------------|-----------|
| \ A C / | Surprised _____ | Plate mail_+1_____  | __23__     | 23        |
| \ -2/   | Shieldless__0_  | Helm_____           |            |           |
| \_/     | Rear _____      | Shield_____+1_____  |            |           |

WEAPON COMBAT

| WEAPON        | #AT | ATTACK ADJ/DMG ADJ | THACO | DAMAGE (SM/L) | RANGE | SPEED |
|---------------|-----|--------------------|-------|---------------|-------|-------|
| Lance         | 1   | +2 +3 *            | 17    | d6+1/2d6      | -     | 7     |
| Long Sword    | 1   | +2 +3              | 17    | d8 / d12      | -     | 4     |
| Bastard Sword | 1   | +2 +3              | 17    | 2d4 / 2d8     | -     | 8     |
| Dagger        | 1   | +2 +3              | 17    | d4 / d3       | -     | 2     |

\* - lance does double damage when charging or when set for a charge

Special Attacks

~~~~~

Special Abilities/Limitations

~~~~~

Detect evil 60'  
+2 to all saves  
Immune to disease  
Heal by 'laying on hands'  
Cure diseases  
Protection from Evil 10' radius  
With holy sword paladin projects  
circle of power  
Turn undead at 3rd level  
Call for warhorse at 4th level  
Cast priest spells at 9th level  
May not possess more than 10 magical  
items  
Never retains wealth  
Must pay 10% tithe of income

NWProficiencies/Skills/Languages

~~~~~

Riding, Land Based, Horse  
Dancing  
Heraldry  
Etiquette  
Languages - Alignment  
Common (R/W)

GEAR (Supplies included) Location Encumbrance #

~~~~~

|                   |          |    |
|-------------------|----------|----|
| Golden Platemail  | worn     | 50 |
| villagers robes   | bavkpack | 5  |
| Dagger            | belt     | 1  |
| Long Sword        | belt     | 4  |
| Golden Great Helm | head     | 10 |
| Lance             | horse    | -- |
| War Dog (Huan)    | --       | -- |
| Medium Warhorse   | --       | -- |
| Hooded Mink Cloak | worn     | 15 |
| Medium Shield     | arm      | 10 |
| Money             |          | 7  |

Total (pounds) \_\_\_\_\_ 103

|            |          |
|------------|----------|
| Experience | Treasure |
| ~~~~~      | ~~~~~    |
| 2989       | Coins    |
| +10%       | GP 29    |
|            | EP 120   |
|            | SP 62    |
|            | CP       |

Gems/Jewels  
 ~~~~~  
 1\*500gp gems

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
 ~~~~~  
 Plate Mail +1  
 Shield +1

History :  
 ~~~~~

Born into royal family of the Great Kingdom. From a early age she was repulsed by the corruption of her family. So when she was about 15 years old she ran away from her homeland, but vowed to return one day to heal the Kingdom of its sickness.

She has become a mercenary with honor, and she is known as 'Lady Bloodsword'. She usually helps people with causes dedicated to good. Her only companions are her horse(white medium war-horse) 'Crysania' and her pet war-dog 'Huan'.

She is 6'0 tall, 150lbs. She has waist-length honey blode hair. She has bright blue eyes. She has a golden set of plate-mail, with golden helm, which covers half of her face. The helm also has wings on both sides and a plume that goes down her back. She also wears a hooded cloak made of mink.

=====

Gedric - Fighter/Cleric  
 =====

Name: Gedric	Edition: 2nd		
Class: F/C	Level: 10/10	Age: 287	Eyes: black
Race: Dwarf	Alignment: NG	Height: 4' 1"	Hair: brown
Deity: Moradin	Pantheon: Dwarven	Weight: 158	
Place of origin: Earthfast Mtns, Faerun	Sex: Male		

STR 14 open doors 8, bend bars 7%  
 INT 10 add lang 2  
 WIS 18 magic def adj +4, bonus spells 2x1st 2x2nd 1x3rd 1x4th  
 DEX 13  
 CON 18 hit point adj +4, sys shock 99%, res surv 100%  
 CHA 11 max henchmen 4

Weapon Profs                      Armour

```

=====
Morning star (sp)   Armour worn = Field plate   Actual AC = -2
Flail              AC base = 1                 Rear AC = 1
Mace               Magic adj = +1 / +2        Surprised AC = -2
Staff-sling       Dex adj = none             Shieldless AC = 1
Warhammer         Shield = medium (+2)

```

```

Non-weapon profs   Languages
=====
Riding, land       Gnome
Healing            Hobgoblin
Blind fighting
Tracking

```

#### Hit points

```

=====
Hit die type = d10/d8   Con bonus = +4   Hit points = 87
Hit points per level (f)= 8/3/5/2/5/9/5/7/4/3
" " " " (c)= 5/7/8/2/5/4/6/5/7/2

```

#### Combat

```

=====
Thac0 = 11           Weapon in hand: Morning star

```

#### Saving throws

```

=====
                base save   bonuses   modified save
Poison/paralyzation   6#       +2#       4(1)#
Petrif/polymorph     9         +2         7
Rod/staff/wand       10*       +7*       3(1)*
Breath weapon        9         +2         7
Spells               11*       +7*       4(1)*
* +4 versus mind effecting spells
# +5 versus poison

```

#### Turning Undead

```

=====
Turning level = 10th
Skel|Zomb|Ghou|Shad|Wigh|Ghas|Wrai|Mumm|Spec|Vamp|Ghos|Lich|SPEC
----+----+----+----+----+----+----+----+----+----+----+----+----+----+----
D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19

```

#### Spells

```

=====
Spells/level
1st=6 2nd=6 3rd=4 4th=4 5th=2

```

#### Spells learnt

```

1st= cure light wounds (x4), remove fear, detect evil
2nd= hold person (x2), heat metal (x2), silence 15' rad, trip
3rd= dispel magic, continual light, remove paralysis, stone shape
4th= cure serious wounds (x2), neutralise poison, free action
5th= cure critical wounds, raise dead

```

#### Magical items

```

=====
Field plate +1       Money
Shield +2           =====
Morning star +3     Copper pieces = 125
Staff-sling +2      Silver pieces = 67
Rod of resurrection (23 ch) Gold pieces = 52
                    Electrum pieces = 11
                    Platinum pieces = 21

```

Staff of healing                      Gems = 7x100gp base gems  
 Ring +2 (for saves)  
 Potion of extra healing              Jewelry = none  
   (3 off)  
 Potion of speed                      Other = none

=====  
 Gilim, Son of Noror, Axe for Hire  
 =====

From: Anthony Ross <ross@EDU.LCLARK>

Name: Gilim, son of Noror            Race: Hill Dwarf                      Height: 3' 11"  
 Class: Fighter (Axe for Hire)      Alignment: NG                        Weight: 155lbs  
 Clan: Torkrest                      Level: 2                                Age: 77  
 AC: Chain = 5                        THACO: 19 (+2 to hit)                HP: 14

=====  
 Strength            17            +1 to hit, +1 to damage, Open Doors 50%, Bend Bars 13%  
 Intelligence        07  
 Wisdom              09  
 Dexterity            10  
 Constitution        13            85% system shock survival, 90% ressurection survival  
 Charisma            12  
 =====

Description & Notes  
 =====

Gilim is a pragmatist, always acting in the most rational if not the most ethical manner. As Do's big brother he sees himself as Do's protector, and doesn't give Do credit enough to be able to protect himself. This can lead to some interesting brotherly combat. Gilim's pragmatism is undermined by his lack of intelligence, so what he percieves to be perfectly rational may be flat out stupid due to some obvious oversight on his part. However, he will not charge into combat without weighing the odds first. When he does go, he is a master with his battleaxe. He primarily worships Kador the Dwarven god of war although lesser gods of strength and others are worshipped. Often says hearty things like "Dwarves always buy the first round!" His normal morale is 14, he has infravision to 60ft, and his birthday is Numont the 16th. His kit is the fighter's Axe For Hire kit as deccribed in the Complete Book of Dwarves.

Non-Weapon Proficiencies  
 =====

% Endurance (Con)	13	Can preform strenuous activity twice as long
% Sign Language (Int +2)	12	Simple silent communication using hand gestures
% Speak, Thyatian (Int +5)	14	Know enough to get by
% Speak, Hill Dwarf (+13)	20	Native tongue
% Survival, Foothills (Int)	09	

Weapons	Skill	Wt.	Size	Type	Spd.	Dam S-M	Dam L
Battleaxe*	(Spec.)	7	M	S	4	1d8+4	1d8+4
Lt. Crossbow**	(Prof.)	7	M	-	7	---	---
Light Quarrel		1.3	S	P	-	1d4	1d4

\* Gilim is specialized in the battleaxe which grants him +1 to hit and +2 to damge, which is reflected above. Additionally, he is specialized in the 2-Handed style which grants him a +1 to damage and reduced weapon speed, both reflected above. See pages 62-63 of the Complete Fighter's Handbook.

\*\* The crossbow fires once per round, Short Range 180ft, Medium 360ft at -2 to hit, Long 540ft at -5 to hit

#### Encumbrance

=====

Equipment (67) +

Weapons (15.3) +

Booty (0.8) = 83.1 lbs, moves at 6S

#### Equipment carried on Body

=====

Large Belt pouch (1)

% 3pp, 11gp, 16sp, 13cp (.8)

#### Backpack (1)

% Flint & Steel

% 2 whetstones

% 1 oily rag

% 3 candles

% Bar of soap

% Gourd with 1/3 potion of Extra Healing (1)

% Silver flask with a Potion of Longevity (1)

% 5 leather straps

% 2 weeks iron rations (2)

#### Slung across body

% Light Crossbow

% Quiver (2) carrying 13 standard bolts

#### Worn

% Chain mail (40), hard Dwarven military boots (2), coarse brown cotton breeches, longjohns.

#### Tied to pack

% Waterskin filled with water (3)

% Bedroll (5)

% 50ft Rope (10)

#### Game History

=====

For many years Gilim followed his clans legacy of military training and a career in the Dwarven army. When he learned his brother Do was going to go explore the world, Gilim ended his gainful employment in the armed forces and went with him, to keep him out of trouble. Do and his brother Gilim were approached by Kae in a quiet pub in the town of Penhaligon. Kae offered them employment as support personnel for the main party and they accepted. After several months of adventuring with the group, Gilim had clearly established himself as the deadliest of the lot in melee. Often defeating the strongest of the party's foes singlehandedly Gilim was ready to advance a level. Before this could occur, the party embarked on a seemingly easy mission, wherein his brother Do was slain by a poisoned bolt. As the Dwarven priests cannot raise dead, Do was lost forever, and Gilim is in a deep period of depression and mourning as he has failed in protecting his brother. He knows he must return to Rockhome to tell his parents of Do's death and ask their mercy for his failings. He is becoming quite spiritual and contemplative in these recent days, and could possibly become a priest upon returning home.

=====  
 Godfire of Barovio - Fighter  
 =====

From: Brother Tyrus  
 <C9108613@AU.EDU.NEWCASTLE.CC>

Character : Godfire of Barovio  
 Players Name : Raul Pollicino Race : Human  
 Class : Fighter Level : 1  
 Alignment : Chaotic Good Family : Nil  
 Race/Clan : --- Homeland : Barovia  
 Liege/Patron : --- Religion : ---  
 Sex : M Age : 23 Social Class : LMC  
 Height : 6'1" Wt. : 164# Birth Rank : 1st # Siblings : 0  
 Hair : brown Eyes : brown Appearance : He-Man!

ABILITIES

18/84 STR Hit: +2 Dmg: +4 Wgt: 185 Max Press: 330 O/D: 14 BB/LG: 30%  
 15 DEX React Adj : 0 Miss Att Adj : 0 Def Adj : -1  
 18 CON HP Adj : +4 System Shock : 99 Res.Sr : 100  
 14 INT # Languages : 4  
 12 WIS Mag Def Adj : 0  
 6 CHR Max Hench : 2 Loyalty Base : -3 Reaction Adj : -2

MOVEMENT

~~~~~

\* - current movement rate

Base Rate: 12 \*  
 Light ( ) \_\_\_\_\_  
 Mod ( ) \_\_\_\_\_  
 Hvy ( ) \_\_\_\_\_  
 Svr ( ) \_\_\_\_\_  
 Jog ( ) \_\_\_\_\_  
 Run ( ) \_\_\_\_\_  
 Run ( ) \_\_\_\_\_  
 Run ( ) \_\_\_\_\_

SAVING THROWS

~~~~~

Modify.	Paralyze/	Save.
_____	Poison	__14__
_____	Rod, Staff,	
_____	or Wand	__16__
_____	Petrify/	
_____	Polymorph	__15__
_____	Breath	
_____	Weapon	__17__
_____	Spells	__17__

ARMOR

	Adjusted AC	Armor Type (Pieces)	HIT POINTS	Hits Left
\ A C /	Surprised _8_	_Leather_____	__12__	12
\ 7 /	Shieldless _7_	_____		
\_/	Rear _8_	_____		

WEAPON COMBAT

WEAPON	#AT	ATTACK ADJ/DMG ADJ	THACO	DAMAGE (SM/L)	RANGE	SPEED
~~~~~						
Battle Axe	3/2	+3	+6	17	1-8 / 1-8	-- 4
(spec)						
Two handed style specialisation						
Dagger	1	+2	+4	18	1-4/1-3	-- 2

Special Attacks

~~~~~

none

Special Abilities/Limitations

~~~~~

NWProficiencies/Skills/Languages

~~~~~

Blind fighting 2  
riding, horse 1  
endurace 2  
running 1  
animal handling 1

GEAR (Supplies included) Location Encumberance #

~~~~~

Battle Axe	carried	5
Leather Armour	worn	15
clothing	worn	5
Holy Symbol	neck	-
(golden ankh)		
1 weeks rations		
backpack		
humble village clothing	backpack	5
Money		3
Total (pounds)	_____	28

Experience

~~~~~

+10%

0

Treasure

~~~~~

GP: 145

EP:

SP:

CP:

PP:

Gems/Jewels

~~~~~

none

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

~~~~~

History :

~~~~~

Only son of Fred and Martha Nile of Barovio he was disowned by his parents when he refused to become a high priest in the church. He drifted around the countryside doing farm work and other forms of hard labour before he met Hasloth who became his mentor and began to train him in the fighting arts.

Godfire is now on a quest to win his way back into his family and the church through 'good deeds'.

Godfire of course is a huge hulking man whose need for acceptance clouds his mind somewhat. He has the subtlety of a flouresent musical rock and the

gentleness of a sharp spike inserted up ones anus.

=====  
Greymoon - Fighter  
=====

From: Ronald Jones <JONESRD@EARN.SJSUVM1>  
{Jonesrd@sjsuvm1.sjsu.edu or Jonesrd@sjsuvm1.bitnet}

Name: Greymoon  
Race: Human  
Class: Fighter  
Level: 12  
Alignment: Chaotic Neutral

Age: 30  
Height: 6ft Weight: 200lbs  
Hair: Brown Eyes: Brown

Stats:  
Str: 16 (Girdle of Storm Giant Strength and Guantlets of Oger  
Power = Str: 25)  
Int: 13  
Wis: 17  
Dex: 17  
Con: 13  
Chr: 16  
Hit Points: 109

AC: Bracers of Defense AC 2: Ring of Protection +6, +6 to saves.  
With dex bonus AC: -6, Without dex bonus AC: -4. Without  
Protection AC: 10 or 8 with dex bonus.

Languages Known: Common, Chaotic Neutral, Red Dragon, Halfling,  
Lizard man

Psionics: At/Df Str: 87-87, Attack modes: E Def modes: J-H  
Major Disciplines: Molecular rearrangement  
Minor Disciplines: Detection of Magic, Reduction, ESP

NWP's: I did not know about NWP's back then and I did not need  
them either.

Equipment: (Please note he is only carrying a small traveling  
kit of equipment if met in a stronghold Greymoon would  
have access to much more treasure and magical items.)

Bastard Sword +4 in scabbard left side.  
Girdle of Storm Giant Strength  
Gauntlets of Oger Power  
2 Daggers +2 - one in left boot, one in belt on left.  
Ring of regeneration - left hand ring finger.  
Ring of protection +6, +6 to saves - right hand ring finger.  
Bucknards Everfull Purse: Makes Gold and Silver (20 of each\day)  
coins, all have a large M stamped on one side. Right side on  
belt.

Periapt of Proof Against Poison (around neck)



The Cloak of Eleven Kind is a special order. Not only does it act as an improved Cloak of the Eleven Kind. It can change its colors to match Greymoons whims, usually dark Brown or Khaki. Greymoon NEVER lets this cloak out of his sight or reach. The cloak also has magical compartments that hold the following:

- Two handed Sword +5
- 100gp, 100sp (In secret pocket)
- Scroll: protection from Magic
- Dagger +4
- 5 Sleep Grenades (In individual secret pockets)
- 5 Explosive Grenades (In individual secret pockets)
- Blaster Pistol - full charge (In a Special pocket with 2 batteries) These High Tech weapons are from the adventure Expedition to the Barrier Peaks.

The cloak has an emergency teleport spell that will let Greymoon teleport without error once (Then it must be recharged) If Greymoon is not conscious or seriously wounded (near 10 hp) the Cloak will teleport him without error back to Massmorphius's castle (Then it must be recharged).

Large Bag of holding:

- 3 potions of Extra-healing
- 3 days iron rations
- 1 wine skin full
- 2 water skins full
- 1 white shirt
- 1 brown shirt
- 2 pairs black pants
- 2 changes underwear, socks.
- 2 reading books: one of epic poems and one history text
- 1 Small bag: 2 1000gp Gems (ruby, diamond)
- 1 Small bad: 20ep, 200gp, 100sp
- 1 pair Gauntlets of Ogre Power

Description: Greymoon has brown hair, cut short with an efficient look. He has eyes are plain brown, but can call upon a piercing gaze that will look right through a person. He has a mid sized nose and a strong Jaw. He looks strong but not overly muscled. He always stands straight and tall, when possible. Greymoon does not wear armor anymore relying on magic instead. He wears lose fitting clothes. Greymoon usually wears a light brown shirt with a lose collar, dark khaki or black pants, high dark boots of Elevenkind. He often wears a special cloak of Elevenkind, which when not keeping him invisible can either be colored black or khaki. Greymoon does not often look imposing to other, until called to do some heroics and then look out. He can radiate power with the best of them, with magic items and nasty looking weapons at his command.

History: As a young child Greymoon was orphaned. His parents were killed by Orcs and he was found by a group of Half-ings and raised there until he was 10, when he was to big for the tunnels. He was passed off to a group of Elves, who began his training as a fighter. They never taught him their language, but he did learn a bit of Lizard Man (from a nearby civilized tribe) and Red Dragon, while studying with the other children. He was forced out of the tribe at eighteen to make a mark for himself in the world.

Unfortunately Greymoon met up with a bad crowd, a group that included a very evil halfling fighter-thief Massmorphius. Greymoon was not very stable after losing his parents and then being

shuffled from one group to the next. He spent the next few years taking his frustration out on the world. With Massmorph, he traveled widely and first helped in clearing out of a dungeon near the borderlands of an empire. He then was part of a group that destroyed a plot by the Giants of the east to invade the empire. His group did well in dispatching the giants only to find the signs of a larger plot to disrupt the surface world. By this time Massmorph had all but taken control of this group of adventurers with his leadership skills, height charisma and experience. Everyone in this group was now very powerful with many magic items. After a long journey in the underworld, the group detected and defeated a Drow plot to the surface world. The group did not care much that they were doing good, only that they would not be punished for their deeds, once they returned to the surface world. Their adventure took them to other realms where they defeated Lolith Demon Queen of Spiders. They captured her ship and treasure for use in paying for further adventures.

Once they returned to the real world this group that included Greymoon heard of a fallen star that held great power. The trip to the great Barrier Peaks was quite an adventure. They found not an ancient fallen star but some strange building. This strange building had light without flame or magic. Strange monsters, unusual weapons, and armor of great power. Full of power from their adventures this group successfully challenged the mage of the valley near the crash site and forced him out. They took control of the Valley of the Mage and constructing a large wall across the entrance to the valley.

Having become little more than a fancy bodyguard, Greymoon became disillusioned with his life and began to wander the world on his own. He has had enough of intrigue between nations and controlling small armies. He was no longer the angry youth of the past. He became more stable, but with many enemies stalking him he has never had a chance to rest. He may at any time be called back to the service of Massmorphius who is now very close to being a demi-power. Which can be good since Massmorphius will lend Greymoon his most powerful weapon on request. This magical footman's mace has been enchanted with mighty magics.

Greymoon was most recently seen in the Sojourners Inn, but most of the time he will be found wandering the world looking for a little adventure and hopefully some inner peace.

=====

Grimm - Necromancer Warlock  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Bernard Hallonan (Grimm)  
Players Name : Daniel Horne Race : Human  
Class : Necromancer Level : 14  
Kit : Warlock  
Alignment : Lawful Neutral (chaotic Tendencies)  
Race/Clan : Homeland :  
Liege/Patron : Religion :  
Sex : M Age : 36 Social Class : Status :  
Height : 6'3" Wt. : 166# Birth Rank : # Siblings :  
Hair : Eyes : Appearance :

ABILITIES

10 STR Hit: 0 Dmg: 0 Wgt: 440 Max Press: 115 O/D: 6 BB/LG: 1%  
 16 DEX React Adj : +1 Miss Att Adj : +1 Def Adj : -2  
 14 CON HP Adj : 0 System Shock : 88% Res.Sr : 92%  
 18 INT # Languages : 7 Spell Lvl : 9 Chance : 100/70% Max/Lvl : 18  
 17 WIS Mag Def Adj : +3  
 12 CHR Max Hench : 5 Loyalty Base : 0 Reaction Adj : 0

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

|                      |            |                 |    |
|----------------------|------------|-----------------|----|
| Base Rate: 12        | Modify. +7 | Paralyze/ Save. |    |
| Light (56-85 ) _____ | _____      | Poison          | 11 |
| Mod (86-115 ) _____  | +7         | Rod, Staff,     | 7  |
| Hvy (116-145) _____  | _____      | or Wand         |    |
| Svr (146-170) _____  | +7         | Petrify/        |    |
| Jog ( x2 ) _____     | _____      | Polymorph       | 9  |
| Run ( x2 ) _____     | +7         | Breath          |    |
| Run ( x2 ) _____     | _____      | Weapon          | 11 |
| Run ( x2 ) _____     | +7 (+12)   | Spells          | 8  |
|                      | (ma)       |                 |    |

ARMOR

|         |                  |                     |            |           |
|---------|------------------|---------------------|------------|-----------|
|         | Adjusted AC      | Armor Type (Pieces) | HIT POINTS | Hits Left |
| \ A C / | Surprised _____  | Ioun Stone _____    | 39         | 39        |
| \ 1 /   | Shieldless _____ | cloak +4 _____      |            |           |
| \_/     | Rear _____       | witchstaff _____    |            |           |

WEAPON COMBAT

| WEAPON      | #AT   | ATTACK ADJ/DMG ADJ | mod THAC0 | DAMAGE (SM/L) | RANGE | mod SPEED |
|-------------|-------|--------------------|-----------|---------------|-------|-----------|
| ~~~~~       | ~~~~~ | ~~~~~              | ~~~~~     | ~~~~~         | ~~~~~ | ~~~~~     |
| Dagger      | 1     | -5 0               | 21        | 1d4/1d3       | --    | 1         |
| Witch staff | 1     | -3 +2              | 19        | 1d6/1d6       | --    | 3         |

unmod THAC0 : 16

Special Attacks

~~~~~

Opponents must save at -1 vs necromancy spell cast by a necromancer, or undead created/controlled by necromancer

Special Abilities/Limitations

NWProficiencies/Skills/Languages

~~~~~

~~~~~

Save at +1 vs necromancy spells and undead attacks	B Herbalism	int/-2
Can memorise additional spell each spell level	B Spellcraft	int/-2
Barred from illusion and enchantment/charm schools	2 Ancient History	int/-1
not allowed weapon proficiencies	- Death ceremonies	
	- Burial grounds	
	1 Religion	wis/0
	1 Artistic Ability	wis/0

may choose 1500xp worth of magic	- sculpture	
gets detect/read magic free	1 Brewing	int/0
Secure Familiar	1 Cooking	int/0
Brew calmativ	1 Weathersense	wis/-1
Brew poison	2 Astrology	int/0
Beguile		
Brew flying ointment	1 Languages - Common (R/W)	
Witches curse	1 - Elvish	
reaction roll penalty & general	1 - Dwarven	
community hostility	1 - ancient #1	
25% chance per day of struggle	1 - ancient #2	
-2 to attack & save overnight		
+15% to learn necromancy spells		
-15% to learn others		

GEAR (Supplies included) Location Encumbrance #  
 ~~~~~

Dagger  
 Sling  
 Sling bag (Large Sack)  
 Belt  
 Robe  
 Soft Boots  
 Gloves  
 Large belt pouch (for sling stones)  
 5 sling stones  
 5 small belt pouches  
 3 candles  
 Wineskin  
 Winter blanket  
 1 Calmativ potion  
 1 Flying ointment

Money

Total (pounds) \_\_\_\_\_

|            |          |
|------------|----------|
| Experience | Treasure |
| ~~~~~      | ~~~~~    |
| 1,500,000  | Coins    |
|            | GP 87    |
|            | EP 45    |
|            | SP 22    |
|            | CP 9     |

Gems/Jewels  
 ~~~~~  
 ?

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
 ~~~~~

|                                    |                    |
|------------------------------------|--------------------|
| Necklace of adaption               | \                  |
| Ioun Stone - +1 Protection         | -- Witch kit items |
| Figurine of Power - Obsidian Steed | /                  |
| ring of ram                        |                    |

ring of sustenance  
 cloak of protection +4 and allows wearer to become a bat 2 times/day  
 Witch staff of Power (functions same as staff of power but allows witches to use spells from it which aren't normally barred to them)

Spells in Book (\* signifies spell memorised) 6/6/6/5/5/3/2

| 1st Level           | 2nd Level                | 3rd Level                |
|---------------------|--------------------------|--------------------------|
| read magic          | choke (n) *              | bone club (n)            |
| detect magic *      | death recall (n)         | delay death (n)          |
| cantrip             | detect life              | invisible mail           |
| chill touch (n)     | ghoul touch (n) *        | hovering skull (n) *     |
| detect undead (n) * | vocalise                 | iron mind                |
| corpse visage (n) * | spectral hand (n) *      | spirit armour (n) *      |
| copy                | summon swarm             | dispel magic             |
| chromatic orb       | insatiable thirst        | feign death (n)          |
| feather fall        | ESP *                    | hold undead (n) *        |
| wall of fog *       | alter self *             | wraithform               |
| identify            | web                      | tongues *                |
| spider climb        | knock                    | vampiric touch (n)       |
| unseen servant *    | pyrotechnics             | phantom steed            |
| colour spray *      | stinking cloud *         | fireball                 |
| grease              | wizard lock              | melf's minute meteors *  |
| fist of stone       | rope trick               | Alamir's fundamental     |
| hold portal         | protection from cantrips | breakdown                |
| enlarge             | darkness 15' radius *    | Max's stony grasp *      |
|                     |                          | Protection from missiles |

| 4th Level                  | 5th Level                           |
|----------------------------|-------------------------------------|
| dimension door *           | Animate dead (n)                    |
| fire aura                  | teleport *                          |
| fire shield *              | conjure elemental                   |
| contagion (n)              | wall of bones (n) *                 |
| wall of fire               | mummy rot (n)                       |
| enervation (n) *           | summon shadow (n) *                 |
| turn pebble to boulder *   | rary's telepathic bond              |
| otilukes resilient sphere  | mordenkainen's private sanctum *    |
| minor spell turning *      | force shapechange (n)               |
| otilukes dispelling screen | throbbing bones (n)                 |
|                            | invulnerability to normal weapons * |

| 6th Level                          | 7th Level             |
|------------------------------------|-----------------------|
| death spell (n) *                  | finger of death (n) * |
| black mantle (n)                   | phase door *          |
| Bloodstone's spectral steed (n)    | zombie double (n)     |
| Forest's fiery constrictor *       | suffocate (n)         |
| invulnerability to magical weapons |                       |
| transmute water to dust *R         |                       |

## Henchmen/Animal Companions

~~~~~

Name	: Scythe	Race/Class	: Owl
AC	: 7	HD/Level	: 1
Attacks	: 3 (1-2/1-2/1)	Skills/Abilities	: swoop

## History :

~~~~~

### Before adventuring Career...

Bernard Hallonan, or Grimm as he now calls himself, is the son of a moderately wealthy merchant who traded in wines, the second of four brothers. His aptitude for magical study was recognised early and an entry exam (plus a suitable bribe) assured him a place in the academy of magic. During his first few months, however, an accident during an attempted summoning caused a large explosion and a momentary extraplanar rift which only he is known to have survived. This was due to the influence of a demon alerted when the rift opened, and who saw the potential for mischief in the apprentice. Dazed and unnoticed in the confusion, Bernard wandered right out of the city and into the forest, and was presumed dead (or worse) by the academy authorities. Wandering in the wilderness, his mind somewhat unhinged by the incident, Bernard was contacted by the demon for the first time. Awed by the presence of the being and the promises of great power it offered, he accepted the tutelage and proceeded to become a warlock skilled in the art of necromancy. It didn't take long, though, before he began to rebel against the demands placed upon him, and the constant intrusion into his thoughts and actions made by the fiend. Eventually he broke free of its direct influence, but is still harrassed by the demon's attempts to regain control of its "investment". He took with him magical knowledge, a figurine of wonderous power and a ring of the ram, all bribes by the demon to retain his confidence and devotion.

Lost in the forest with no skills to protect himself, Bernard would probably starved to death if he had not stumble across a log cabin, the final resting place of a retired adventuring thief (one of the few who die peacefully). Although the place had already been emptied by enterprising vandals, he managed to find a ring on the corpse which proved to be a ring of sustenance and a silver necklace which he later sold for what little money he has now and his few possessions. It was obvious to him that he had nowhere near as many qualms about dealing with the dead than the earlier thieves had, but then again, that's what being a necromancer is all about...

### The present day...

Grimm's streak of luck continues to preserve him from his own belief in immortality, although he has become a little bit more world wary. He tries now to keep a good stock of defensive spells (just in case) and sometimes has mood swings into the paranoid that can mean disaster for his travelling companions. His speciality combined with his uncooperative attitude has earned some attention from various authorities, though most are prepared to dismiss him as a minimal threat to society. Indeed, his hunts for undead have earned him occasional praise, as he restores the balance against those who would cheat death - and any who stand in his way.

Grimm is more than a little stressed by the life he has led so far, in fact he's bordering on crazy. Surviving the accident, the demon and wandering lost in the wilderness has led him to think that he may be destined never o die. Combined with his learnings in necromancy and general society's rejection of him, he is fast heading toward the belief that he is death incarnate, an elemental force not to be denied, which is reflected by the name he now choses to be known by. His monthly visits by the demon tend to

contradict this, which gives him all the more reason to hate it. It is ironic that he would give anything to be rid of the true source of his power, and just about the only thing at the moment that prevents him from become a raving nutcase. He has little memory of his family, and has no desire to associate with them again.

=====

Hnaef Scylding - Ranger

=====

From: Anthony Ross <ross@EDU.LCLARK>

|               |                |            |              |      |       |
|---------------|----------------|------------|--------------|------|-------|
| Name:         | Hnaef Scylding | Class:     | Ranger       | Ht:  | 6'1'' |
| Race:         | Human          | Alignment: | Chaotic Good | Wt:  | 178   |
| Clan:         | Ozerfold       | Level:     | 2            | Age: | 20    |
| Armour Class: | Chain&S = 4    | THACO:     | 19           | HP:  | 18    |

=====

|              |         |   |
|--------------|---------|---|
| Strength     | 18 (38) | +1 to hit, +3 damage, open doors 12, bendbars 20% |
| Intelligence | 10      |   |
| Wisdom       | 14      |   |
| Dexterity    | 14      |   |
| Constitution | 16      | +2 hit points                                     |
| Charisma     | 07      |   |

=====

#### Description

Lithe and muscular of build, Hnaef has the archtypical Northern look, blond, ruddy, and dangerous. While his friends know him as a quiet joker, most strangers are more than a bit put off by his less than civilized appearance. With his dog Holgar and a halting command of the common tounge, Hnaef is generally assumed to be much more dangerous than he actually is. Although he possesses all the skills and talents nessecarry to suces in combat, Hanef's companions learn quickly that he is smitten with ill luck in combat and should not be counted upon.

#### Non-Weapon Proficiencies

=====

|                           |    |   |
|---------------------------|----|---|
| % Animal Tr. (Wis)        | 14 | Train animal(s) to preform general & specific tasks |
| % Endurance (Con)         | 16 | Can perform strenous activity twice as long         |
| % Hunting (Wis -1)        | 13 | Check to get near prey and sneak up                 |
| % Speak Thyatian (Int +2) | 12 | Mediocre in this newly learnt tounge                |
| % Speak Northern (Int +9) | 19 | Almost fluent in his native tounge                  |
| % Survial, Cold (Int)     | 10 | Knowledge of hazards, can check to find food/water  |
| % Tracking (Wis)          | 14 | Check with various modifiers to track               |

| Weapons        | Skill   | Wt. | Size | Type | Spd. | Dam | S-M | Dam L |
|----------------|---------|-----|------|------|------|-----|-----|-------|
| Longsword      | (Prof.) | 4   | M    | S    | 5    | 1-8 |     | 1-12  |
| Longbow*       | (Prof.) | 3   | L    | -    | 8    | --- |     | ---   |
| Arrows, Flight |         | 3.9 | S    | P    | -    | 1-6 |     | 1-6   |
| Dagger         | (Prof.) | 1   | S    | P    | 2    | 1-4 |     | 1-3   |
| Battle Axe     | (Prof.) | -   | -    | -    | -    | --- |     | ---   |

\* The longbow fires twice per round, Short Range 210ft, Medium 420ft at -2 to hit, Long 630ft at -5 to hit

#### Thieving Skills

=====

Move Silently 15%  
Hide In Shadows 10%

Encumberance

=====

Equipment (101.5) +  
Weapons (11.9) +  
Booty (0) = 113.4 lbs, moves at 13"

Equipment

=====

% Wearing:

Chain mail (40)  
Heavy woolen under and outergarments (3)  
Fur-lined coat (5)  
Great helm (10)  
Medium shield (10)  
Magical ring of unknown properties (Ring of Protection +1)  
Longsword with rune  
Scabbards at left side: two daggers

% In large sack:

50ft of half inch diameter hemp rope (15)  
Loose linen pants & Sandals  
White linen outfit with green/yellow/blue trim  
Waterskin (2)  
Dog leash & studded collar (1)  
Flint & steel, 3 whetstones and an oily rag  
3 torches (1.5)  
1 flask of oil (1)  
Set of hunting knives (3)  
Leather gourd holding a potion of Halfling Control (1)

% In large sack:

8 partially corroded magical masks (4)  
Grappling hook (3)  
Wine bottle labeled RShireton BubbyS (Actually is Type M poison)

% Horse - Wengar

% War Dog - Holgar

Background

=====

Born to Bercilak and Margan Scylding (who died giving birth) of the Ozerfold clan on their steading, in the Soderfjord Jarldoms in the Northern Reaches. There is minimal agriculture and food sources are mostly derived from hunting and trade, in your region. Berilak was greatly affected by the loss of his wife and spent much time away from the stead on long hunting trips in the surrounding mountains and hills. While his father was away, Hnaef was under the care of his Uncle Ofeig, and elder brother Sven. They taught you to wield the longsword, as well as train the wolf-dogs that are used as guards on the steading. Eventually his father began to take him on the hunting trips, where Hnaef's ranger skills were acquired. At the age of 19 he obtained the permission of Vandrad Horiks on, his clan head, and set forth by ship from Whiteheart, to explore the world.

Beliefs instilled in upbringing

=====



- % Loyalty lies with family, clan and friends, and anyone who does not defend their honor is a coward.
- % Hospitality and generosity are to be valued and respected.
- % Wealth in itself is not a virtue.
- % Courage is honorable, it is dishonorable to whine or complain.
- % The gods determine fate, and wit and humor in bad times is to be valued.
- % Forgiveness is a sign of weakness.
- % Long discussions are pointless and should be avoided at all costs.
- % One's word is binding, but to mislead by clever speech or omission (not lies) is neither dishonest or immoral.
- % Exaggeration of ones deeds is acceptable to a point.
- % Merchants, thieves and especially wizards are to be accorded little respect as they are sneaky, evil and dangerous, yet timid in combat.
- % Priestly magics are acceptable and virtuous.
- % Nature is to be respected, revered and protected, and must be allowed to coexist with other life.

Game History

Hnaef is most famous for his utter failure as a combat machine, to the frequent disappointment and frustration of his player. He never did anything truly heroic (partially because his player was often absent) and never really lived up to his ancestry and training.

=====

Keldin Linsiber - Cleric/Thief

=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Keldin Linsiber  
 Players Name : NPC (Sethi's Follower) Race : Human  
 Class : Thief (cleric) Level : 7(4)  
 Alignment : CG (CN tendencies) Family :  
 Sex : M Age : 35 Social Class : LMC Status :  
 Height : 5'10" Wt. : 160# Birth Rank : unknown # Siblings : unknown  
 Hair : black Eyes : dark brown Appearance : serious, wrinkled

ABILITIES

15 STR Hit: 0 Dmg: 0 Wgt: 55 Max Press: 170 O/D: 8 BB/LG: 7%  
 18 DEX React Adj : +2 Miss Att Adj : +2 Def Adj : -4  
 16 CON HP Adj : +2 System Shock : 95% Res.Sr : 96%  
 14 INT # Languages : 4  
 16 WIS Mag Def Adj : +2 Bonus Spells : 2\*1st, 2\*2nd  
 13 CHR Max Hench : 5 Loyalty Base : 0 Reaction Adj : +1

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

|                      |         |             |        |
|----------------------|---------|-------------|--------|
| Base Rate: 12        | Modify. | Paralyze/   | Save.  |
| Light (56-85 ) _____ | _____   | Poison      | __10__ |
| Mod (86-115 ) _____  | _____   | Rod, Staff, |        |
| Hvy (116-145) _____  | _____   | or Wand     | __12__ |
| Svr (146-170) _____  | _____   | Petrify/    |        |
| Jog ( x2 ) _____     | _____   | Polymorph   | __11__ |
|                      |         | Breath      |        |

Run ( x2 ) \_\_\_\_\_ Weapon \_\_\_15\_\_\_  
 Run ( x2 ) \_\_\_\_\_  
 Run ( x2 ) \_\_\_\_\_ +2 \_\_\_\_\_ Spells \_\_\_13\_\_\_  
 (ma)

|         |                  |                     |            |           |
|---------|------------------|---------------------|------------|-----------|
| ARMOR   | Adjusted AC      | Armor Type (Pieces) | HIT POINTS | Hits Left |
| \ A C / | Surprised _____  | Leather +1 _____    | ___57_     | 57        |
| \ 1 /   | Shieldless _____ | _____               |            |           |
| \_/     | Rear _____       | _____               |            |           |

WEAPON COMBAT  
 WEAPON #AT ATTACK ADJ/DMG ADJ THAC0 DAMAGE (SM/L) RANGE SPEED  
 ~~~~~

Knife  
 (thrown)  
 Short Sword  
 Quarterstaff

Special Attacks  
 ~~~~~  
 backstab damage x??

Special Abilities/Limitations NWProficiencies/Skills/Languages  
 ~~~~~

9 slots (5 priest)

GEAR (Supplies included) Location Encumberance #  
 ~~~~~

Money

Total (pounds) \_\_\_\_\_

|            |          |
|------------|----------|
| Experience | Treasure |
| ~~~~~      | ~~~~~    |
|            | Coins    |
| +10%       | GP       |
|            | EP       |
|            | SP       |
|            | CP       |

Gems/Jewels  
 ~~~~~

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
 ~~~~~

Ring of Feather Falling  
 Ring of Regeneration  
 Leather +1  
 Hilt of the Weapons Master

Spells in Book (\* signifies spell memorised)

~~~~~  
 =====  
 Kyle Quickfinger - Thief  
 =====

From: Brother Tyrus  
 <C9108613@AU.EDU.NEWCASTLE.CC>

Character : Kyle QuickFinger  
 Players Name : Jeremy Paddison Race : Halfling  
 Class : Thief Level : 16  
 Alignment : Neutral Evil Family :  
 Race/Clan : Homeland :  
 Liege/Patron : Religion :  
 Sex : M Age : 27 Social Class : Status :  
 Height : 36" Wt. : 64 Birth Rank : # Siblings :0  
 Hair :Blonde Eyes : Brown Appearance :Quite Handsome. Mischevious eyes

ABILITIES

15 STR Hit: norm Dmg: none Wgt: 55 Max Press: 170 O/D: 8 BB/LG: 7%  
 19 DEX React Adj : +3 Miss Att Adj : +3 Def Adj : -4  
 15 CON HP Adj : +1 System Shock :90% Res.Sr 94%  
 16 INT # Languages : 5 Spell Lvl :8th Chance : 70% Max/Lvl : 11  
 11 WIS Mag Def Adj : 0  
 13 CHR Max Hench : 5 Loyalty Base : 0 Reaction Adj : +1

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

Base Rate: 12	Modify. +4	Paralyze/ Poison	Save. 10
Light (56-85 ) _____		Rod, Staff,	
Mod (86-115 ) _____	+4	or Wand	8
Hvy (116-145) _____		Petrify/	
Svr (146-170) _____		Polymorph	9
Jog ( x2 ) _____		Breath	
Run ( x2 ) _____		Weapon	13
Run ( x2 ) _____			
Run ( x2 ) _____	+4	Spells	9

ARMOR

	Adjusted AC	Armor Type (Pieces)	HIT POINTS	Hits Left
\ A C /	Surprised 2	elven chain +3	78	78
\ -2 /	Shieldless -2			
\ _ /	Rear -2			

WEAPON COMBAT

WEAPON	#AT	ATTACK ADJ/DMG ADJ	mod THAC0	DAMAGE (SM/L)	RANGE	mod SPEED
~~~~~	~~~~~	~~~~~	~~~~~	~~~~~	~~~~~	~~~~~
Knife	1	0	13	1d3/1d2	--	0

(thrown)	2	+4	0	9	1d3/1d2	1/2/3	0
Hand Crossbow	1	+3	0	10	1d3/1d2	2/4/6	2
Short Sword	1	0	0	13	1d6/1d8	--	0
Broad Sword	1	0	0	13	2d4/1d6+1	--	2

2 more to choose

Special Attacks

~~~~~  
 BackStab: +4 chance to hit. Negate enemy's shield and dexterity bonus.  
 Damage multiplier: x5

- +1 bonus when using thrown weapons or slings
- 4 penalty to opponent's attacks when you surprise them
- 2 penalty to opponent's attacks when a door/screen must be opened first

Special Abilities/Limitations

- ~~~~~
- Thief Skills -
  - Pick Pockets: 95%
  - Open Locks: 95%
  - Find/Remove Traps: 90%
  - Move Silently: 95%
  - Hide in Shadows: 95%
  - Detect Noise: 85%
  - Climb Walls: 95%
  - Read Languages: 95%

NWProficiencies/Skills/Languages

- ~~~~~
- Rope use dex/0 1
  - Reading Lips int/-2 2
  - Ventriloquism int/-2 1
  - Riding, Horse wis/+3 1
  - Forgery dex/-1 1
  - Set Snares dex/-1 1
  - Tumbling dex/0 1
  - Juggling dex/-1 1
  - Jumping str/0 1
  - Tightrope walking dex/0 1
  - Disguise cha/-1 1

- Languages - Halfling
- Common
- Theives Cant

Bonus to saves vs rods/staff/wands,  
 spells, poison  
 Use Scrolls: 25% Failure. If fails then the effect can be reversed.  
 Infravision 60'  
 Determine Grade of slope or passage  
 Determine Direction

GEAR (Supplies included) Location Encumberance #  
 ~~~~~

You have to fill this out

Money

Total (pounds) \_\_\_\_\_

Experience                      Treasure  
 ~~~~~

1,500,000           Coins  
+10%               GP  
                  EP  
                  SP  
                  CP

Gems/Jewels  
~~~~~

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
~~~~~

Bolt of Tracking  
Wooden Knife  
Sword +2, Idrenal  
elven chain +3

-----  
Sword +1, Idrenal

Idrenal is a specially made +1 shortsword. In the hands of a thief, it becomes +2. Furthermore, when Idrenal is used for a backstab attack, it advances the thief an additional step of multiplier (i.e., x3 instead of x2, etc.) normal to their level.

-----

Wooden Knife

It is magical knife of elven design made of magically hardened wood. It will disregard all inorganic armor when it is used to hit. It will pass through plate mail, chain, any metallic armor (but without causing the armor any damage either). Upon the thieves command, once per day the knife can also cause an additional 1d6+4 magical damage to the target, whether thrown or used in melee.

-----

Bolt of Tracking

An enchanted Bolt. No bonuses to hit or damage but if fired at a target & missess, instead of falling to the ground, it stays aloft & turns around to try again (NOTE: it could be a back attack this time). This continues until either a successful hit is made or d4 tries have been attempted (not counting the initial to hit roll for firing the bolt).The bolt locks on one target (whether dead or alive). If a 1 is rolled on a to hit roll, a mis-lock occurs & the person who fired the bolt is now the acquired target. Other than turning around, this bolt does not avoid obstacles. As such, hitting a solid object will stop the bolt.

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=====

Logastor Lockpicker - Thief/Psionicist  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Ok this one is really bizarre, a kender thief psionicist. I am not quite sure

what i think of it yet, I'll see once he is play tested....

Character :Logastor Lockpicker
Players Name :Liam Burns Race :Kender
Class :Thief/Psionicist Level :13/10
Alignment :Lawful Neutral Family :Live
Race/Clan :Kender Homeland :Kendermore
Liege/Patron : Religion :Athiast
Sex :Male Age :20 Social Class :Middle Status :
Height :3'9 Wt. :99p Birth Rank :2nd of 4 # Siblings
Hair :Brown Eyes :Blue Appearance :tidy and neat

ABILITIES

STR 11 Hit: Dmg: Wgt:40 Max Press:115 O/D:6 BB/LG:2%
DEX 19 React Adj :+3 Miss Att Adj :+3 Def Adj :-4
CON 12 HP Adj : 0 System Shock :80% Res.Sr :85%
INT 14 # Languages :4
WIS 15 Mag Def Adj :+1
CHR 8 Max Hench :3 Loyalty Base :-1 Reaction Adj:0

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

Base Rate: \*
Light ( )
Mod ( )
Hvy ( )
Svr ( )
Jog ( )
Run ( )
Run ( )
Run ( )
Modify. Paralyze/ Save.
+4 Poison 10
+1 or Wand 8
+1 Petrify/ Polymorph 8
+1 Breath
+1 Weapon 13
+4(5) Spells 9
(ma)

ARMOR

Adjusted AC Armor Type (Pieces) HIT POINTS Hits Left
\ A C / Surprised Leather Armor +4 53 53
\ 4 / Shieldless
\ / Rear

{note that only wear armor when in battle or otherwise told}

WEAPON COMBAT

WEAPON #AT ATTACK ADJ/DMG ADJ mod THAC0 DAMAGE (SM/L) RANGE mod SPEED
Hoopak +4 ???
dagger +2 1 +2 +2 12 1d4/1d3 -- 0
(thrown) 2 +6 +2 8 1d4/1d3 1/2/3 0
Shortsword +1 1 +1 +1 13 1d6/1d8 -- 0
Sling 1 +4 +0 10 1d4+1/1d6+1 5/10/20 3

unmod THAC0 : 14

Special Attacks

~~~~~

Psionics  
 Backstab \* 5 for damage  
 +1 to attack with thrown weapons & slings  
 surprise

Special Abilities/Limitations	NWProficiencies/Skills/Languages	
~~~~~	~~~~~	~~~~~
Can only go to level 10 psionist	Harness Subconscious	wis/-1 2
+3 to save vs poison & spells	Hypnosis	cha/-2 1
determine grade or slope of	Rejuvenation	wis/-1 1
passage	Meditative Focus	wis/+1 1
	Blind Fighting	NA 2
Thief Skills :-	Gaming	cha/0 1
PP.....95%	Juggling	dex/-1 1
OL.....95%	Reading Lips	int/-2 2
F/RT...75%	Tumbling	dex/0 1
MS.....90%	Ventriloquism	int/-2 1
HS.....90%	Rope Use	dex/0 1
DN.....65%		
CW.....80%		
RL.....55%	Languages - Kender	0
	- Common (R/W)	1
Can use mage and cleric scrolls	- Elven	1
	- Dwarf	1
	- thieves cant	0

GEAR (Supplies included)	Location	Encumbrance #
~~~~~	~~~~~	~~~~~
Clothing	Worn	5
100 pouches		

Money

Total (pounds)

Experience	Treasure
~~~~~	~~~~~
750000/750000	1000 gp

(all treasure in bag of holding)

Gems/Jewels
~~~~~
2x500gp gems
10x100gp gems

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

- ~~~~~
- Luckstone (placed in a pouch)
  - Healing Potion (heal spell) (placed in a pouch)
  - Amulet of life Protection (worn but covered up by clothing)
  - Medal of ESP 90' range (worn but covered up by clothing)
  - Bag of Holding (worn)
  - Ring of mind shielding (worn but covered up)
  - Hoopak +4
  - Dagger +2
  - Short Sword +1

Psionic Powers:

~~~~~

4/5/15/5

Disciplines : Psychokinesis (PK)  
              : Psychoportation (PP)  
              : Telepathy (T)  
              : Metapsionics (MP)

Total Sciences (5) - Detonate (PK)  
                      - Telekinesis (PK)  
                      - Summon Planar Creature (PP)  
                      - Teleport (PP)  
                      - Mindlink (T)

Devotions (15) - Ballistic Attack (PK)  
                  - Molecular Agitation (PK)  
                  - Control Flames (PK)  
                  - Control Wind (PK)  
                  - Molecular Manipulation (PK)  
                  - Astral Projection (PP)  
                  - Dimensional Door (PP)  
                  - Contact (T)  
                  - Aversion (T)  
                  - DayDream (T)  
                  - ESP (T)  
                  - Invisibilty (T)  
                  - Magnify (MP)  
                  - Psionic Sense (MP)  
                  - Psychic Drain (MP)

Defense Modes - All of them!!

PSP Points: 110

~~~~~

History:

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One day was adventuring with a party, got the party into strife. The party had had it with him. The party found a portal and threw him through it. The portal lead to greyhawk. The portal closed after Logastor went through it.

Pouches:

~~~~~

- 1-Flint and steel
- 2-Picklocks
- 3-3 rocks
- 5-Vial of perfume
- 6-Herbs
- 7-Cinnamon, Spice
- 8-2 gold pieces
- 9-Raisans
- 10-1 gem (50gp)
- 11-Vial of writing ink
- 12-Soap
- 13-Map
- 14-Hourglass
- 15-2 cups of rice



16-3 sheets of paper  
17-Picklocks  
18-3 fishhooks  
19-2 sticks of chalk  
20-Lock, Good condition  
21-1 key (Don't know what for)  
22-Little mirror  
23-2 pounds of nuts  
24-Feather of a Pelican  
25-Spyglass  
26-2 pounds of candlewax  
27-2 orc teeth  
28-1 big earring  
29-1 spear head  
30-5 gold pieces  
31-3 pounds of sugar  
32-Piece of paper with a picture of a red dragon on it  
33-Belt Buckle  
34-1 Mitten  
35-Cats fur  
36-3 Marbles  
37-1 pen  
38-Picklocks  
39-Broken pair of Glasses  
40-A little pot of honey  
41-A dead mouse  
42-Half of a broken flute  
43-Someones Diary  
44-Luckstones  
45-Greek Fire Oil  
46-Football Scorecard (Parramatta 100 - Canterbury 0)  
47-Brooch  
48-Pin  
49-Dog Bone  
50-Peg from a clothes Line  
51-Computer Disk  
52-Scissors  
53-Tooth Brush set  
54-Time table for Caravan departure from Kendermore  
55-Thick black Texta  
56-Comb  
57-Needle  
58-String  
59-Picture of his mother  
60-Paper Clip  
61-Pieces of glass (not sharp)□  
63-30 gold coins  
64-Juggling ball  
65-Safety Pin  
66-Thimble  
67-Little statue of a horse  
68-Juggling ball  
69-Tweasers  
70-Juggling ball  
71-sewing needle thread  
72-Thumtacks  
73-File  
74-Potion Of healing  
75-Little bottle  
76-Paint Brush

77-Shcrewdriver  
78-Shell  
79-Pencil Sharpener  
80-1 sock  
81-Deck of Cards  
82-Dried ear  
83-10 gold pieces  
84-Brass ring  
85-Old toenail from somewhere  
86-Fine silk (only a little bit)  
87-Horse shoe  
88-Dried apple pieces  
89-Pencil  
90-Fossil with an imprint of a jaw  
91-Rock  
92-Lockpicks  
93-1 pound of herbs  
94-1 Finger bone  
95-Pen  
96-Picture of Family  
97-1 gem (50gp)  
98-1 string of guitar wire  
99-30 gold coins  
100-5 pieces of paper

=====

Loraginos Eldrekkena - Invoker

=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character	: Loraginos Eldrekkena			Race	: Human
Players Name	: Liam Burns			Level	: 1
Class	: Invoker			Family	:
Alignment	: Lawful Neutral			Homeland	:
Race/Clan	:			Religion	:
Liege/Patron	:				
Sex	: M	Age	: 22	Social Class	: Status
Height	: 5'7	Wt.	: 58kg	Birth Rank	: # Siblings
Hair	: brown	Eyes	: blue	Appearance	:

ABILITIES

10	STR	Hit: 0	Dmg: 0	Wgt: 40	Max Press: 115	O/D: 6	BB/LG: 2%
16	DEX	React Adj	: +1	Miss Att Adj	: +1	Def Adj	: -2
15	CON	HP Adj	: +1	System Shock	: 90%	Res.Sr	: 94%
18	INT	# Languages	: 7	Spell Lvl	: 9th	Chance	: 85%
9	WIS	Mag Def Adj	: 0	Max/Lvl	: 18		
10	CHR	Max Hench	: 4	Loyalty Base	: 0	Reaction Adj	: 0

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

Base Rate: 12	Modify.	Paralyze/	Save.
Light (41-58 ) _____	_____	Poison	___14___
		Rod, Staff,	

Mod	(59-76 )	__6__*	_____	or Wand	__11__
Hvy	(77-96 )	_____	_____	Petrify/	
Svr	(97-110 )	_____	_____	Polymorph	__13__
Jog	( x2 )	_____	_____	Breath	
Run	( x2 )	_____	_____	Weapon	__15__
Run	( x2 )	_____	_____		
Run	( x2 )	_____	_____	Spells	__12__

ARMOR	Adjusted AC	Armor Type (Pieces)	HIT POINTS	Hits Left
\ A C /	Surprised <u>8</u>	none _____	<u>5</u>	5
\ 8 /	Shieldless <u>8</u>	_____		
\_/	Rear <u>8</u>	_____		

WEAPON COMBAT

WEAPON	#AT	ATTACK	ADJ/DMG	ADJ	THACO	DAMAGE (SM/L)	RANGE	SPEED
Dagger	1	0		0	20	1-4/1-3	--	2
thrown	2	+1		0	20	1-4/1-3	1/2/3	2

Special Attacks

~~~~~  
none

Special Abilities/Limitations

~~~~~  
 Opposition schools : charm/  
 enchantment, Conjuration/  
 summoning, illusion.  
 Unable to use magic items which  
 come from opposition realms  
 Opponents save at -1 against  
 invocation/evocation spells  
 +1 to save vs invocation/  
 evocation spells  
 +2 at 17th  
 +3 at 20th  
 Bonus spell each spell level  
 (invocation/evocation only)

NWProficiencies/Skills/Languages

~~~~~  
 1 Spell Craft  
 1 Ancient history  
 1 Modern Languages (Perrenlandish)  
 1 Etiquette  
 1 Religion  
 1 Riding, Horse  
 1 Ancient Languages (Thracian)  
 1 Swimming  
 3 Languages - Common  
           - Elvish (R/W)  
           - Dwarvish

GEAR (Supplies included) Location Encumberance #

~~~~~  
 humble village clothing backpack 5  
 3 daggers belt 3  
 Clothing worn 5  
 Belt waist -  
 Riding Boots feet -  
 Fine fur Coat worn -  
 gloves worn -  
 knife sheath belt -  
 vest worn -  
 Backpack back 2

Large belt pouch	belt	1
small chest	back	10
candle	chest	-
flint and steel	pouch	-
hemp rope (60')	on pack	20
3 weeks iron rations	backpack	25
Spell Book	backpack	7
Money		.5
Total (pounds)	_____	73.5

Experience	Treasure
~~~~~	~~~~~
	Coins
+10%	GP 13
	EP 1
	SP 4
	CP

Gems/Jewels  
 ~~~~~  
 none

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
 ~~~~~

Spells in Book (\* signifies spell memorised)  
 ~~~~~

1st Level : Read magic, Detect magic, Magic Missile\*, Alarm, Shield,  
 Wall of Fog, Tenser's floating disk, Fire Burst, chromatic  
 orb\*

History :  
 ~~~~~

As a student at school, he persevered the fine art of magic especially those in the way of invoker spells, but also learning the best form of defense is offense. An only child, he was brought up as little spoilt as he comes from a fairly rich family.

He is furthering his career and powers to one day return and confront his one time best friend but now enemy and show he was not brought up like a coward.

Your background is this : Leaving the school of magic when you had graduated from a novice to a first level mage, you decided to set out on your own and make your fortune, and leave your mark on the world. You lived in the Free City of Greyhawk, with wealthy parents, who were quite angry and disappointed that you had left the security and prestige of the school of magic. You won't be able to expect much help from them...

Before anybody new of your immanent departure from the school, you experienced your first betrayal. Jealous of your rise to power and eager for your position in the school, your best friend, a novice named Jehovic, tried to have you killed. He bungled the attempt, and fled into the slums. You would have pursued him and avenged yourself, but you had made arrangements to travel with a caravan heading south east, which was leaving the following morning. Saying goodbye to those you knew, you joined the van and left the

safety and comfort of Greyhawk.

You soon became bored with the caravan, nothing exciting occurred at all, so when the van stopped at a mansion in the middle of the woods, you put the word around the mansion servants that you were looking for adventure. As luck would have it, an adventuring party was staying in the Manor at this very moment, and were planning to set off to the Hold of the Sea Princes in the morning. To quickly gained an audience with the master of the manor, a chap named Lirdrium Arkayz, and asked him if he could pass on the message to the adventurers that you wished to join them. It appears they have agreed, and a servant has just informed you that you are being waited on at the front gates.

=====

Sir Pellaeus - Paladin

=====

Name: Sir Pellaeus	Edition: 1st		
Class: Paladin	Level: 7	Age: 27	Eyes: Blue
Race: Human	Alignment: Lawful Good	Height: 6' 2"	Hair: Blonde
Deity: Guldur	Pantheon: Kolgurnian	Weight: 187 lbs	
Place of origin: Jalensin City	Sex: Male		

STR 17 +1 to hit/+1 to damage/open door 1-3/bend bars 13%  
 INT 14 add lang 4  
 WIS 13  
 DEX 12  
 CON 18 hit point adj +4/sys shock 99%/resur surv 100%  
 CHA 17 max # henchmen 10/loyalty base +30/ reaction adj +30

Weapon Profs	Armour	
=====	=====	
Broad sword	Armour worn = plate mail	Actual AC = 2
Battle axe	AC base = 3	Rear AC = 3
Short bow	Magic adj = none	Surprised AC = 2
Spear	Dex adj = none	Shieldless AC = 3
Two-handed sword	Shield = large	

Hit points

=====

Hit die type = d10    Con bonus = +4    Hit points = 70  
 Hit points per level = 3/10/6/2/5/9/7

Saving throws

=====

	base save	bonuses	modified save
Poison/paralyzation	10	+2	8
Petrif/polymorph	11	+2	9
Rod/staff/wand	12	+2	10
Breath weapon	12	+2	10
Spells	13	+2	11

Turning Undead

=====

Turning level = 5th

Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre
T	T	T	4	7	10	13	16	20

Magical items

=====

Broad sword +3	Money	
	=====	
	Copper pieces = 127	Jewelry = none

Spear +1	Silver pieces = 39
12 arrows +1	Gold pieces = 12
Potion of gaseous form	Electrum pieces = none    Other = none
Potion of healing (2 off)	Platinum pieces = none
	Gems = none

Equipment

```

=====
High,hard boots   Iron rations (3 weeks)   20 normal arrows
Cloak (wool)      Water skin (2 pints)    Quiver and bowcase
Gloves            Whet stone and oil      Bowstring (3 off)
White tabard      Bullseye lantern        Large belt pouch
Belt              Lantern oil              Holy symbol
Sword belt        Tinder box               Holy water (3 flasks)
Baldric           Flint and steel          Holy wafers (20 off)
Backpack          2 sets of clothing      Consecrated wine (1 pint)

```

Background

=====

Sir Pellaeus was born the son of a well off merchant in a city called Jalensin in the heartlands of Cytharin. At the age of 14 he left his family and joined the temple of Guldur as an initiate. At age 16 he joined the militant arm of the temple, initially to train as a temple guard. However, it was noticed by his tutors that Pellaeus had both honesty and virtue as well as a natural flair for the sword.

He was thus apprenticed to Sir Tinandis, a Knight of Guldur, who was to instruct Pellaeus in the codes of honour, law, combat, and ettiquette, as well as holy scripture. Sir Tinandis and Pellaeus rode upon many missions for the church, and never once did Pellaeus disgrace himself or his church.

At the age of 21, Pellaeus was formally knighted and entered into the ranks of the Knights of Guldur.

Since that time he has travelled in several adventuring companies, always fighting for the poor and unjustly treated and spreading the word of Guldur where it would be heard by those who would listen.

=====

Quentin Dorvard - Bard

=====

From: Alexande Shternshain  
<s1105272@IL.AC.TECHNION.TECHST02>

```

name : QUENTIN DORVARD      S: 10
race : HUMAN                I: 14
class: BARD                 W: 5
level: 2                    D: 16
HP   : 10                   CO:8
AC   : 3                     CH:18
AL   : N                     CM:don't use this attribute, but probably 18
THACO: 20(19 with bow)
AGE  : 20

```

WEAPON PROF.: LONGSWORD , LONGBOW  
NON-WEAPON PROF.: SINGING, MUSICAL INST.(LUTE), DANCING, JUGGLING,  
R/W COMMON, SPELLCRAFT, CARD TRICKS.

THIEVING SKILLS: PP 30% (10% W/ARMOR) RL 20% CW 50% (30% W/ARMOR)  
DN 30% (20% W/ARMOR)

MAGICAL ITEMS: NONE

NON-MAGICAL ITEMS: CHAIN MAIL, WEAPONS OF PROFICIENCY, SET OF FINE TRAVELLING CLOTHES, PAPER, PEN, INK, DECK OF CARDS, LUTE, SPELLBOOK (holds color spray, feather fall, floating disc and wall of fog)

APPEARANCE: Standing 6'11"(1.81), at weight of 74 kg(dunno how much it's in lbs.), you may say Quentin has a light body frame. His brown hair (he keeps it long - up to his shoulders ) nicely underlines the tanned color of his skin, and suits his blue eyes well. He is just FILTHY HANDSOME.

Every teen-aged-girl wet dream. Everywhere he goes, they just swarm around him. There's nothing he can do about it. His true and only love, however (besides women, other people's pockets, and music) is STORIES. He can sit in a tavern for hours, telling old travel and war tales (in a very charming and interesting way). Although he presents all of them as personal experiences, this is (as you may have guessed) false most of the time. The audiences don't mind, as long as the tales are entertaining. He also likes to listen to other people stories (so he can tell them later). He's what you might call a social chameleon. His greatest weakness, however, is his almost childish naiveness (just check his low WIS). He is utterly and completely gullible, and is likely to be used by the simplest con-men. He is also notorious for participating in a theft or other illegal act, and then just going around telling his friends (and others) about it. He just likes socializing, no matter the cost. Until now, he managed to stay out of jail and other troubles, partly because he's so charming, and partly just by sheer luck.

=====  
Rumpy - Conjuror  
=====

From: WonderBoy <GUNNARH@NO.DHHALDEN>

Name: Rumpeltstiltskin, or "Rumpy" among friends.  
Alignment: Chaotic Neutral  
Race: Human  
Class: Mage - Conjuror specialist.  
Level: 3  
Family: Married - Father was stamped on by a rabid horse and killed just after my birth.  
Social class: Upper Middle Class  
Religion: None  
Status: Adventurer  
Number of siblings: 3  
Birthrank: 3/4  
Homeland: Vlac 2 hours walk from the village of Homlet.  
Sex: Male (No, I'm still a virgin)  
Age: 16  
Height: 162 cm.  
Weight: 77 kg.  
Hair: Dark brown.  
Eyes: Blue

Stats-----

Str: 15  
Dex: 13

Con: 15  
Int: 17  
Wis: 14  
Chr: 8  
Com: 7  
Hitpoints: 14  
Armor Class: 6 <-From the Armor spell. 10 without it.

Weapon proficiencies: Dagger.

Nonweapon proficiencies: Reading/Writing  
Engineering  
Ancient Languages  
Spellcraft (x2)  
Riding  
Animal Handling  
Artistic Ability - Acting  
Swimming  
Weather sense  
Religion

Spells:

1st lvl: Affect Normal Fires  
Armor  
Chill Touch  
Light  
Magic Missile  
Phantasmal Force  
Read Magic  
Shocking Grasp  
Sleep  
Spider Climb  
Tenser's Floating Disc  
Wizard Mark

2nd lvl: Glitterdust  
Ray Of Enfeeblement

Spells he has failed to learn:

Mirror Image	-	failed by	18
Charm Person	-	"	20
Feather Fall	-	"	23
Detect Undead	-	"	22

Exp: 6067  
Bonus: 10%  
To Next Level: 10,000

Treasure: 3 gp

Magic Items:

Dagger - Unknown  
One Hand Staff - Unknown, at least +3 to hit.  
Sceptre - Used to open/activate a machine that turns people into ghosts. Glows when in light and humms loudly when close to said machine.  
Spellbook - Of course.



Non magical items:

Backpack  
Wineskin  
Large Beltpouch  
Winter Blanket  
Dagger Footbelt  
Dagger Chestbelt  
Sack containing 4 live chickens  
13 pairs of artificial eyes (Rumpy's very fond of these)  
Alabaster Box containing spell components  
100 Spikes  
Hammer  
8 Wooden Stakes  
6 Torches  
Mirror  
Lots of daggers - one silver  
2 Greek Fire  
Bag of 100 caltrops  
2 iron plates 4x6 feet  
6 ballons  
Flint & Steel TM

Current Adventure:

Temple Of Elemental Evil/Village Of Homlet ++

A lot of this adventure remains. We still haven't proceded to enter the temple itself.

Background:

Rumpeltstiltskin was born on the 30th of November 16 years ago. Shortly after his birth, his father died a tragic death, leaving him in the care of his big sister, Virga, who later turned out a priest of Torm. Not very typical for a Torm follower, Virga was a real bitch of a half-breed (charisma of 6). We do share the same mother, who is also a bitch - literally, although her father is the mayor of Vlac - an elf. Nothing really interresting happened to Rumpeltstiltskin during his childhood, apart from being one of the great wizard, Kalkaryn's, students. Kalkaryn is not really all that smart, but Rumpy thinks he is. Rumpeltstiltskin was of course very tired of the way his mother behaved, so he along with his sister and some friends headed off to Homlet to meet Rumpy's good childhood friend (yes, he has some friends) Roger, a bard, to seek out fame and fortune.....

=====

S'questr'n Yll'vajin - Fighter/Cleric/Mage

=====

Name: S'questr'n Yll'vajin

Edition: 2nd

Class: F/C/M

Level: 9/9/10

Age: 464

Eyes: Red

Race: Drow elf

Alignment: CE

Height: 4' 9"

Hair: White

Deity: Lolth

Pantheon: Elven (?)

Weight: 121 lbs

Place of origin: Aluth-kyorl

Sex: Female

STR 17 +1 to hit, +1 to dam, open doors 10, bend bars 13

INT 17 add lang 6, spell level 8th, learn spell 75%, max # spell/lvl 14

WIS 16 mag att adj +2, bonus spell 2x1st 2x2nd

DEX 15 defence adj -1

CON 16 hit point adj +2, sys shock 95%, res surv 96%  
CHA 13 max henchmen 5, react adj +1

Weapon Profs	Armour
=====	=====
Long Sword (s)	Armour worn = Bracers AC3    Actual AC = -4
Dagger	AC base = 3    Rear AC = -3
Morning star	Magic adj = +6 (ring/cloak) Surprised AC = -3
Hand crossbow	Dex adj = -1    Shieldless AC = -4
Javelin	Shield = none

Non-weapon profs	Languages	Special abilities
=====	=====	=====
Healing	Common	Dancing lights    Dispel magic
Running	Deep gnome	Faerie fire    Detect magic
Spellcraft	Dwarven	Darkness    Clairvoyance
Survival	Kua-Toa	Levitate    Detect lie
	Ettercap	Know alignment    Suggestion
	Duergar	

Hit points  
=====

Hit die type = d10/d4/d8    Con bonus = +2    Hit points = 61  
Hit points per level (f)= 8/6/6/3/2/7/10/4/7  
" " " " (m)= 2/1/4/2/2/3/4/3/4/3  
" " " " (c)= 8/6/8/2/4/7/5/3/4

Combat  
=====

Thac0 = 12    Weapon in hand: Long sword  
Magic resistance = 70%

Saving throws  
=====

	base save	bonuses	modified save
Poison/paralyzation	7	+6	1
Petrif/polymorph	9	+6	3
Rod/staff/wand	9	+8*	1 (1*)
Breath weapon	9	+6	3
Spells	10	+8*	2 (1*)

\* +2 versus mind effecting magic

Turning Undead  
=====

Turning level = 9  
Skel|Zomb|Ghou|Shad|Wigh|Ghas|Wrai|Mumm|Spec|Vamp|Ghos|Lich|SPEC  
-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----  
D\* | D\* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20

Spells (mage)  
=====

Spells/level  
1st=4 2nd=4 3rd=3 4th=2 5th=2

Spells learnt  
1st= magic missile (x3), feather fall  
2nd= invisibility, web, ray of enfeeblement, blindness  
3rd= lightning bolt, fireball, slow  
4th= fire shield, stonemind  
5th= domination, feeblemind

### Spells in spell book

1st= alarm, charm person, enlarge, feather fall, gaze reflection, identify  
magic missile, shield, sleep  
2nd= blindness, detect invisibility, forget, invisibility, mirror image,  
ray of enfeeblement, web  
3rd= fireball, haste, lightning bolt, non-detection, slow  
4th= fire shield, ice storm, stonewall, wall of ice  
5th= cone of cold, domination, feeblemind

### Spells (cleric)

=====

#### Spells/level

1st=6 2nd=6 3rd=3 4th=2 5th=1

### Spells learnt

1st= cure light wounds (x4), protection from good, cause light wounds  
2nd= hold person (x2), heat metal (x2), slow poison (x2)  
3rd= dispel magic, feign death, meld into stone  
4th= cure serious wounds (x2)  
5th= cure critical wounds

### Magical items

=====

Bracers AC 3  
Ring +3  
Cloak +3  
Long sword +2  
Hand crossbow +1  
Wand of fireballs  
Wand of illusions  
Master tentacle rod

### Money

=====

Copper pieces = ?  
Silver pieces = ?  
Gold pieces = ?  
Electrum pieces = ?  
Platinum pieces = ?  
Gems = ?  
Jewelry = ?  
Other = ?

### Equipment

=====

Unspecified, but includes flash grenades, smoke grenades, unholy water, spider silk rope, 20 bolts for hand crossbow, sleeping poison for bolts, and 3 javelins (similarly poisoned).

### Background

=====

S'questr'n was born to one of the minor noble houses of Menzoberranzan, but was forced to leave or be killed at an early age.

Similar to many of her kind born to a noble family she was trained in the arts of combat, magic, and religion.

Unlike many of her kind she did not choose a single profession once she'd completed her basic training; instead S'questr'n decided to continue to practice all three arts. This incited the wrath of the high council and she was ordered to either choose or die. S'questr'n instead decided to flee. She travelled from drow city to drow city, learning from masters of each art along the way.

Eventually, S'questr'n wandered into the new outpost city of Aluth-Kyorl. She was tired of wandering and decided to settle there and continue her studies.

The council of the city was fairly inexperienced and its leader completely out of her depth. After many botched raids and failed "crops" the city began to run short of food. S'questr'n saw this as a chance to seize power and using her arts to the full gain entrance to the council chamber.

The victory was surprisingly easy as many of the council decided to settle

old scores whilst S'questr'n fought their leader and her lieutenants.  
S'questr'n then went on to kill those that remained of the council.  
Once the battle was over S'questr'n declared herself leader of the council  
and appointed a new council of nobles.

S'questr'n has survived many attempted coups and has put each down with such  
easy ruthlessness that none have been attempted for many years.

=====  
Sanas Dengrill - Fighter  
=====

Name: Sanas Dengrill

Edition: 1st

Class: Fighter      Level: 4      Age: 18      Eyes: Brown  
Race: half-elf      Alignment: Neutral Good      Height: 5' 6"      Hair: Black  
Deity: Corellan      Pantheon: Elven      Weight: 135 lbs  
Place of origin: Kinsholm      Sex: Male

STR 18/54 hit adj +2, dam adj +3, open doors 1-4, bend bars 25%  
INT 11 add lang 2  
WIS 13  
DEX 15 defence adj -1  
CON 17 hit point adj +3, sys shock 97%, res surv 98%  
CHA 15 max henchman 7, loyalty base +15%, react adj +15%

Weapon Profs

Armour

=====  
Long sword      Armour worn = Plate mail      Actual AC = 0  
Dagger      AC base = 2      Rear AC = 3  
Long bow      Magic adj = +1 (shield)      Surprised AC = 1  
Short sword      Dex adj = -1      Shieldless AC = 2  
Shield = medium (+1)

Hit points

=====  
Hit die type = d10      Con bonus = +3      Hit points = 36  
Hit points per level = 7/4/6/7/

Combat

=====  
Thac0 = 18      Weapon in hand: Long sword

Saving throws

=====  
base save      bonuses      modified save  
Poison/paralyzation      13      --      13  
Petrif/polymorph      14      --      14  
Rod/staff/wand      15      --      15  
Breath weapon      16      --      16  
Spells      16      --      16

Magical items

Money

=====  
Long sword +1      Copper pieces = 14  
Shield +1      Silver pieces = 11  
ring of feather fall      Gold pieces = 45  
7 +1 arrows      Electrum pieces = none  
potion of heroism      Platinum pieces = none  
Gems = none  
Jewelry = none

Other = none

Equipment

=====

High boots	Parchment (4 sheets)	20 days iron rations
Grey cloak	Bottle of ink	Water flask (1 pint)
Grey tabard	Quill pen (4 off)	Sharpening stone
Backpack	Rope (50 ft)	Flasks of oil (2 off)
Quiver	Grapnel	Tinder box
Bowcase	Iron spikes (15 off)	
20 arrows	Hammer	

Background

=====

Sanas was born in Kinsholm, a small village near one of the forests of the wood elves and one of the few places of man that they visit.

Sanas was born of an elven father and a human mother. His father left his mother once he found she was pregnant. His mother died after his birth. Sanas was raised by his uncle, who ran the inn in Kinsholm.

His childhood years were not that happy. His uncle blamed him for the death of his mother and treated more as a servant than as his nephew. The people of the village hated him for being a half-breed and a bastard, and the children of the village bullied him and ridiculed him because of his elven looks.

At the age of 15 Sanas fled Kinsholm in search of his father, whether for vengeance or recognition no-one knew. With him Sanas took his maternal grandfather's sword and shield; which he still carries today.

Sanas journeyed into the forest and was promptly captured by the elves ,who believed him to be either thief or spy, and were about to kill him when he told them of his quest for his father. Sanas was taken to one of the elven tree-villages, where he was put into the custody of his father's family.

They told him of how his father had gone on a trading mission to one of the border cities and had not come back; that had been two years ago. His father's family believed his father to be dead and urged Sanas to give up his search. Sanas would not and left the forest two weeks later heading for the city of Candanus.

That was three years ago and Sanas's search for his father has lead him all over the Kingdoms, but he knows his father is at least alive.

=====

Sethi - Thief

=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Ok here is Sethi. This one is my favourite in the party I am running. At the end are his followers who are currently running his small gang operation in his home city while he is out adventuring with only Keldin for company. Enjoy!

Character	: Sethi				
Players Name	: Craig Barnett	Race	: Half Elf		
Class	: Thief	Level	: 16		
Alignment	: Neutral	Family	: None		
Race/Clan	: None	Homeland	: Duchy Ulek		
Liege/Patron	: None	Religion	: To be decided		
Sex	: Male	Age	: 96	Social Class	: Status
Height	: 5'11"	Wt.	: 175pd	Birth Rank	: # Siblings

Hair : Brown Eyes : Blue Appearance :  
Honor : (Base Honor\_\_\_) Reaction Adjustment :

ABILITIES

17 STR Hit: +1 Dmg: +1 Wgt: 85 Max Press: 220 O/D: 10 BB/LG: 13%  
18 DEX React Adj : +2 Miss Att Adj : +2 Def Adj : -4  
15 CON HP Adj : +1 System Shock : 90% Res.Sr : 94%  
13 INT # Languages : 3 Spell Lvl : 6th Chance : 55% Max/Lvl : 9  
11 WIS Mag Def Adj : 0  
13 CHR Max Hench : 5 Loyalty Base : 0 Reaction Adj : +1

Languages : Common, Neutral, Thieve's Cant

MOVEMENT  
~~~~~

SAVING THROWS  
~~~~~

\* - current movement rate

Base Rate: 12	_____	Modify. Paralyze/ Save.
Light (56-85 )	_____	Poison _____ 10
Mod (86-115 )	_____	Rod, Staff, _____ 8
Hvy (116-145)	_____	or Wand _____ 8
Svr (146-170)	_____	Petrify/ _____ 9
Jog ( x2 )	_____	Polymorph _____ 9
Run ( x2 )	_____	Breath _____
Run ( x2 )	_____	Weapon _____ 13
Run ( x2 )	_____	Spells _____ 9

ARMOR

	Adjusted AC	Armor Type (Pieces)	HIT POINTS	Hits Left
\ A C /	Surprised -1	Bracers ac2 _____	69	69
\-5 /	Shieldless -5	ring prot +3 _____		
\_/	Rear -1	_____		

Base THACO 13

WEAPON COMBAT

WEAPON	#AT	ATTACK	ADJ/DMG	ADJ	THACO	DAMAGE (SM/L)	RANGE	SPEED
Long Sword(+3)	1		+4	+4	9	1d8/1d12(+4)	-	9
Dagger(+4)	1		+5	+5	8	1d4/1d3(+5)	-	2
Short Sword	1		+1	+1	12	1d6/1d8(+1)	-	3
Bastard Sword(1h)	1		+1	+1	12	1d8/1d12(+1)	-	6
Scimitar	1		+1	+1	12	1d8/1d8(+1)	-	5
Mace, Footmans	1		+1	+1	12	1d6+1/1d6(+1)	-	7

^^^ These are weapons Sethi has proficiency with. Adjustments show magical effects (eg +3 for the longsword)

Special Attacks

~~~~~  
Backstab +4 to hit and x5 damage

Special Abilities/Limitations

NWProficiencies/Skills/Languages

~~~~~

~~~~~

NWP's - 10 slots

|                    |         |        |
|--------------------|---------|--------|
| Blind Fighting     | 2 slots | NA     |
| Appraising         | 1 slot  | Int 0  |
| Tumbling           | 1 slot  | Dex 0  |
| Riding, Land Based | 1 slot  | Wis +3 |
| Swimming           | 1 slot  | Str 0  |
| Direction Sense    | 1 slot  | Wis +1 |
| Animal Handling    | 1 slot  | Wis -1 |
| Jumping            | 1 slot  | Str 0  |
| Rope Use           | 1 slot  | Dex 0  |

Infravision to 60'

30% resistance to Sleep and Charm

Secret Doors found on 1-2 on d6 when searching

Concealed Doors - find auto on 1 on d6 within 10'  
found on 1-3 on d6 when searching

Can use mage scrolls (25% failure)

Thieving abilities -

|                   |                                    |
|-------------------|------------------------------------|
| Pick Pockets      | 95% +5 for no armour = %100 (95%)  |
| Open Locks        | 95%                                |
| Find/Remove Traps | 95%                                |
| Move Silently     | 95% +10 for no armour = %105 (95%) |
| Hide in Shadows   | 95%                                |
| Detect Noise      | 90%                                |
| Climb Walls       | 90% +10 for no armour = %100 (95%) |
| Read Languages    | 25%                                |

GEAR (Supplies included) Location Encumberance #

~~~~~

Bracers AC2	Arms
Ring Invisibility	Hand/Pocket
Ring Protection +3	Hand
Ring Spell Storing	Hand
(Feather Fall, Fireball)	<input type="checkbox"/>
LongSword +3	Belt
Dagger +4	Belt
Knife	Boot (inner) Sheath
2 Bags of Holding	Belt
Thieves Tools	Belt Pouch
Belt Pouch	Belt
Spare lock pick	Boot Heel
Boots, soft leather	Feet
Tinderbox and Flint	Belt Pouch
Belt	Waist
Cloak, Hooded	On
Well made Clothing (black)	On
Spare set clothing	Bag of Holding
Black face mask/hood	Bag of Holding
2 Candles	Belt Pouch
Magnifying Glass	Bag of Holding
Spyglass	Bag of Holding
Winter Blanket	Bag of Holding
2 Wineskins	Bag of Holding
2 Weeks Iron rations	Bag of Holding
Small Metal Mirror	Belt Pouch

5 Flasks Greek fire oil      Bag of Holding  
2 Large sacks (black cloth) Bag of Holding  
Grappling Hook and Rope      Bag of Holding  
5 Torches                      Bag of Holding

Money

500 gp                              Bag of Holding  
+ some gems (whatever, about 2000 gp worth)

Total (pounds) \_\_\_\_\_

Experience	Treasure
~~~~~	~~~~~
	Coins
+10%	GP 500
	EP
1500000 XP's	SP
	CP

Gems/Jewels

~~~~~

See above. Not much, but Sethi intends to change that...

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

~~~~~

Command word for wand is "Fozzle"

Spells in Book (\* signifies spell memorised)

~~~~~□

None.

History :

~~~~~

FOLLOWERS :

~~~~~

This first chap is your constant companion, the other dozen are your gang who are on call and run things while you are away.

Name : Keldin Linsiber  
Race : Human  
Class : dual thief/cleric  
Level : 7/4

Personality : Dry, laconic wit, holds no-one and nothing in awe, is rarely impressed by anything anybody does. Very cynical, and has a tendency to overdrink, when he becomes very bitter. Otherwise he is usually quite joking.

Equipment : magic shortsword



ring feather falling

Appearance : Wear's dull clothing basically, mostly greys, and leather armour. Very, very quick, and seems to be extremely wise with some of his observations. He has a face which is not ugly, but has permanent wrinkles from his cynical frowning, and his eyes are quite dark.

Misc : Keldin is a cleric of Trithereon, God of Liberty, Justice and Retribution. Sometimes to your amazement, Keldin has taken damage that would kill any normal man, yet gets back on his feet within minutes...you are beginning to suspect something is going on.

| NAME                   | RACE              | CLASS             | LEVEL |
|------------------------|-------------------|-------------------|-------|
| Relkinthrin 'The Hand' | dwarf             | thief             | 1     |
| Threndin Cleaver       | dwarf             | thief             | 6     |
| Yoon Ruben             | halfling          | thief/fighter     | 2/2   |
| gnome                  | thief/illusionist | 1/1               |       |
| Isan Jargo             | gnome             | thief/illusionist | 1/1   |
| Zim Rustion            | human             | thief             | 3     |
| Hummil Gulgonen        | human             | thief             | 6     |
| Finn Gale              | human             | thief             | 6     |
| Jang Irland            | human             | thief             | 7     |
| Kal Ziv                | human             | thief             | 1     |
| Runnick Qadir          | human             | thief             | 4     |
| Gaarn Fuker            | human             | thief             | 4     |
| Jusan Yespe            | human             | thief             | 4     |

When you are out of town, business is overseen by Jang Irland, a thief with a very good reputation as an honest merchant in the town. He has been with you for a long time, and you trust him with your life.

=====  
Tandeska Dundarrin - Mage  
=====

|                                 |                     |                 |             |
|---------------------------------|---------------------|-----------------|-------------|
| Name: Tandeska Dundarrin        | Edition: 2nd        |                 |             |
| Class: Mage                     | Level: 13           | Age: 47         | Eyes: Green |
| Race: Human                     | Alignment: LN       | Height: 5' 11"  | Hair: Grey  |
| Deity: Mystra                   | Pantheon: F. Realms | Weight: 173 lbs |             |
| Place of origin: Suzail, Faerun | Sex: Male           |                 |             |

STR 9 open doors 5, bend bars 1%  
 INT 18 add lang 7, spell level 9th, learn spell 85%, spell/level 18  
 WIS 9  
 DEX 15 defence adj -1,  
 CON 16 hit point adj +2, sys shock 95%, res surv 96%  
 CHA 10 max henchmen 4

|              |                           |                    |
|--------------|---------------------------|--------------------|
| Weapon Profs | Armour                    |                    |
| =====        | =====                     |                    |
| Staff        | Armour worn = Bracers AC4 | Actual AC = -3     |
| Dagger       | AC base = 4               | Rear AC = -2       |
| Sling        | Magic adj = +6            | Surprised AC = -2  |
|              | Dex adj = -1              | Shieldless AC = -3 |
|              | Shield = none             |                    |

Non-weapon profs          Languages

|                    |            |
|--------------------|------------|
| =====              | =====      |
| Riding, land       | Goblin     |
| Rope use           | Elven      |
| Swimming           | Dwarven    |
| Ancient history    | Red dragon |
| Herbalism          | Kobold     |
| Languages, ancient | Giantish   |
|                    | Orc        |

Hit points

=====

Hit die type = d4    Con bonus = +2    Hit points = 52  
Hit points per level = 4/3/3/2/4/3/1/3/2/4/1/1/1

Combat

=====

Thac0 = 16            Weapon in hand: Staff

Saving throws

=====

|                     | base save | bonuses | modified save |
|---------------------|-----------|---------|---------------|
| Poison/paralyzation | 11        | +4      | 7             |
| Petrif/polymorph    | 9         | +4      | 5             |
| Rod/staff/wand      | 7         | +4      | 3             |
| Breath weapon       | 11        | +4      | 7             |
| Spells              | 8         | +4      | 4             |

Spells

=====

Spells/level

1st=5 2nd=5 3rd=10(5) 4th=4 5th=4 6th=2

Spells learnt

1st= magic missile (x2), colour spray, enlarge, detect magic  
2nd= detect invisibility, web, mirror image, ESP, knock  
3rd= fireball (x3), dispel magic (x2), hold person, wraithform, haste, non-detection, suggestion (see magic items)  
4th= stonesskin, improved invisibility, ice storm, charm monster  
5th= hold monster, wall of force, teleport, cone of cold  
6th= disintegrate, true seeing

Spells in spell book

1st= colour spray, spook, friends, spider climb, magic missile, shield, wizard mark, detect magic, burning hands, enlarge, shocking grasp, armour  
2nd= web, knock, detect invisibility, scare, strength, invisibility, misdirection, mirror image, alter self, ESP  
3rd= haste, hold person, suggestion, non-detection, explosive runes, fireball, dispel magic, wraithform, infravision  
4th= stonesskin, dig, fumble, enchanted weapon, charm monster, ice storm, improved invisibility, Evard's black tentacles  
5th= hold monster, wall of force, plant growth, cone of cold, teleport, contact other plane  
6th= death fog, true seeing, invisible stalker, disintegrate

Magical items

=====

Bracers AC4  
Ring +4 (+2 on saves)  
Cloak of the bat  
Ring of wizardry

Money

=====

Copper pieces = 97  
Silver pieces = 58  
Gold pieces = 47  
Electrum pieces = 21

(doubles 3rd level spells) Platinum pieces = 13  
 Staff of striking Gems = 5x50gp base gems, 2x100gp base gems,  
 Dagger +4 1x250gp base gem  
 4 x daggers +1 Jewelry = none  
 Sling +2  
 potion of diminution Other = none  
 potion of gaseous form

=====  
 Telieq - Necromancer  
 =====

From: Brother Tyrus  
 <C9108613@AU.EDU.NEWCASTLE.CC>

Character : Telieq  
 Players Name : Matthew Skerritt Race : Human  
 Class : Necromancer Level : 1  
 Alignment : Neutral Family :  
 Race/Clan : Homeland :  
 Liege/Patron : Religion :  
 Sex : Male Age : 19 Social Class : Status :  
 Height : 5'7" Wt. : 167# Birth Rank : # Siblings :  
 Hair : brwn Eyes : Grn Appearance :  
 Honor : (Base Honor\_\_\_) Reaction Adjustment :

ABILITIES

12 STR Hit: 0 Dmg: 0 Wgt: 45 Max Press: 140 O/D: 7 BB/LG: 4%  
 16 DEX React Adj : +1 Miss Att Adj : +1 Def Adj : -2  
 13 CON HP Adj : 0 System Shock : 85% Res.Sr : 90%  
 18 INT # Languages : 7 Spell Lvl : 9 Chance : 85% Max/Lvl : 18  
 16 WIS Mag Def Adj : +2  
 11 CHR Max Hench : 4 Loyalty Base : 0 Reaction Adj : 0

MOVEMENT

~~~~~

SAVING THROWS

~~~~~

\* - current movement rate

|                |       |         |             |        |
|----------------|-------|---------|-------------|--------|
| Base Rate: 12  | *     | Modify. | Paralyze/   | Save.  |
| Light (56-85 ) | _____ | _____   | Poison      | __14__ |
| Mod (86-115 )  | _____ | _____   | Rod, Staff, |        |
| Hvy (116-145)  | _____ | _____   | or Wand     | __11__ |
| Svr (146-170)  | _____ | _____   | Petrify/    |        |
| Jog ( x2 )     | _____ | _____   | Polymorph   | __13__ |
| Run ( x2 )     | _____ | _____   | Breath      |        |
| Run ( x2 )     | _____ | _____   | Weapon      | __15__ |
| Run ( x2 )     | _____ | _____   | Spells      | __12__ |

ARMOR

|         |                  |                     |
|---------|------------------|---------------------|
| \ A C / | Adjusted AC      | Armor Type (Pieces) |
| \ 8 /   | Surprised _____  | robes _____         |
| \_/     | Shieldless _____ | _____               |
|         | Rear _____       | _____               |

HIT POINTS Hits Left

\_\_4\_\_

WEAPON COMBAT

| WEAPON       | #AT | ATTACK | ADJ/DMG | ADJ | THAC0 | DAMAGE (SM/L) | RANGE | SPEED |
|--------------|-----|--------|---------|-----|-------|---------------|-------|-------|
| Quarterstaff | 1   | +0     | +0      |     | 20    | 1-6/1-6       | --    | 4     |

Special Attacks

Special Abilities/Limitations

NWProficiencies/Skills/Languages

opponents save at -1 vs nec  
 spell cast by necromancer  
 or against undead controlled  
 by necromancer  
 saves at +1 vs Necromancy spells  
 and attacks by undead creatures  
 can memorise 1 extra spell per  
 spell level (necromancy only)

Herbalism 2  
 Spellcraft 1  
 R/W Common 1  
 Etiquette 1  
 Cooking 1  
 Swimming 1  
 Fire Building 1  
 Astrology 2  
 Riding (horse) 1

GEAR (Supplies included) Location Encumbrance #

|                                     |            |      |
|-------------------------------------|------------|------|
| Spell Book                          | backpack   | 7    |
| Backpack                            | back       | 2    |
| Backpack                            | slung      | 2    |
| Embroidered Robes }<br>Soft boots } | worn       | 5    |
| Travelling cloak                    | backpack   | -    |
| Quarterstaff                        | right hand | 4    |
| Knife and Sheath                    | belt       | .5   |
| Belt                                | worn       | -    |
| Belt pouch (small)                  | belt       | .5   |
| 1 week dry rations                  | backpack   | 7.5  |
| Torches (4)                         | backpack   | 4    |
| Flint and Steel                     | backpack   | -    |
| Money                               | pouch      | -    |
| Total (pounds)                      |            | 32.5 |

Experience

Treasure

0  
 +10%

Coins  
 GP 9  
 EP  
 SP  
 CP 3

Gems/Jewels

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

Spells in Book (\* signifies spell memorised)

1st Level : Read Magic , Detect Undead, Chill Touch\*, Corpse Visage,  
Detect magic, Cantrip, Magic Missile\*, Wizard Mark

History :

I was born in Veluna, to moderately wealthy parents. (bottom of the upper class), and grew up there. I had no other siblings. I was a solitary child, never having any friends or ever associating with the other kids at all, I always got on better with older people, but preferred solitude. I was always fascinated by magic, and when I was old enough, attended a magic school in Grayhawk City. It was there that I discovered Necromancy, and at the first possible chance, left the school to become the apprentice of a Necromancer living outside of Greyhawk. (ie .. in the wilderness outside Greyhawk, far enough away to be a typical Necromancer's solitary dwelling.) My mentor wasn't overly kind, but still wasn't overly cruel. He made me earn my keep, but didn't overwork me. Eventually, when I became skilled enough in my Necromancy, I left my mentor, and started adventuring.

PERSONALITY.

Telieq is a VERY controlled person. He exhibits NO show of emotion at all, though this doesn't mean that he doesn't have emotions. As with most Necromancers, he is withdrawn, but not humourless, however rarely shows his sense of humour because of his high value of self control. Because of his great control, Telieq doesn't suffer from the bouts of depression that so many Necromancers are prone to. As with most Necromancers, Telieq prefers to be alone, and speaks very little. Telieq dislikes having to trust and/or rely on other people, he likes to be as self sufficient as possible.

Tweck - Ranger/Thief

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Tweck (Ranger of Fellfurn County/The Shadow of Fellfurn)  
Players Name : Raul Pollicino Race : Human  
Class : Ranger - Thief Level : 10 - 14  
Alignment : Neutral Good Family :  
Race/Clan : Homeland : Fellfurn County  
Liege/Patron : Religion :  
Sex : M Age : 36 Social Class : Upper Status :  
Height : 5'9" Wt. : 150# Birth Rank : 3rd # Siblings : 0  
Hair : brown Eyes : blue Appearance :

ABILITIES

15 STR Hit: 0 Dmg: 0 Wgt: +200 Max Press: O/D: 1-2 BB/LG: 7%

17 DEX React Adj : +2 Miss Att Adj : +2 Def Adj : -3  
 15 CON HP Adj : +1 System Shock : 91% Res.Sr : 94%  
 15 INT # Languages : 4 Spell Lvl : 7 Chance : 65% Max/Lvl : 11  
 15 WIS Mag Def Adj : +1  
 09 CHR Max Hench : 4 Loyalty Base : 0 Reaction Adj : 0

MOVEMENT

SAVING THROWS

\* - current movement rate

|                      |                  |                 |          |
|----------------------|------------------|-----------------|----------|
| Base Rate: 12        | Modify. <u>1</u> | Paralyze/ Save. | <u>8</u> |
| Light (56-85 ) _____ |                  | Poison          |          |
| Mod (86-115 ) _____  | <u>1</u>         | Rod, Staff,     | <u>8</u> |
| Hvy (116-145) _____  |                  | or Wand         |          |
| Svr (146-170) _____  | <u>1</u>         | Petrify/        | <u>9</u> |
| Jog ( x2 ) _____     |                  | Polymorph       |          |
| Run ( x2 ) _____     | <u>1</u>         | Breath          | <u>9</u> |
| Run ( x2 ) _____     |                  | Weapon          |          |
| Run ( x2 ) _____     | <u>2 (1)</u>     | Spells          | <u>9</u> |
|                      | (ma)             |                 |          |

ARMOR

|         |                     |                           |            |           |
|---------|---------------------|---------------------------|------------|-----------|
|         | Adjusted AC         | Armor Type (Pieces)       | HIT POINTS | Hits Left |
| \ A C / | Surprised <u>5</u>  | Leather <u>+3</u>         | <u>91</u>  | 91        |
| \ -1 /  | Shieldless <u>2</u> | Ring Protection <u>+3</u> |            |           |
| \ _ /   | Rear <u>2</u>       |                           |            |           |

WEAPON COMBAT

| WEAPON        | #AT | ATTACK | ADJ/DMG | ADJ | mod THAC0 | DAMAGE (SM/L) | RANGE   | mod SPEED |
|---------------|-----|--------|---------|-----|-----------|---------------|---------|-----------|
| Short Bow     | 2   | +2     | 0       | 0   | 9         | 1d6/1d6       | 5/10/15 | 5         |
| Dagger        | 3/2 | 0      | 0       | 0   | 11        | 1d4/1d3       | --      | 0         |
| (thrown)      | 3   | +2     | 0       | 0   | 9         | 1d4/1d3       | 1/2/3   | 0         |
| Spear         | 1   | +2     | 0       | 0   | 9         | 1d6/1d8       | 1/2/3   | 4         |
| 2Handed Sword | 3/2 | 0      | 0       | 0   | 11        | 1d10/3d6      | --      | 8         |
| Long Sword +2 | 3/2 | +2     | +2      | +2  | 9         | 1d8/1d12      | --      | na        |
| (two handed)* | 3/2 | +2     | +2      | +2  | 9         | 1d8/1d12      | --      | na        |
| Bastard Sword | 3/2 | 0      | 0       | 0   | 11        | 2d4/2d8       | --      | 6□        |
| Scimitar      | 3/2 | 0      | 0       | 0   | 11        | 1d8/1d8       | --      | 3         |

unmodified THAC0 : 11

Special Attacks

when using long sword of quickness 2 handed you recieve a bonus of 2 to your AC as well as the +2 to hit and damage +4 to hit Giants (true giants only) may wield two weapons with no penalty Backstab (Theif ability)

Special Abilities/Limitations

NWProficiencies/Skills/Languages

|                                  |                 |        |   |
|----------------------------------|-----------------|--------|---|
| Animal Empathy                   | Tracking        | Wis/+3 | 0 |
| Priest spells                    | Blind fighting  | NA     | 2 |
| Use magical and clerical scrolls | Animal Handling | wis/-1 | 1 |
|                                  | Animal training | wis/0  | 1 |

|                         |                    |        |   |
|-------------------------|--------------------|--------|---|
| Theif Skills -          | Tumbling           | dex/0  | 1 |
| Pick Pockets : 95%      | Animal lore        | int/0  | 1 |
| Open Locks : 95%        | Running            | con/-6 | 1 |
| Find/Remove Traps : 95% | Set snares         | dex/-1 | 1 |
| Move Silently : 95%     | Survival           | int/0  | 2 |
| Hide in Shadows : 95%   | Riding, Horse      | wis/+3 | 1 |
| Detect Noise : 70%      |                    |        |   |
| Climb Walls : 95%       | Languages - Common |        |   |
| Read Languages : 32%    | - Thieves Cant     |        |   |

| GEAR (Supplies included) | Location        | Encumberance # |
|--------------------------|-----------------|----------------|
| ~~~~~                    | ~~~~~           | ~~~~~          |
| Long Sword of Quickness  | scabbard        |                |
| Short sword              | scabbard        |                |
| 5 daggers                | belt/knife/back |                |
| Short bow                | slung           |                |
| quiver + 30 arrows       | slung           |                |
| Clothing                 | Worn            |                |
| Leather Armour +3        | Worn            |                |
| Backpack                 | Back            |                |
| Tinder Box               | Pack            |                |
| Thieves' tools           | Pack/Pouch      |                |
| Belt Pouch, small        | Belt            |                |
| Small sack               | Pack            |                |
| Vial of Holy Water       | Pack            |                |
| Flask of Oil             | Pack            |                |
| Acid Flask               | Pack            |                |
| 1wk Standard Rations     | Pack            |                |
| Money                    | Pack/Pouch      |                |
| Total (pounds)           | _____           |                |

|               |          |
|---------------|----------|
| Experience    | Treasure |
| ~~~~~         | ~~~~~□   |
| +10%          | GP : 121 |
|               | EP : 1   |
| R - 500,000   | SP : 20  |
| T - 1,000,000 | CP : 10  |

Gems/Jewels  
 ~~~~~  
 5@100gp pearls  
 1@1500gp diamond (sewn in hem of shirt)

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)  
 ~~~~~  
 Long Sword of Quickness - is a specially dweomered blade that enables the wielder to strike first in every combat round. It is also a +2 magic weapon, with the bonus applicable to both hitting and damage.  
 Leather +3  
 Ring protection +3  
 Short sword +1, Luck Blade (contains an unknown number of wishes!!! & gives +1 to saves)

Cleric Spells Memorised (2 x first level, 1 x second level)

~~~~~

1st:

2nd:

History :

~~~~~

Tweck began life as being the 3rd son of the village leader. Not being the eldest Tweck was not expected to become leader of the village but earned a high standing by become the local ranger. But such a perfect tale had its tarnished areas because Tweck was also a cleptomaniac! This may have been seen as him trying to gain acceptance with the poorer folk, but it turned into an even worse situation! Tweck started to enter the city at night and commit even more daring robberies... soon he became to be know as the shadow of Fellfurn! Greatest burgerler of the whole of Fellfurn county, robs froms the rich and returns it if he feels like it, a very cunning theif who even deliudes Tweck, the county ranger who is constantly on his trail...

=====

Tyrus Wolfenbane - Fighter/Thief

=====

From: Robert Andrew <roband@au.edu.monash.cc.monu6>

Name : Tyrus Wolfenbane

Occupation : Assasains Guild Contact Man. Tyrus is one of those responsible for organising meetings and "hits" for the Assasain's guild in freehold. As such he commands a large salary and several personal guards.

Description : Tyrus is a well built man in his late 30's, standing around 6' tall he wears a dark beard and long black, braided hair. Often when meeting with "contacts", he wears a dark brown leather cloak, large balck boots and a dark blue or green brigga. His weapon of choice is a hand crossbow with poison tipped bolts. Tyrus is a strong willed man, used to giving orders (from several years in the Ducal Guard). He has an abrasive personality that irritates many people, many of whom are forced to put up with it to continue hiring the Guild. Tyrus is one of the few contact men who prefer meeting contacts in the street, often meeting in a crowded market with his guardsmen all around him (but unseen to the contact).

Level : 5/6 Fighter/Thief

AC 7 hp 55 MV 12" Att 1 Dam 1-8 + poison (RNG:5/10/15) Thac0: 12

Tyrus' Bodyguards.

Grug - A minotaur -- the ultimate in shows of strength. Well over 8' tall and a wall of muscle.

Level 4 Fighter

AC 3 hp 45 MV 12" Att 2 Dam 1-8 + 3/1-8 + 3 Thac0: 12

Grug carries two hand-axes and wears chain mail over his normal hide. He is powerful and to all appearances stupid, but he actually is quite intelligent and cunning.

Mythor - A dwarf -- seemingly a merchant.

Level 3 fighter

AC 4 hp 32 MV 6" Att 1 Dam 1-10 + 1 Thac0:17

Mythor often hangs around Tyrus attempting to sell him goods, this ruse is used to keep him close to Tyrus but above suspicion. He carries a battle axe,



normally kept in a stall nearby.

=====  
Uriah Heape - Fighter/Mage/Cleric  
=====

From: Brother Tyrus  
<C9108613@AU.EDU.NEWCASTLE.CC>

Character : Uriah Heape  
Players Name : Peter McNamee Race : Half-Elven  
Class : Fighter/Magic User/Cleric Level : 1/1/1  
Alignment : Neutral Good Family :  
Race/Clan : Homeland :  
Liege/Patron : Religion :  
Sex : M Age : 22 Social Class : Status :  
Height : 5'9" Wt. : 138# Birth Rank : # Siblings :  
Hair : Eyes : Appearance :  
Honor : (Base Honor\_\_\_) Reaction Adjustment :

ABILITIES

18/70\* STR Hit: +2 Dmg: +3 Wgt: 160 Max Press: 305 O/D: 13 BB/LG:25%  
14 DEX React Adj : 0 Miss Att Adj : 0 Def Adj : 0  
17 CON HP Adj : +3 System Shock :97% Res.Sr :98%  
16 INT # Languages : 5 Spell Lvl : 8th Chance :70 % Max/Lvl : 11  
17 WIS Mag Def Adj : +3 Bonus Spells : 2/2/1  
12 CHR Max Hench : 5 Loyalty Base : 0 Reaction Adj : 0

\* - with guantlets +3 +6

MOVEMENT

~~~~~

\* - current movement rate

SAVING THROWS

~~~~~

|                      | Modify. | Paralyze/   | Save. |
|----------------------|---------|-------------|-------|
| Base Rate: 12 *      | 0       | Poison      | 10    |
| Light (56-85 ) _____ |         | Rod, Staff, |       |
| Mod (86-115 ) _____  | 0       | or Wand     | 11    |
| Hvy (116-145) _____  |         | Petrify/    |       |
| Svr (146-170) _____  | 0       | Polymorph   | 13    |
| Jog ( x2 ) _____     |         | Breath      |       |
| Run ( x2 ) _____     | 0       | Weapon      | 15    |
| Run ( x2 ) _____     |         |             |       |
| Run ( x2 ) _____     | 0       | Spells      | 12    |

ARMOR

|         | Adjusted AC   | Armor Type (Pieces) | HIT POINTS | Hits Left |
|---------|---------------|---------------------|------------|-----------|
| \ A C / | Surprised 10  | none _____          | 8          | 8         |
| \10 /   | Shieldless 10 | _____               |            |           |
| \_/     | Rear 10       | _____               |            |           |

WEAPON COMBAT

| WEAPON           | #AT | ATTACK ADJ/DMG ADJ | THACO  | DAMAGE (SM/L) | RANGE | SPEED |
|------------------|-----|--------------------|--------|---------------|-------|-------|
| Two Handed Sword | 1   | +4(+5) +5(+8)      | 16(15) | 1-10/3-18     | -     | 8     |

|                         |   |        |      |    |          |   |   |
|-------------------------|---|--------|------|----|----------|---|---|
| ( +2 Sword of The Rock) |   |        |      |    |          |   |   |
| Long Sword              | 1 | +2 "   | +3 " | 18 | 1-8/1-12 | - | 5 |
| Short Sword             | 1 | +2 "*" | +3 " | 18 | 1-6/1-8  | - | 3 |

\* Adjustment is 1 when used with long sword

Special Attacks

~~~~~

none

Special Abilities/Limitations

~~~~~

30% Resistance to Sleep and all charm related spells

Infravision 60'

Detect Secret/Concealed doors

NWProficiencies/Skills/Languages

~~~~~

Two Weapon Style Specialisation

Blind Fighting

Swimming

Running

Religion

Hunting

Languages - Alignment

Common (R/W)

Elvish (R/W)

Endurance

GEAR (Supplies included) Location Encumbrance #

~~~~~

|                                                                                            |          |     |
|--------------------------------------------------------------------------------------------|----------|-----|
| Clothing                                                                                   | worn     | 5   |
| Two-Handed Sword +2<br>(Golden Sword of the Rock)                                          | back     | 15  |
| Holy Symbol<br>(Neckchain : burning fist<br>clenching medicinal herbs<br>enclosed by disk) | neck     | 1   |
| Spell Book                                                                                 | backpack | 15  |
| Backpack                                                                                   | back     | 2   |
| Large Sack                                                                                 | horse    | .5  |
| Torch                                                                                      | sack     | 1   |
| 50' rope                                                                                   | sack     | 20  |
| Belt pouch (small)                                                                         | belt     | .5  |
| Riding horse                                                                               | --       | --  |
| Gauntlets of Ogre power                                                                    | hands    | 1   |
| Money                                                                                      | pouch    | 4.5 |

Total (pounds) \_\_\_\_\_ 65.5

Experience

~~~~~

1390/1390/1391

+10%

Treasure

~~~~~

Coins

PP 12

GP 1151

EP

SP 12

CP

Gems/Jewels

~~~~~

2\*500gp gems

Miscellaneous Information (Magical Items, Command Words, Small Maps, etc.)

~~~~~  
Gauntlets of Ogre Power

Spells in Book (\* signifies spell memorised)

~~~~~  
Magic User Spells...(1)

Level 1 : Read Magic, Unseen Servant, Detect Magic, Feather Fall, Light,  
Magic Missile\*

Cleric Spells...(3)

Level 1 : command, CLW\*2

History :

~~~~~  
Uriah was born on the island of Markesh. His parents Elahb and Amaryiah were merchants of high standing. An old drifter came through the town and took a room at the local inn. At night, around the communal fire he took to telling stories of far away lands, and adventures he had had in his youth. These stories stirred Uriah into asking the drifter, by the name of Heape, if he could accompany him when he left the village. The old man replied that he could. Two weeks later Uriah and Heape left the village. Heape died one year later, after passing on his starting knowledge of the fighting, healing and arcane arts which he had picked up during his journeys. Uriah, whose last name was originally Tahr, took the old mans name in honour of his teachings. He also took the two handed sword which the old man always carried with him, and that he had bequithed to Uriah. Uriah now carries on the old mans dream of seeing as much as the world has to offer.

Appearance: Small tattoo of dragon on left upper chest, scar from friends mistress on right side of groin, long dark hair and olive skin.

Quirks: Prefers the two handed sword in battle, but, if the need arises, will fight with two handed with long and short sword .

Uriah is an outgoing chap. He enjoys the company of friends. In his village he had many good friends. However, due to the closeness of family and friends, he also had those that envied him, and hated him because of this. One such man was Chiross. Chiross and his clan were part of the heirarchy of the village. However, they felt that the people were giving the leadership, and their alliances to the Tahr clan. Trying to disrupt this state of affairs, Chiross sent his daughter Uma to first seduce Uriahs best friend, and then Uriah himself, in an attempt to split them up, and discredit Uriah's family.

However, Chiross's son Jiren was not as evil as the rest of his family, and truly wanted the village to be at peace, no matter who was in power. So he warned both Uriah and his friend Erale. The lads decided to have a bit of fun with Uma. When she did come to seduce Uriah, he said nothing to her. After they had had sex, she told Uriah that she would leave Erale for him, but Erale would have to be "gotten rid of". Uriah told her in no uncertain terms that he knew of her plan, and that she was as exciting to him as a dry corpse. In her rage, she bit him on the side of the groin, leaving him with a permanent scar. Uriah made the plan known to the village, and Chiross and his family were publicly disgraced.

The Tahr clan was asked to take power in the village. This they accepted.

Uriah, not wishing this for himself (but happy for his family), took the option of leaving with Heape when the opportunity presented itself. Jiren stayed with the Tahr clan, and last Uriah heard, he had been adopted by them.

As for Chiross and his clan (including wife, daughter and other sons), Uriah has not heard of them since the incident.

The tattoo he earned while travelling with Heape. "The Dragons" are a misfit clan of fighter/clerics who wander the world in search of adventure. Uriah saved the leaders son Maxx, and was given honorary status within the band, which is signified by the tattoo.

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Valentine - Thief

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From: Vampire Kiss <HERR1516@bitnet.SNYPLAVA>

|        |           |         |                                            |
|--------|-----------|---------|--------------------------------------------|
| Name:  | Valentine | Str. 15 | Description:                               |
| Race:  | Half-Elf  | Int. 14 | 5'6" 118lbs                                |
| Class: | Thief     | Wis. 16 | White Blonde Hair, Eyebrows, and Eyelashes |
| Level: | 12        | Dex. 18 | Light Green Eyes; Golden Skin              |
| Exp:   | 451,931   | Con. 11 | Tatto of a Red Dragon on Left Shoulder     |
| Ali:   | N         | Cha. 16 | Tatto of Orange and Black Tiger on         |
| HP:    | 71        | Com. 18 | right thigh.                               |
| Ac:    | 1         |         |                                            |
| Thaco: | 16        |         |                                            |

|                       |                            |                           |
|-----------------------|----------------------------|---------------------------|
| Weapon Proficiencies: | Weapons:                   | Non-Weapon Proficiencies: |
| Bastard Sword         | Bastard Sword +2           | Tracking (6)              |
| Sling                 | Sling w/ 30 bullets        | Disguise                  |
| Long Bow              | Long bow w/ sheaf Arrows   | Gathering Information     |
| Dagger                | Daggers: Right wrist +1    | Riding, Land              |
| Dart                  | Left Thigh (outer)         | Rope Use                  |
|                       | Right arm (upper)          | Tight rope Walking        |
|                       | Right Boot                 | Setting Snares(2)         |
|                       | Left Boot (hidden)         |                           |
|                       | Lasso                      |                           |
|                       | Dart 30, kept in Bandolier |                           |
|                       | Caltrops 30, kept in box   |                           |

|                     |                                |                      |
|---------------------|--------------------------------|----------------------|
| Items and Supplies: | Treasure and Magic:            |                      |
| Midnight Blue Cloak | Thieves Tool (hidden in cloak) | 20 Beads of Force    |
| Black Boots         | Gloves, Kid                    | Ring Of Invisibility |
| Black Pants         | Torch                          | Leather Armor +3     |
| White Shirt(silk)   | Candle (2)                     | 12 Light spheres     |
| Black shirt(silk)   | Whetstone                      | 2400gp in gems       |
| Back Pack           | Wineskin                       |                      |
| Grappel             | Oil 5v                         |                      |
| 50' Rope, silk      | Saddle Bags                    |                      |
| 3 Belt Pouches      | Horse*                         |                      |
| Tack and Saddle     | Bandolier                      |                      |
| Sewing kit          | Spare Darts 10                 |                      |
| Maps                | Sleeping Posion **             |                      |
| Salt                | Box of Caltrops                |                      |
| Tent, small         | Bed Roll                       |                      |

\* Shadow, Light War Horse 12 hp  
\*\* 10 v, 3 doses per vial, save -2

|                        |                 |            |
|------------------------|-----------------|------------|
| Saving Throws:         | Thieves Skills: | Languages: |
| Para, Posion, Death 11 | OL 77           | Elvish     |
| Petri, Polly 10        | PP 99           | Common     |
| Rod, Staff, Wand 10    | F/RT 75         | Halfling   |
| Breath 14              | MS 94           | Dwarvish   |
| Spell 11               | HiS 77          | Gnome      |
|                        | HN 35           |            |
|                        | CW 99           |            |
|                        | RL 60           |            |

Character Notes:

Valentine is a citizen of the Forgotten Realms, specifically Ten Towns. She travels frequently, some times in the company of her brother, Sabastian. Both are thieves, Sabastian's speciality involving the seduction of weathly widows, while Valentine's is high stake theft, specifically jewels and magical items. To accomplish the latter she often enlists the aide of a 10th level mage called Hazard, whose specialities include small glass globes which shatter, each globe has a different effect. Valentine also dabbles in the field of bounty hunting, her favorite targets are known slave traders. In person Valentine is very gregarious, she loves to gamble and play darts (the latter of which she rarly loses at).