

Note: This is a story of one who reached out to grasp his dreams. The context may be slightly out of sequence, but all that is told actually happened, to the best of my knowledge. The setting is early <sup>SP.</sup> medieval, in a realm where magic exists.

Deep in the forest Arknar, (Greenleaf); some 600 years ago, there lived a clan of High Elves. Unto this clan was born a babe, which was named Gandalf. Also this family in the clan had an older daughter.

Throughout his early years Gandalf was raised in the traditional Elven way of respecting nature and goodness, as all Elves do. Gandalf was born with a fierce streak of curiosity that made him delve into minor details and such. It was ~~was~~ also this streak that introduced him to a human mage named Saurman. He recognized Gandalf's ability very early on, and began to tutor him in the magical arts. This went on for a year or so, and Gandalf learned quickly.

That year Gandalf's parents got into a large fight, and he left home, to return later. Gandalf was 125 then, young for an Elf, so he took up residence with Saurman for a short time. Saurman thought Gandalf was ready for his own life and adventures, so Saurman ended his tutoring.

On his own now Gandalf wandered aimlessly through the lands. One day he was walking through The Plains, (A large extent of grasslands south of the Royal City of Halabard), and happened upon two young adventurers, Aragorn, and Thorin. Soon the three developed a strong friendship and trust. They then traveled back to Halabard City together.

Gandalf soon tired of the city and headed for a more rural place to reside, namely Karandon. Here is where he ran into his first major threat, Ral-Karath. Gandalf had mastered many magical arts by now and was gaining knowledge of them easier. This is why Ral wanted to do away with him. After not being able to persuade Gandalf into joining his gang of thieves, there was an abrupt explosion of magic. The fight between the mages did not last long but the town had been nearly destroyed by the fire and lightning. Ral's body was thrown into jail, but broken out to cause more trouble later on. The second time Ral dueled Gandalf, Gandalf had Aragorn and Thorin there for help, and destroyed Ral for good.

This good deed got him recognized by the King Halabard. Halabard sent him an invitation to come and try for the position of court wizard. Gandalf accepted and won out over some stiff competition. This job he kept for 20 generations of the Kingdom.

Now a powerful force in his own right, Gandalf took Saurman in as an assistant and as a friend. By gaining this position is what Gandalf got into trouble with a man named Melkor.

Melkor was an evil man, a very evil man. Melkor was also a mage, a mage who had been beaten by Gandalf for the position of Court Wizard. Melkor went into hiding taking his grudge against Gandalf and turning for the worst. Melkor had taken his time with revenge, many years later it was almost complete. Melkor was about to achieve Immortality, and the last thing he had to do was destroy the best mage in the land. Well, this would be no other than Gandalf himself.

Melkor had many people working for him, and he set his plan into motion. By sending out assassins he lured Gandalf into thinking he wanted the realm of Halabard, instead <sup>of Gandalf</sup> himself. Well, <sup>A</sup> confrontation came down at Melkor's front, a shop called Lamnent's Magic.

Several people were involved in this epic, but in the end Melkor was defeated, not dead, just defeated.

<sup>re-</sup> This was to be Gandalf's last fight as a mortal. When Melkor resurfaced Gandalf was ready with his friends, Derek Shadowwalker and Galadriel. Together they banished the evil Melkor and put him in the Goddess Athena's hands for safe keeping.

It was this final deed that set Gandalf up for Immortality. After completing his last quest with flying colors, he rose to the ranks of the Immortals, to become a legend there as well.

Along this route to Immortality he met two very important people namely Derek and Galadriel.

Galadriel was a patriarch of the Church of Frey, the royal religion of Halabard. She was his <sup>J</sup>equal in clerical magic, and a very beautiful Elf in her own right. She ascended to Immortality shortly after he did and became a lifelong companion.

Derek Shadowwalker was a Guild Master of a large and

ever-growing guild. He also was a prime candidate for Immortality for his heroic deeds. He was not good by any account, but a force great enough, wise enough and resourceful enough to gain the respect of the Immortal Council. Together they became known as The Trio.

Upon reaching Immortality Gandalf took up the guidance of several mortals to Immortality. This included some long-time friends and total strangers. No-one said such guidance was easy, and usually consisted of the mortal fighting right along side of the Immortal. One such case was where the Trio took several mortals to the Nine Hells. Here the group waged war on the ruler Asmodeus himself.

The battle was successful and not many casualties were taken. Another incident took them to the River Styx to meet Charon, whom they wished to befriend, and did. Later Charon would prove to be a very powerful and useful ally.

A few years later there arose a problem. The problem came in the form of a monster called a Draden. This Immortal monster challenged the Trio and close companions to a battle. The challenge arose from the slaying of a distant relative of it. The relative was a dragon that attacked the Trio's hometown.

A Draden looks nothing like a dragon, for a Draedon has 40 mouths on 15 mile long stalks; a central body that looks like a human brain and is an overall length of 40 miles.

Included in this battle were Mim, Pann Quickfoot and Harrow Tallfoot. At the time of this battle they were still mortal, but in time they too would achieve Immortality.

More time <sup>rolled</sup> rolled on, and things were getting slow for Gandalf. Being bored out of his skull one day he decided to make an artifact, just for the fun of it. Well, he and Derek got the necessary parts for the artifact and put it together. It was to be a wand of soul-stealing and energy-draining. They went back to the Prime Material, or their plane of birth, and placed the artifact into the

hands of mortals.

They placed it in Karandon and observed in disguise. The wand shortly fell into the hands of a paranoid schitzophrenic. The paranoid thought that Gandalf and Derek were out to get him, so he aimed the wand at them. The wand attempted to drain the energy from Gandalf, and it overloaded and ~~it~~ exploded. The explosion destroyed Karandon and most everything around it.

Gandalf and Derek felt a little silly for being careless and set about rebuilding the town. Calling upon the Guild that was then stationed in Halabard to the scene and Thorin from the mountains in which he lived, they re-built the town better than what it was before.

In this new Karandon there was built a pub called Red's Pub. The owner was Gandalf in the disguise of Red, the head bartender. This job he now took and left the Court Wizard job to Saurman, (Yes he was still alive!), and his assistant.

While the bartender of Red's, Gandalf's life was entertaining to say the least. The hectic life that followed an Immortal made Red's the most infamous pub anywhere. One large scale battle that started there was the Old One battle.

Old Ones are life forces so great and ancient that Immortal life force is but a drop in a vast ocean of power. One of these biengs appeared in Red's for it knew of Gandalf's future. The Old One wanted to see exactly what the Trio was made of, so it set about finding out. Bieng obstanant the bieng started a battle in Red's.

The battle ended up in the evil layers of the Abyss, with the Gods of Olympus and the Underworld siding with Gandalf and friends. As the battle tore on a second Old One joined the first and nearly destroyed everyone opposing them. Gandalf and friends won out in the end after taking mass amounts of damage. This battle satisfied the Old Ones and they agreed to let Gandalf and Galadriel join their ranks after Immortality.

Now Gandalf saw that his work was cut out for him, he got on with his life. Deciding to return to mortal life, he continued toward his goal. He stayed mortal for a few years, not as long as he would have liked to but an incident came up that needed his expertise and coordination.

A rogue Megalith, roughly 10 times the size of Earth was going on a destrucive rampage through the known Mutiverse. With Gandal's coordination the Megalith was dispatced with no losses taken.

Immortal again Gandalf tended to last bussiness and wrapped things up because he knew where he was going.

All said and done Gandalf and Galadriel went back to motality

for the third and final time. Then the Black Balls from the Old Omes came, and took them to the realm of the Old O<sup>n</sup>mes, never to be seen for a long time.

Gandalf is still seen in many places, as an old man who has a constant need for prune juice.

As a post script I would like to give credit to the esteemed J.R.R. Tolkien, for many of the names I have used came from the Lord of the Rings trilogy.

The names I used but the plots I did not, they came as Dungeons and Dragons adventures and nothing more.

The author,

Jason Angle

## Charon's Haven

### Entrance -

I. Appears to be an endless space.

Floor is marble w/ no walls apparent

A. 25 paces and password must be spoken

B. Glittering blue gate will appear

C. Entrance hall

1. Grey reflective marble hall + floor (no ceiling)

2. 25 more paces + a double brass door w/ no knobs.

3. Turns left and haze begins to clear

II. Servants Quarters are through all doors

A. If a right turn is made, must pass through  
illus door illusioned to look like wall

B. Glittering blue gate leads to stairwell

1. Trapped w/ razor spikes. 16 per spike

30 spikes. Stairs rotate to reveal. See Dia. A.

2. At bottom of stairs there is none.

3. To right is Char's room.

A. Doors in this level are always trapped

4. 2nd room to right is Mina's Andor's

5. 3rd room to right is Tassarini's

6. 4th room in center is Mahanar's

A. Haze is present in all of halls

Illusioned Door

C. ~~Looks like~~ covers Gate leading to Kitchen + Storage

D. Circular room is a dedication TO HADES

1. Marble pillars fading to nothingness

2. Gold + Onyx Altars. leading to a Statue of Hades

3. offering dishes of silver + jewel crusted

Always present in basement

2 12 HD Earth Elementals

Will wait for d6 Rounds if intruder is unidentified (Speaks name)

Throws heavy objects (1d6 + str) 2 atks per round

If things go terribly wrong will flood the basement

pull plugs in walls and escape through cracks

only way to stop flow is to rotate table (combined 65 muscle)  
a full 360° releases drain in floor. Takes 2 full rounds. after  
water begins, PC's have 10 rounds, after six table cannot be  
rotated at discretion

~~Top~~

1st Floor

Door Entrance

'Stocking Grasp' Ed 4 + B so  $\frac{1}{2}$

Locked - 30' to open

Closet Door - Normal

Entrance Illusio-ed

- 30% to FRT

Opens to 3-3-3 knock screen

Muscle of 3-1 or more (O.D. - 25%)

(No real grip surface)

If forced, door rigged to slam (O.D. - 25%) and character  
to fall burning house to ground in d4 rounds.

Stairs -

Rigged to fall if 13 step is touched bal - 4 to stay on feet  
otherwise fall through 4 sets of spikes (1d4 each) + 1d6 fall  
damage

If stairs are tripped supports move from under upper bal.

Will swing down 2d6 fall bal - 4 to hold on

Fireplace - Not in use -

If tampered with will release blinding gas - save vs r.s.w. - 2  
or blinded for 2d6 rounds. will alarm those in basement.

Kitchen - Normal

Upstairs - Normal



1. Doors + Gates are Wyeern Watched

2. When Wyeern Watch sounds or alarm goes off

(2nd level) A ruby set atop door or gate will emit a flame strike (600) then shatter, useless.

3. Doors to servants quarters on first level are not trapped.

Servants are 0-level druids in service to Choir.

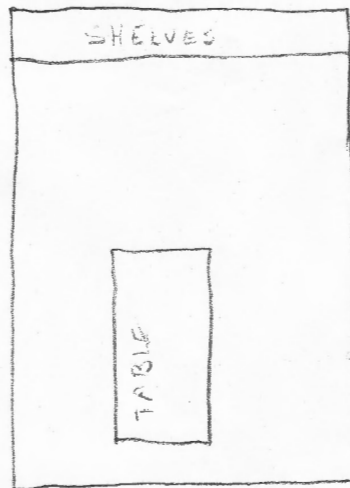
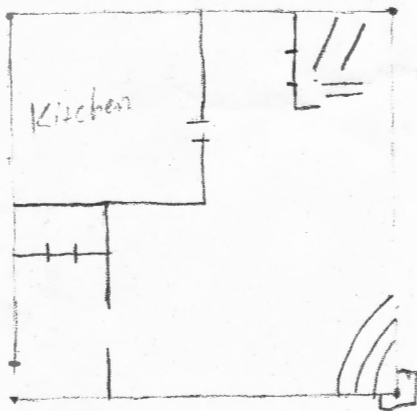
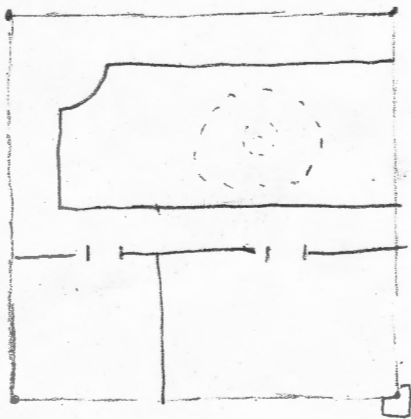
1. 10 servants AC 9, Hp 10, # Atk. 1, DMG d6 (club)

d4 (dagger) or d8 (longsword). None will have magical treasure

The 3, 11th level druids will always be here unless requested

by Choir for being sent on a mission





|                      |                                 |               |
|----------------------|---------------------------------|---------------|
| Player: Jason Arle   | Experience: 2,706,554/2,712,492 | Saves + / -   |
| Name: Blü            | Character Points: 5             | P.P.DM 3 + 1c |
| Class/Kit: T/F       | Role-Playing Points 0           | Pet./Adly 5 ↓ |
| Race: Mondikai       | Platinum Gold                   | R.S.W. 4      |
| Level: 23/18         | Silver Copper                   | B.W. 4        |
| Alignment: (L)N/N(E) | gems                            | Spell 6       |

|                 |               |               |                           |                |                         |
|-----------------|---------------|---------------|---------------------------|----------------|-------------------------|
| Strength 20     | stamina 19    | muscle 21     | hit. adj. +4              | dam. adj. +9   | o.d. 17(2) b.b. 1.g. 7c |
| Intelligence 18 | reason 17     | knowledge 19  | max spell 8 <sup>th</sup> | bonus # 8      | % learn spell 95        |
| Wisdom 18       | intuition 18  | willpower 18  | bonus spells 1,1,2,2,3,4  | 2 spell fail 0 |                         |
| Dexterity 19    | aim 18        | balance 21    | missile adj. +2           | reaction +4    | def. adj. -             |
| Constitution 19 | health 18     | fitness 21    | S.S. 99                   | hit point +6   | R.C. 100                |
| Charisma 18     | leadership 16 | appearance 20 | loyalty +4                | reaction +9    |                         |

|        |  |
|--------|--|
| AC -11 | Armor Worn Chain 15, Shield 15 AC MODIFIERS (see Weapon Prof.'s) |
| HP 292 | Shieldless AC -5   |
| HD 27  | Rear AC -5   |

#### RACIAL ABILITIES

Shapeshift +/- 75% height and weight

Create matter any sampled

Burst: Size including shapeshift doubles

95% A-M Flames → 10 ft 10/12 damage

Fireballs: dB/101

Lightning Bolts: d10/101

Str. 40 (122, +29)

Dex. 38 (+8, -9)

Con. 38 (regen 6/min.)

- rnds = 101.

Innate Fly

#### CLASS ABILITIES (cont'd later)

Fighter: Magic Resistance (39%)

Multiple Specialization

Thief: Pick Pocket 100

Open Locks 85

Find/Remove Trap 75

Move Silently 100

Hide In Shadows 95

Detect Noise 90

Climb Walls 90

Read Languages 90

Det. Magic 75

Det. Illusion 70

Bribe 85

Escape Bonds 90

# NON WEAPON PROFICIENCIES

Maintenancing 12  
 Throwing 29 (+4)  
 Tumbling 12  
 Weaponsmithing 12

# WEAPON PROFICIENCIES

Kopesh (Mastery / +3, +3)  
 Dagger (Mastery / +3, +3)  
 Whip (Mastery / +3, +3)  
 \* Shield prof. w/ Buckler (+1 to AC)  
 \* Weapon and shield (+1 to AC or to hit)  
 \* Two weapon (Kopesh + Dagger)  
 \* Missile (Daggers) (+2 to AC when throwing)

8 ATKs/Rnd 4 w/ Kopesh, 4 w/ dagger : Throws 6 daggers/rnd

| WEAPONS        | SPEED | Type | THACD | Range | Small/med | Large   | ATK/Rnd |
|----------------|-------|------|-------|-------|-----------|---------|---------|
| Kopesh (2) +5  | 9(4)  | S    | -9    |       | 2d4 +17   | 1d6 +17 | 4       |
| Daggers (6) +5 | 2(1)  | P    | -9    |       | 1d4 +17   | 1d3 +17 | 4       |
| Whip +5        | 10(5) | -    | -9    |       | d2 +17    | d1 +17  | 4       |

## Equipment

## Other Class and Racial Abilities.

Backstab x6

Wizard:

7/Phase Door

5/Teleport

8/Prismatic Wall

8/Trip the Soul

Priest:

5/Call lightning

4/Cure/cause serious

7/Control Weather

6/Blade barrier

4/Divinations

Psionics: 796 (398)

3 Atk / 3 def

Minors: Invisibility, ESP, Reduction, Domination

Major: Prob. Travel, Astral Projection

3cp

Featherfoot (must stop after 10' at 18 mu) No check/020; MU Silent

6cp

Shadowflight Hide In Shadow check

3cp

Shadow Travel

"

"

MU at Norm → 29

6cp

All round Attack 2d8

Other Miscellaneous Information

Hair Black

Eyes Blue

Siblings None

Height 6'6"

Weight 265

General Appearance Dress is blue

Personality

Brief History

## CHARACTER SHEET

Name: Nym De'Hobshaban  
Race: Dark Elf  
Class: Fighter/Mage  
Date: \_\_\_\_\_  
Align: Neutral Good  
Lvl.: 19/17

Hair: Silver Eye: Blue  
Ht. 5'5" Wt. 140  
Sex: M Age: 165  
Appearance: Spectacles,  
hair in tail  
Demeanor: Grim but forgiving

Siblings: 2  
 Soc. Class: Noble  
 Personality Quote: Whatever  
Please go away.  
 Patron Dicty: -

S 19 st. 18 mu. 20 +3 h +8 d  
D 17 aim 18 bal 16 +2 m.s. +1 re. -2 def.  
C 16 Hlth. 16 fit. 16 95 s.s. +2 hd 96 R/S  
I 15 rea. 17 kn. 13 8<sup>th</sup> sp. lvl. 3 bor  
W 18 Int. 19 w.p. 17 +4 m.d.a. 0 %sp. fail  
CH 14 Lead 12 app. 16 0 reac. 5 h.m.

| SAVING THROWS |               | S.T. ADJ.'S |
|---------------|---------------|-------------|
| <u>3</u>      | PPDM          | <u>-6</u>   |
| <u>5</u>      | R.S.W.        | —           |
| <u>4</u>      | PET./POLY.    | —           |
| <u>4</u>      | Breath Weapon | —           |
| <u>6</u>      | SPELL         | —           |

COMBAT: THACO 2  
AC: 5 Nat. AC: 10  
HD: 10 Armor worn: Chain +2, Shield +2  
HP: 97 Cloak of the Bat +2

### N-W PROFICIENCIES:

[illegible][illegible]

### Abilities by Race or Kit:

862 Magic-Resistance, Secret doors 1 on d6  
Infr 90', Weapon Mastery w/ Long bow  
and Longsword (+3, +3)  
Amored Wizard

SPELLS: 5, 5, 5, 5, <sup>(10)</sup>5, 3, 3, 2

[illegible]

**THEIVING SKILLS:**

Pick Pockets: \_\_\_\_\_ %  
 Find/Remove Trap: \_\_\_\_\_ %  
 Hide In Shadows: \_\_\_\_\_ %  
 Climb Walls: \_\_\_\_\_ %  
 Open Locks: \_\_\_\_\_ %  
 Move Silently: \_\_\_\_\_ %  
 Hear Noise: \_\_\_\_\_ %  
 Read Languages: \_\_\_\_\_ %  
 Detect Magic: \_\_\_\_\_ %  
 Detect Illusion: \_\_\_\_\_ %  
 Bribe: \_\_\_\_\_ %  
 Tunneling: \_\_\_\_\_ %  
 Escape Bonds: \_\_\_\_\_ %

**Backstab Dmg. Multiplier:** \_\_\_\_\_**TURNING UNDEAD:**

Skeleton or 1hd: \_\_\_\_\_ Zombie: \_\_\_\_\_  
 Ghoul or 2hd: \_\_\_\_\_ Shadow or 3-4hd: \_\_\_\_\_  
 Wight or 5hd: \_\_\_\_\_ Ghast: \_\_\_\_\_  
 Wraith or 6hd: \_\_\_\_\_ Mummy or 7hd: \_\_\_\_\_  
 Spector or 8hd: \_\_\_\_\_ Vampire or 9hd: \_\_\_\_\_  
 Ghost or 10hd: \_\_\_\_\_ Lich or 11+hd: \_\_\_\_\_  
 Special ( includes unique or free-willed  
 undead of the Neg. material plane, certain  
 greater or lesser powers): \_\_\_\_\_

**ACCESS TO SPHERES FOR CLERICS/PRIESTS/DRUIDS:****SPHERE: ACCESS:**

Attraction \_\_\_\_\_  
Enchantment \_\_\_\_\_  
Evocation \_\_\_\_\_  
Abjuration \_\_\_\_\_  
Lesser/ \_\_\_\_\_  
Greater Div \_\_\_\_\_  
 \_\_\_\_\_  
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**EQUIPMENT:**

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**SPECIALIST WIZARDS:**

SCHOOL: \_\_\_\_\_ OPP. SCHOOLS: \_\_\_\_\_

**MISC. INFORMATION:**

|  |
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|                                    |  |  |
|------------------------------------|--|--|
| Treasure/Mag. Items: Quiver of E   | Gem / Insight  |  |
| Potion / Firebreathing             | Scrolls: 3(8 <sup>th</sup> ) 1(6 <sup>th</sup> ) 2(5 <sup>th</sup> ) |  |
| Oil / Disenchantment               | Robe/Eyes  |  |
| Ring / Wizardry (5 <sup>th</sup> ) | Ring / X-ray vision  |  |
| Ring / Manual Control              |  |  |

EXPERIENCE: 2,947,900 CHARACTER PTS.: 4

**WEALTH:**

GP: \_\_\_\_\_  
 COP: \_\_\_\_\_  
 PL: \_\_\_\_\_  
 EL: \_\_\_\_\_  
 SH: \_\_\_\_\_  
 MISC: \_\_\_\_\_

House Du'Hobshaban insignia powers: as 17<sup>th</sup> level wizard

Major Powers: 15 Charges

Acid Storm (Tom)

Spellturning (Tom)

Shadow Cat (Tom)

Hornung's Random Dispatcher (Tom)

Intermediate Powers: 5 Charges

Globe of Invulnerability

Wall of Iron

Wall of Force

Invisibility

Minor Powers: 1 Charge

Detect Magic

Protection From Good

Spider Climb

Wizard Marked with house symbol

Acts as a +6 ring of protection with an 8 foot radius

If touched by a non-drow shocking grasp does 1d8 + 17 points to holder  
this takes 10 charges

If separated from owner the insignia will teleport other to random  
place within spell limits ~~then~~ (Dungeon of Du'Hobshaban house)

Then succor itself back to its owner

This takes 20 charges

These items have 100 charges and can be recharged by a 5<sup>th</sup> level  
wizard or better

## Dead Gods

Nym comes to party and informs them that a being<sup>or beings</sup> has recently offered the entire Sumerian Pantheon. Perhaps

The husks have just entered the Astral Plane and need to be studied for 2 purposes

1) Find if they were indeed killed

a) if so what did it?

b) how to stop it/them

2) Explore for other random useful magic stuff  
(questbook)

## I Clues to solving the puzzle.

Examine the husks:

a Look like they fell in battle

b Talk to Anubis to confirm

Get clue from him that there is a killer of the Gods

Not his place to interfere / Nor any other pantheons to complain

It's the pantheons own fault / became lax and weakened

## II Visit Pantheon

Elysium + Arborea

Encounters (See sheet)

The Plot.

Characters have to sort out the story.

Whilst the Babylonians & 2 hired killers try to stop them.

They can't out + out kill the party (It has to look like an "accident")

While in the actual encounters

Use MC VOL II if higher than 16 go to Gold SET or

Will Encounter

## Steps

- 1) Get message from Nym
- 2) Take on case
- 3) Go to Astral & Talk to Anubis (Go in his NAME)
  - a) Find Anubis / Show bodies study bodies roll to see odd effects; gather gods blood
- 4) Visit Pantheons  
Sift through wreckage
- 5) find clues:
  - a) Two possible trails
    - 1) The babylonians usurped them
    - 2) Killed of the Gods (Chinese myths)clues for babylonians.

History of the pantheon is incriminating enough but who to judge?

## Clues to Killers

Legend lore spells various psi powers  
expended magical items left by killers

- 6) Sort out what happened & why -
  - a) 2 Killers hired by the babylonian myths destroyed pantheon to usurp their power
- 7) Prove it.
- 8) Call together at least 3 gods of Justice/Law to bring pantheon to trial.

FORSETI, TYR, Paladine, Zeus.

## Details:

Your crew has set up shop in the Grand Bazaar of the city of Sigil. You run a delivery/shipping/extraction trade across the planes. You have been in business for the last fifteen years and have built quite the reputation on the planes as a go anywhere, do anything crew.

You have served all who would pay your price, and marooned all who did not. The cant is that you're all just this side the padded cell, but that only seems to bring in more business. On occasion you have tried to hire more help, but they always seem to fall overboard at the most inopportune times, thus the service is usually limited to the very wealthy and the shop can be run by the new dolt for extended periods of time until the bosses come home.

The shop commands nearly a full half acre of land( HUGELY impressive), and houses the party inside. The outside is plain, grey painted with the logo enscribed in the sign hanging above the door. Inside are your living quarters, kitchen, basic necessity stuff, nothing flashy. The most amazing feature is that it is clean, and only sods new to town try to break into it. You have been known to work with all kinds; mages to thieves, githyanki and githzeri to fiends and divas. thus the logo Anything, Anytime, Anywhere.

This day as you lounge in your shop a customer comes through the door. He appears to be tall and rather muscular, dressed in a white cloth worn as a toga. He has an air of confidence in him, and he reeks of soot, even though he is clean. He stops at the counter and waits for you to speak first.

He introduces himself as Adralus. He was sent here by his father to get help retrieving something very valuable. He wishes to enlist your most renown services.

Adralus will not easily reveal who his father is, but will say that he is a smith of the caliber unknown to mankind. If the item is retrieved, his father will construct one item for each of the party members, nearly anything desired can be made for them. The only stipulation is it has to be metallic. Weapons and armor are preferred, but other items can be made as well.

Adralus will also wish to travel with the party, as he might be of aid.

He will allude to the fact that the adventure is vey dangerous and will take them to the Abyss itself, indeed straight into the spider's lair. The only specifics that the party will get out of Adralus is that they seek a statue, it is going to be used for bad purposes, and it must be returned to his father, so that he can destroy it. He will also warn that many seek the statue and they may try to steal the statue once it is recovered, or may to try and kidnap himself, because he currently has the only method of controlling it. (the golden circlet) He will wish to stay with the party on a temporary basis, for the time that it takes to prepare to leave.

## Encounters in the city:

### Finding the correct key into the Abyss

(pg 10, 43  
in the cage)

The gate is located in The Lady's Ward in the Temple of the Abyss

Very Rich - work w/ the Temple before, the price will be a mere one magical item per person. The Temple will either accept the item or render the next service for free.

(pg 11, 14  
Planeswalker  
handbook)

### Getting to the correct layer.

The gate town of Plague-Mort - From there to Broken Reach talk to Red Shroud for a price or service will find either the Desclerain or Roreen)

### 1st layer of Abyss (Pazunia)

101-103  
Manual of  
the Planes

Not immediately deadly

125° F Harsh winds, sandstorms

Blasted landscape, blood red sky - orange hell sun over head.

Appear  $\frac{1}{4}$  miles from huge gothic iron gates.

The landscape is blasted cracked filled w/ pits and loose boulders.

## Plague Mort

Built outside the gates is made mostly of rusting iron and volcanic rock.

Broken Reach is 30 miles away. (full day walk)

Transport is arranged via Nightmare carriage / walking / River Styx.

Cost for the coach is 75 plat. / person. deal w/ cambion coachmen

Styx is 50 plat / person have to deal w/ charon / demons

Known harbor is the Slit Fougge

Waystation run by  $\frac{1}{4}$  cambion named Outcast

Nonpoisonous food & drink & supplies can be gotten here as well as good tips for a price.

## Broken Reach

Named for the mostly buried rutterkin that the city was built near.

Scream + Moan as visitors approach.

Contains gate to 65<sup>th</sup> air through a giant web funnel to an edge of Lolth's Web

Guarded by magic & 2 bebiliths

On the travel to plague mont  
horde of Dretch (18) (gate 50%)

In the Slit Tongue:

- 1) Greater Tanari
- 2) Lesser Tanari
- 3) Band of adventurers
- 4) Band of Walkers
- 5) Known Lord + entourage
- 6) Nothing unusual
- 7) Known Avatar + entourage
- 8) Random NPC
- 9) ~~Place~~ Place is dead
- 10) Place is Packed

See Pg 78-83 on Magic Use on the Outer planes in Manual of the Planes

39

| Name               | Class              | Race       | Sphere  | lvl.        | Rank       | Mortal HP |
|--------------------|--------------------|------------|---------|-------------|------------|-----------|
| M?m                | Thief              | Dwarf      | Thought | 98          | Heirarch 4 | 258       |
| Pann Quickfoot     | Thief              | Halfling   | Thought | 97          | Eternal 5  | 244       |
| Harrow Tallfoot    | Thief/Ninja        | Halfling   | Thought | 98/98       | Heirarch 4 | 283       |
| Dirk Lightshadow   | Thief              | 1/2 Elf    | Thought | 98          | Heirarch 4 | 236       |
| Sméagol            | Thief              | Elf        | Thought | 98          | Heirarch 4 |           |
| Kelos              | F/M/C              | 1/2 Elf    | Thought | 96/96/96    | Heirarch 4 | 217       |
| Phlagg             | F/M/C/N            | 1/2 Elf    | Time    | 79/79/79/79 | Eternal 5  | 337       |
| Arngorn            | Ranger             | 1/2 Elf    | Time    | 98          | Heirarch 4 | 368       |
| Big Daddy          | Fighter            | Red Dragon | Matter  | 75          | Sun Dragon | 465       |
| Deathlök           | Thief              | Halfling   | Thought | 76          | Eternal 3  | 212       |
| Samuel Gilgas      | Thief              | Elf        | Energy  | 90          | Heirarch 5 | 120       |
| Derek Shadowwalker | Barbarian/Assassin | Mordikai   | Thought | 96/96       | Heirarch 4 | 1595      |
| Charcharoth        | Druid/Ninja        | Human      | Time    | 97/97       | Heirarch 4 | 209       |

### Greater Gods

| <u>Name</u>       | <u>Align</u> | <u>Sphere</u>                          |
|-------------------|--------------|--|
| Denk Shadowwalker | LE           | Embezzlement, Organizations, Overthrow |
| Gandalf           | CG           | Wandering, Good Enchantments           |
| Galadriel         | LG           | Healing, Health, Prosperity            |

### Lesser Gods

|                |         |                                     |
|----------------|---------|-------------------------------------|
| Nyxroth        | N(Onix) | Honor, sophistication, civilization |
| Mim            | NE      | Thievery, Sacrifice                 |
| Rain Quickfoot | CE      | Secrets, Deception                  |
| Harrow Telfoot | N(LL)   | Negotiation, Arbitration            |
| Phlagg         | NE      | Magic, Unusual                      |
| Deathlok       | CE      | Insanity, Chaos                     |
| Samual Gilgas  | CN      | Arcane Knowledge, Magical Research  |
| Melcor         | CE      | Assassination, Lies                 |

### Demigods

|                   |     |                                  |
|-------------------|-----|----------------------------------|
| Kelas             | CN  | Luck, Self-sacrifice, idealism   |
| Aragorn           | ENG | Rangers, woodlands, preservation |
| Callos Blackblade | N   | War, Victory at Arms             |
| Nostradamus       | LG  | Honesty, Truth, Justice          |
| Erebor            | CG  | Nature, Harvest                  |
| Raistlin          | CN  | Scheming                         |
| Déagol            | CN  | magic, Cleverness                |
| Smeágol           | LE  | Tyranny, Imprisonment            |
| Dirk Lightshadow  | NE  | Greediness, Evil Intent          |

Wadd Impalin — Watcher / Nonexistence

Character Common Name

Sphere

Alignment

Race &amp; Level

Hit Dice

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

TRUE NAME

Avatar pier Njord

Temporal

Celestial

Empyrean

Elemental

Hierarchy

HIT ROLLS

|          |   |   |   |   |   |   |   |   |   |    |
|----------|---|---|---|---|---|---|---|---|---|----|
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Immortal |   |   |   |   |   | 2 | 3 | 4 | 5 | 6  |
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Mortal   |   |   |   |   |   |   |   |   |   |    |

Power Drain

4

Magical Spell

6

Physical Blow

3

Mental Blow

5

Poison or Death Ray

2

Magic Wands

2

Petrify or Paralysis

2

Breath Weapon

2

Spell or Rod/Staff

2

ANTI-MAGIC AURA

-24

Save Mod.

24

1 Affected

80 %

Permanent Power Points

164, 444

Current Power Points

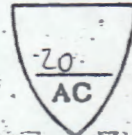
FORM

☐ Normal☐ Avatar☐ Original☐ Identity☐ Beast☐ Construct

FORM

☐ Normal☐ Avatar☒ Original☐ Identity☐ Beast☐ Construct

ARMOR CLASS



Hit Points Permanent

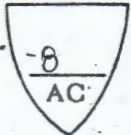
660

Current

660

Wounds

ARMOR CLASS



Hit Points Permanent

284

Current

244

Wounds

ATTACK

#AT

Dmg/Effect

Def.

Special/Range

ATTACK

#AT

Dmg/Effect

Def.

Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 220/6                     |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 100          | 20                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       |               |
| Dexterity    | Unarmed (AC/Missile)      | Current Score |
| 100          | 20                        |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | 20                        |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | 70/4/15                   |               |

GREATER TALENTS

☐ Str ☒ Dex☒ Int ☐ Con☒ Wis ☐ Chr

Points

300

Mod.

+10

LESSER TALENTS

☒ Str ☐ Dex☐ Int ☒ Con☐ Wis ☒ Chr

Points

200

Mod.

+10

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 24           | 606                       |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 18           | 3                         |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 18           | +3                        |               |
| Dexterity    | Unarmed (AC/Missile)      | Current Score |
| 18           | +3                        |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 18           | +3                        |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 18           | 27/7/10                   |               |

GREATER TALENTS

☐ Str ☒ Dex☒ Int ☐ Con☒ Wis ☐ Chr

Points

54

Mod.

+6

LESSER TALENTS

☒ Str ☐ Dex☐ Int ☒ Con☐ Wis ☒ Chr

Points

62

Mod.

+6

Wrestling

Special Attacks

89

Rating

Vision

Detections

Wrestling

Special Attacks

43

Rating

Vision

Detections

Methods of Movement

Walk

Run

Fly

Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Methods of Movement

Walk

Run

Fly

Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race

Size

Difficulty Modifiers

Easy

+60

Average

+35

Difficult

+10

Magic Factor Circle

Thought

x1

Matter

x8

Energy

x4

Time

x2

Recovery Rates

Friendly

1/round

Neutral

1/turn

Hostile

1/day

PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D™ Player Character Record

CAMPAIGN # 13  
10

CHARACTER NAME  
Sméagol

CLASS: Thief

LEVEL: 9B

RACE: Elf

ALIGNMENT: lawful Evil

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES: -31

|    |    |          |       |          |        |         |       |         |           |          |      |          |    |
|----|----|----------|-------|----------|--------|---------|-------|---------|-----------|----------|------|----------|----|
| 18 | S  | 82       | HT    | +2       | DAM    | ADJ     | +4    | OPEN    | DOORS     | 19       | BEND | BARBS    | 30 |
| 13 | I  | ADD      | LANG  | 3        | % KNOW | SPELL   | 55    | MIN     | # SPELLS  | 0        | MAX  | # SPELLS | 9  |
| 11 | W  | MAGICAL  | ATE   | ADJ      | 0      | SPELL   | BONUS | 0       | % SPELL   | FAILURE  | 10   |          |    |
| 19 | D  | REACTION | ADJ   | -        | MISILE | ADJ     | -     | DEFENSE | ADJ       | -        |      |          |    |
| 10 | C  | HIT      | POINT | ADJ      | -      | SYSTEM  | BLOCK | 70      | RESURVCT. | SURVIVAL | 75   |          |    |
| 16 | CH | MAX      | #     | MEMORIES | 8      | LOYALTY | BASE  | +4      | REACTION  | ADJ      | +5   |          |    |

18 ATKs MD

SAVING THROW ADJUSTMENTS:

|     |           |     |           |
|-----|-----------|-----|-----------|
| STR | CONDITION | STR | CONDITION |
|     |           |     |           |
|     |           |     |           |

SAVING THROWS:

|                         |   |
|-------------------------|---|
| Paralyzatory/Poison     | 2 |
| Petrificatory/Polymorph | 2 |
| Rod, Staff or Wand      | 2 |
| Breath Weapon           | 2 |
| Spells                  | 2 |

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATL STL/DEF STL ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals: "TO HIT" ADJ. DAMAGE ADJ.

|           |           |
|-----------|-----------|
| CONDITION | CONDITION |
|           |           |
|           |           |

\*COMBAT\*



|             |              |                      |
|-------------|--------------|----------------------|
| ARMOR WORN  | AC BASE      | CONDITION OF ARMOR   |
| DES. ADJ.   | MAGICAL ADJ. | SHIELDLESS AC        |
| CONST. ADJ. | HIT DIE TYPE | SPECIAL ADJUSTMENTS  |
| WOUNDS      |              |                      |
| SURPRISE    | DES. ADJUST. | REAR ATTACKS ADJUST. |

HIT POINTS

WOUNDS



WEAPONLESS COMBAT:

ATTACK ADVANTAGE ADJ/DEFENSE ADJ

FENCIBLE

GRAPPLING

OVERHEARS

MORALE

MODIFIER

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES:

THIEVING SKILLS:

PICK POCKETS

20%

OPEN LOCKS

1150%

REMOVE/FIND TRAP

90%

MOVE SILENTLY

112%

HIDE IN SHADOWS

100%

HEAR NOISE

90%

CLIMB WALLS

145%

READ LANGUAGE

77%

\*TRY ONLY FOR LOCK OR TRAP

THIEF ASSASSIN MONK

**POSSESSIONS:**

[illegible]

|              |                        |   |   |   |                      |  |
|--------------|------------------------|---|---|---|----------------------|--|
| ENCUMBRANCE: | LOAD VS.<br>MOVE RATE: | - | - | - | Total Weight Carried |  |
|--------------|------------------------|---|---|---|----------------------|--|

| STL. ADJ.   |        | NORMAL = 1 |                    | HEAVY = 4 |         | LOADED = 8 |           | MAXIMUM = 16 |      |
|-------------|--------|------------|--------------------|-----------|---------|------------|-----------|--------------|------|
| Provisions: | SUPPLY | USED       | CARRYING CAPACITY: | CONTAINER | MAX VOL | LOAD       | CONTAINER | MAX VOL      | LOAD |
| Water:      | SUPPLY | USED       |                    | CONTAINER | MAX VOL | LOAD       | CONTAINER | MAX VOL      | LOAD |

**MAGIC ITEMS**

|           |              |                |                    |                 |          |
|-----------|--------------|----------------|--------------------|-----------------|----------|
| WEALTH:   | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS: | NEXT LEVEL GOAL |          |
| COPPER-   |              | GENS-          | TREASURE-          | COMBAT-         | OTHER    |
| SILVER-   |              | JEWELS-        |                    |                 |          |
| ELECTRUM- |              | MISCELLANEOUS- |                    |                 |          |
| GOLD-     |              |                |                    |                 |          |
| PLATINUM- |              |                |                    |                 |          |
|           |              |                |                    |                 | TOTAL: + |

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE—            APPEARANCE UNNATURAL AGING COLOR OF: HAIR EYES

**GENERAL APPEARANCE:** \_\_\_\_\_

**WEIGHT** \_\_\_\_\_

**MANNERISMS:** \_\_\_\_\_

| SOCIAL CLASS (W copy) | STANDING (W copy) | WEAVER (W copy) |
|-----------------------|-------------------|-----------------|
|-----------------------|-------------------|-----------------|

| FATHERS/POL | MOTHERS/POL |
|-------------|-------------|
|             |             |

**COMPATRIOTS:** Followers/Following - Associates/Relatives

| # | NAME | CLASS | LEVEL | RACE | NOTE | # | NAME | CLASS | LEVEL | RACE | NOTES |
|---|------|-------|-------|------|------|---|------|-------|-------|------|-------|
|---|------|-------|-------|------|------|---|------|-------|-------|------|-------|

[illegible][illegible][illegible][illegible][illegible]

LOCALS FREQUENTED/RESIDENCE:

| LOCATION | TIME/CONDITION | DATA |  |  |  |  |  |
|----------|----------------|------|--|--|--|--|--|
|          |                |      |  |  |  |  |  |

[illegible]

\_\_\_\_\_

| REFERENCE | LOCATION | DETAILS |
|-----------|----------|---------|
| NOTES:    |          |         |

NOTES.

100

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

[Go to the top of the page](#)
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[Go to the last page of the section](#)
[Go to the first page of the chapter](#)
[Go to the last page of the chapter](#)

Character Common Name Sméagol Race & Level Elf / 4th  
Thought Lawful Evil Hit Dice 44  
Sphere Alignment

TRUE NAME \_\_\_\_\_

Temporal Celestial Empyrean Eternal Heirarch

# DUNGEONS & DRAGONS®

IMMORTAL CHARACTER RECORD

SAVING HIT THROWS ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal |    |    |    |    |    |    |    |    |    | 9   |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    |    |    |    |    | 2   |

Power Drain (3) Magical Spell (5) Physical Blow (2) Mental Blow (9)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA -20  
Save Mod.  
20  
# Affected  
90 %

Permanent Power Points  
907 840,651  
Current Power Points  
907

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS -10 AC

|                      |     |
|----------------------|-----|
| Hit Points Permanent | 900 |
| Current              | 900 |

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

## ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 20/26                     |               |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 100          | 20                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 100          | -20                       |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | +20                       |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | +10/24/115                |               |

### GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

|        |      |
|--------|------|
| Points | Mod. |
|        |      |

### LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

|        |      |
|--------|------|
| Points | Mod. |
|        |      |

Wrestling 64 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

### Difficulty Modifiers

Easy +60  
Average +35  
Difficult +10

### Magic Factor Circle

Thought x1  
Matter x8  
Energy x4  
Time x2

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 10 AC

|                      |     |
|----------------------|-----|
| Hit Points Permanent | 114 |
| Current              | 114 |

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

## ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 18           | 3                         | 18            |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 13           | +                         | 13            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 11           | -                         | 11            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 14           | +1                        | 14            |
| Constitution | Poison (HP Adj)           | Current Score |
| 10           | -                         | 10            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 16           | +1/6/9                    | 16            |

### GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

|        |      |
|--------|------|
| Points | Mod. |
| 38     | +4   |

### LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

|        |      |
|--------|------|
| Points | Mod. |
| 44     | +4   |

Wrestling \_\_\_\_\_ Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

### Recovery Rates

Friendly \_\_\_\_\_ 1/round  
Neutral \_\_\_\_\_ 1/turn  
Hostile \_\_\_\_\_ 1/day

PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPAIGN # 4

SMEAGOL

CHARACTER NAME

CLASS: THIEF

LEVEL: 37

RACE: ELF

ALIGNMENT: LAWFUL EVIL

PATRON DEITY: HERMES

RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

BKSTB x3

6057,128

## ABILITIES:

|    |    |                   |                  |                     |                        |              |
|----|----|-------------------|------------------|---------------------|------------------------|--------------|
| 18 | S  | 82                | HIT ADJ +2       | DAM ADJ +4          | OPEN DOORS 1A          | BEND BARS 30 |
| 13 | I  | ADD LANG 3        | % KNOW SPELL 55% | MIN # SPELLS -      | MAX # SPELLS 9         |              |
| 11 | W  | MAGICAL ATK ADJ 0 | SPELL BONUS 0    | % SPELL FAILURE 10% |                        |              |
| 10 | D  | WISDOM            | REACTION ADJ +3  | MISSILE ADJ +3      | DEFENSE ADJ -4         |              |
| 10 | C  | DEXTERITY         | HIT POINT ADJ 0  | SYSTEM SHOCK 70%    | RESURRECT SURVIVAL 75% |              |
| 16 | CH | CONSTITUTION      | MAX # HENCHMEN 8 | LOYALTY BASE +4     | REACTION ADJ +5        |              |
|    |    | CHARISMA          |                  |                     |                        |              |

| SAVING THROW ADJUSTMENTS: |           |
|---------------------------|-----------|
| CONSTITUTION              | CONDITION |
|                           |           |
|                           |           |

## SAVING THROWS:

|                         |   |
|-------------------------|---|
| Paralyzation/Poison     | 2 |
| Petrification/Polymorph | 2 |
| Rod, Staff or Wand      | 2 |
| Breath Weapon           | 2 |
| Spells                  | 2 |

## RESISTANCES:

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

## PSIONICS:

ATT. STL. DEF. STL. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES \_\_\_\_\_

MINOR DISCIPLINES \_\_\_\_\_

## WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## \*COMBAT\*

|                                   |          |           |    |
|-----------------------------------|----------|-----------|----|
| AC                                | 134      | WOUNDS    | 1  |
| WEAPON                            | DEFENDER | MAG. ADJ. | +4 |
| WEAPONLESS COMBAT:                |          |           |    |
| ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ |          |           |    |
| FUNDLING                          |          |           |    |
| GRAPPLING                         |          |           |    |
| OVERSIZING                        |          |           |    |

| COMBAT ADJUSTMENTS: |             | Totals: |  |
|---------------------|-------------|---------|--|
| TO HIT ADJ.         | DAMAGE ADJ. |         |  |
| CONDITION           | CONDITION   |         |  |

| WEAPON   | MAG. ADJ. | SPACE REQUIRED/RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |   | DAMAGE VS SIZE S-M-L |
|----------|-----------|----------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|---|----------------------|
|          |           |                      |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |                      |
| DEFENDER | +4        |                      |       |                             |   |   |   |   |   |   |   |   | 1 |                      |
| DAGGER   | +2        | VS LYCANTHROPE       |       |                             |   |   |   |   |   |   |   |   | 3 |                      |
| SWORD    | +2        | GIANT SLAYER         |       |                             |   |   |   |   |   |   |   |   | 3 |                      |

SPECIAL TOOLS: THIEVES' TOOLS

## SPECIAL ABILITIES:

## SPECIAL IMMUNITIES:

GUILD/ORDER: DEREK'S GUILD

RANK IN GUILD/ORDER: \_\_\_\_\_

CONTACTS: \_\_\_\_\_

NAME OR PSEUDONYM OCCUPATION

NAME OR PSEUDONYM OCCUPATION NAME OR PSEUDONYM OCCUPATION

DISGUISES: \_\_\_\_\_

## THIEVING SKILLS:

|                   |                 |                        |                    |                      |                 |                  |                    |
|-------------------|-----------------|------------------------|--------------------|----------------------|-----------------|------------------|--------------------|
| PICK POCKETS 153% | OPEN LOCKS 152% | REMOVE/ FIND TRAP 135% | MOVE SILENTLY 149% | HIDE IN SHADOWS 145% | HEAR NOISE 136% | CLIMB WALLS 146% | READ LANGUAGE 114% |
|-------------------|-----------------|------------------------|--------------------|----------------------|-----------------|------------------|--------------------|

THIEF ASSASSIN MONK

SMEAGOL

ELF/NOVICE 2

Character Common Name

THOUGHT

LAWFUL EVIL

Race &amp; Level

25

Sphere

Alignment

Hit Dice

TRUE

Temporal

Celestial

Empyrean

Eternal

Heirarch

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

HIT  
SAVING  
THROWS  
ROLLS

|   |   |   |   |   |   |   |   |   |   |   |    |    |    |    |
|---|---|---|---|---|---|---|---|---|---|---|----|----|----|----|
| 0 | 3 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 0 | 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |

Power Drain

(13)

Magical Spell

(17)

Physical Blow

(11)

Mental Blow

(14)

Poison or Death Ray

(2)

Magic Wands

(2)

Petrify or Paralysis

(2)

Breath Weapon

(2)

Spell or Rod/Staff

(2)

AURA  
ANTI-MAGIC

Save Mod.

2

# Affected

60%

Permanent Power Points

Current Power Points

1215

FORM

☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct
ARMOR  
CLASS

Hit Points Permanent

160

Current

160

Wounds

ATTACK

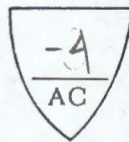
#AT

Dmg/Effect

Def.

Special/Range

FORM

☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct
ARMOR  
CLASS

Hit Points Permanent

130

Current

130

Wounds

ATTACK

#AT

Dmg/Effect

Def.

Special/Range

ABILITY  
SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 25           | +6                        |               |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 25           | +6                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 25           | +6                        |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 25           | +6                        |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 19           |                           |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 20           |                           |               |

GREATER TALENTS

☐ Str ☒ Dex☒ Int ☐ Con☒ Wis ☐ Chr

Points Mod.

75

LESSER TALENTS

☒ Str ☐ Dex☐ Int ☒ Con☐ Wis ☒ Chr

Points Mod.

52

ABILITY  
SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 18           |                           |               |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 13           |                           |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 11           |                           |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 18           |                           |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 10           |                           |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 16           |                           |               |

GREATER TALENTS

☐ Str ☐ Dex☐ Int ☐ Con☐ Wis ☐ Chr

Points Mod.

LESSER TALENTS

☐ Str ☐ Dex☐ Int ☐ Con☐ Wis ☐ Chr

Points Mod.

Wrestling

Special Attacks

25

Rating

Vision

Detections

Wrestling

Special Attacks

Rating

Vision

Detections

Methods of Movement

Walk

Run

Fly

Special

Methods of Movement

Walk

Run

Fly

Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race

Size

Difficulty Modifiers

Easy

+55

Average

+30

Difficult

+5

Magic Factor Circle

THOUGHT x1

ENERGY x4

Recovery Rates

Friendly

1/round

Neutral

1/turn

Hostile

1/day



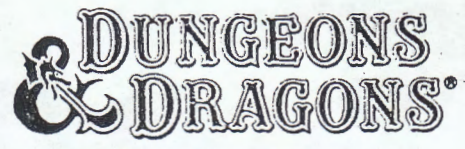
[illegible]

| STRENGTH    |        | NORMAL = 1 |                    | HEAVY = 2 |         | LOADED = 3 |           | MAXIMUM = 4 |      |
|-------------|--------|------------|--------------------|-----------|---------|------------|-----------|-------------|------|
| Provisions: | SUPPLY | USED       | CARRYING CAPACITY: | CONTAINER | MAX VOL | LOAD       | CONTAINER | MAX VOL     | LOAD |
| Water:      | SUPPLY | USED       |                    | CONTAINER | MAX VOL | LOAD       | CONTAINER | MAX VOL     | LOAD |

| WEALTH:    | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS: | NEXT LEVEL GOAL |
|------------|--------------|----------------|--------------------|-----------------|
|            |              |                | TREASURE—          | COMBAT—         |
| COPPER— 1  |              | GEMS—          |                    | OTHER           |
| SILVER—    |              | JEWELS—        |                    |                 |
| ELECTRUM—  |              | MISCELLANEOUS— |                    |                 |
| GOLD— 7940 |              |                | 2,703,739          |                 |
| PLATINUM—  |              |                |                    |                 |
|            |              |                |                    | TOTAL + _____   |

WILL: I do hereby

Character Common Name Deagol Race & Level Elf/Intake  
Sphere Energy Alignment Chaotic Neutral Hit Dice 15  
TRUE NAME \_\_\_\_\_  
Temporal \_\_\_\_\_ Celestial \_\_\_\_\_ Empyrean \_\_\_\_\_ Eternal \_\_\_\_\_ Hierarchy \_\_\_\_\_



IMMORTAL CHARACTER RECORD

HIT ROLLS  
SAVING THROWS

|   |    |    |    |    |    |    |    |    |    |     |
|---|----|----|----|----|----|----|----|----|----|-----|
| 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |

Power Drain (16) Magical Spell (20) Physical Blow (14) Mental Blow (18)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

ANTI-MAGIC AURA

Save Mod. -6  
# Affected 6  
50%

Permanent Power Points 1027  
Current Power Points 1027

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 0 AC  
Hit Points Permanent 75 Wounds \_\_\_\_\_  
Current \_\_\_\_\_

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 19           | 4                         |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 25           | 6                         |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 17           | +2                        |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 13           | 4                         |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 25           | +6                        |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 25           | +10/10/11                 |               |

GREATER TALENTS  
☐ Str ☐ Dex  
☒ Int ☒ Con  
☐ Wis ☒ Chr  
Points 75 Mod. +7  
LESSER TALENTS  
☒ Str ☒ Dex  
☐ Int ☐ Con  
☒ Wis ☐ Chr  
Points 49 Mod. +5

Wrestling 27 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Difficulty Modifiers  
Easy +55  
Average +20  
Difficult +5  
Magic Factor Circle  
Energy x1  
Time x8  
Tithing x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 2 AC  
Hit Points Permanent 85 Wounds \_\_\_\_\_  
Current \_\_\_\_\_

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 19           | 4                         |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 17           | +2                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 17           | +2                        |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 13           | +1                        |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 13           | +1                        |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 13           | +11.5/8                   |               |

GREATER TALENTS  
☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr  
Points 45 Mod. +5  
LESSER TALENTS  
☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr  
Points 49 Mod. +5

Wrestling 22 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Recovery Rates  
Friendly \_\_\_\_\_ 1/round  
Neutral \_\_\_\_\_ 1/turn  
Hostile \_\_\_\_\_ 1/day

PLAYER NAME

# ADVANCED D & D™

Player Character Record

CAMPAIGN  
# 10

DATE CHARACTER BEGAN

BKSTB x 8

DEAGOL

CHARACTER NAME

CLASS: THIEF/MAGE

LEVEL: 32/32

RACE: ELF

ALIGNMENT: CHAOTIC NEUTRAL

PATRON DEITY: FREY

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

19 S HIT ADJ. +3 DAM ADJ. +7 OPEN DOORS 16/6 BEND BARS 50%

17 I ADD. LANG. 6 % KNOW. SPELL 75% MIN. # SPELLS 4 MAX. # SPELLS 14

17 W MAGICAL ATK. ADJ. +3 SPELL BONUS 3RD % SPELL FAILURE 00%

13 D REACTION ADJ. 0 MISSILE ADJ. 0 DEFENSE ADJ. 0

13 C HIT POINT ADJ. 0 SYSTEM SHOCK 85% RESURRECT. SURVIVAL 90%

13 CH MAX. # HENCHMEN 5 LOYALTY BASE 0 REACTION ADJ. +1

CHARISMA

## SAVING THROW ADJUSTMENTS:

CONDITION CONDITION

## SAVING THROWS:

Paralyzation/Poison 2

Petrification/Polymorph 2

Rod, Staff or Wand 2

Breath Weapon 2

Spells 2

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## \*COMBAT\*



AC

ARMOR WORN

AC BASE

CONDITION OF ARMOR

DEX. ADJ.

MAGICAL ADJ.

SHIELDLESS AC

REAR AC

CONST. ADJ.

HIT DIE TYPE

SPECIAL ADJUSTMENTS

HIT POINTS

Wounds:

SURPRISE

DEX. ADJUST.

REAR ATTACKS ADJUST.

## COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

CONDITION

CONDITION

CONDITION



## WEAPONLESS COMBAT:

ATTACK ADJ. — DAMAGE ADJ. — DEFENSE ADJ.

PUMELING

GRAPPLING

OVERHEARING

PATRON:

MORALE MODIFIER

SPECIAL ABILITIES:

MAGIC COMPONENTS:

SPEC +1/+2 2X +3/+7

2X +4/+5

4X +6/+6

# ATTACKS

## SPELLS KNOWN

## SPELLS MEMORIZED PER LEVEL

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

1 READ MAGIC 2 KNOCK 3 FIREBALL 4 POLYMORPH SELF 5 TELEPORT

1 SPIDER CLIMB 2 DETECT INVISIBILITY 3 DISPEL MAGIC 4 POLYMORPH OTHER 5 CONTROL WIP

1 WALL OF FIRE 2 WEB 3 LIGHTNING BOLT 4 REMOVE CURSE 5 DISINTEGRATE

1 TENSOR'S FLT. DISC 2 SINKING CLOUD 3 HOLD PERSON 4 CLOUDKILL 5 TRUE SEEN

1 MAGIC MISSILE 2 DARKNESS 15' 3 FEUD'S BLK. TENGUS 4 CONJURE ELEMENTAL 5 LIMITED WIP

1 INVISIBILITY 2 FLY 3 POLYMORPH SELF 4 PASSWALL 5 VANISH

1 DEMAND

TURNING UNDEAD:

SKELETON

ZOMBIE

GHOUL

SHADOW

WIGHT

GHAST

WRAITH

HUNNY

ELECTRE

VAMPIRE

GHOST

LICH

SPECIAL

PICK POCKETS

OPEN LOCKS

REMOVE/ FIND TRAP

MOVE SILENTLY

HIDE IN SHADOWS

HEAR NOISE

CLIMB WALLS

READ LANGUAGE

TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD

[illegible]

| STL. ADJ.   |        | NORMAL = 1 | HEAVY = 4          | LOADED = 4 | MAXIMUM = 4 |      |           |         |      |
|-------------|--------|------------|--------------------|------------|-------------|------|-----------|---------|------|
| Provisions: | SUPPLY | USED       | CARRYING CAPACITY: | CONTAINER  | MAX VOL     | LOAD | CONTAINER | MAX VOL | LOAD |
| Water:      | SUPPLY | USED       |                    | CONTAINER  | MAX VOL     | LOAD | CONTAINER | MAX VOL | LOAD |



| WEALTH:   |       | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS: |           | NEXT LEVEL GOAL |                   |
|-----------|-------|--------------|----------------|--------------------|-----------|-----------------|-------------------|
|           |       |              |                | TREASURE—          | COMBAT—   | OTHER           | TOTAL: + <u>4</u> |
| COPPER—   |       |              | GEMS—          |                    |           |                 |                   |
| SILVER—   |       |              | JEWELS—        |                    |           |                 |                   |
| ELECTRUM— | 51954 |              | MISCELLANEOUS— |                    | 2,568,885 |                 |                   |
| GOLD—     | 180   |              |                |                    |           |                 |                   |
| PLATINUM— |       |              |                |                    |           |                 |                   |

**DESCRIPTION:** AGE— 402 30 APPARENT AGE UNNATURAL AGING COLOR OF: BROWN BROWN  
HAIR EYES

HEIGHT: \_\_\_\_\_ MANNERISMS: \_\_\_\_\_

| SOCIAL CLASS (if any) | STANDING (if any) | WEAKNESSES/FEAR |
|-----------------------|-------------------|-----------------|
|                       |                   |                 |

|                    |                      |
|--------------------|----------------------|
| <u>HATRED/HOES</u> | <u>DISTREK/LOVES</u> |
|--------------------|----------------------|

[illegible]

|                             |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |
|-----------------------------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|
| 1                           | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| LOCALS FREQUENTED/RESIDENCE |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |

| LOCATION | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|----------|----------------|---------|----------|----------------|---------|
|----------|----------------|---------|----------|----------------|---------|

| REMARKS | LOCATION | DETAILS |
|---------|----------|---------|
| NOTES:  |          |         |

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

1ST LEVEL SPELLS

- 1 READ MAGIC
- 2 SPIDER CLIMB
- 3 WALL OF FOG
- 4 TENSER'S FLOATING DISK
- 5 MAGIC MISSILE
- 6 INVISIBILITY
- 7

4TH LEVEL SPELLS

- 1 EVARD'S BLACK TENTACLES
- 2 POLYMORPH SELF
- 3 POLYMORPH SELF
- 4 POLYMORPH OTHER
- 5 REMOVE CURSE
- 6 WALL OF ICE
- 7 REMOVE CURSE

2ND LEVEL SPELLS

- 1 KNOCK
- 2 DETECT INVISIBILITY
- 3 WEB
- 4 STINKING CLOUD
- 5 DARKNESS 15' RADIUS
- 6
- 7

5TH LEVEL SPELLS

- 1 CLOUDKILL
- 2 CONJURE ELEMENTAL
- 3 PASSWALL
- 4 TELEPORT
- 5 TRANSMUTE ROCK TO MUD
- 6 FEEBLEMIND

3RD LEVEL SPELLS

- 1 FLY
- 2 FIREBALL
- 3 DISPEL MAGIC
- 4 LIGHTNING BOLT
- 5 HOLD PERSON
- 6 MELF'S MINUTE METEORS
- 7

6TH LEVEL SPELLS

- 1 CONTROL WEATHER
- 2 DISINTEGRATE
- 3 TRUE SEEING
- 4 CHAIN LIGHTNING
- 5 EYEBITE

Character Common Name DEAGOL Sphere ENERGY Alignment CHAOTIC NEUTRAL Race & Level 4 24 Hit Dice  
TRUE NAME  
Temporal Celestial Empyrean Eternal Heirarch



IMMORTAL CHARACTER RECORD

HIT ROLLS  
03 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10  
08 -19 -210 -311 -412 -513 -614 -715 -816 -917 -1018  
Power Drain (14) Magical Spell (18) Physical Blow (12) Mental Blow (15)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA  
Save Mod. 6  
# Affected 50 %

Permanent Power Points 715  
Current Power Points 715

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 0 AC  
Hit Points Permanent 140 Wounds  
Current 140

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

Strength 25 Punch (To Hit/Dmg) +606 Current Score  
Intelligence 25 Projects (Add. Lang) +6 Current Score  
Wisdom 25 Aura (Mental Save Adj) +6 Current Score  
Dexterity 25 Unarmed (AC/Missiles) +6 Current Score  
Constitution 25 Poison (HP Adj) +6 Current Score  
Charisma 25 Reaction/Retainers/Morale +3/+10/(+1) Current Score

GREATER TALENTS

☐ Str ☐ Dex  
☒ Int ☒ Con  
☐ Wis ☒ Chr

Points 75 Mod. +7

LESSER TALENTS

☒ Str ☒ Dex  
☐ Int ☐ Con  
☒ Wis ☐ Chr

Points 53 Mod. +5

Wrestling Rating Special Attacks  
Vision  
Detections

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Difficulty Modifiers

Easy  
Average  
Difficult

Magic Factor Circle

TIME x8 THOUGHT x4

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 2 AC  
Hit Points Permanent 67 Wounds  
Current 67

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

Strength 19 Punch (To Hit/Dmg) Current Score  
Intelligence 17 Projects (Add. Lang) Current Score  
Wisdom 17 Aura (Mental Save Adj) Current Score  
Dexterity 13 Unarmed (AC/Missiles) Current Score  
Constitution 13 Poison (HP Adj) Current Score  
Charisma 13 Reaction/Retainers/Morale Current Score

GREATER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.

LESSER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.

Wrestling Rating Special Attacks  
Vision  
Detections

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Recovery Rates

Friendly 1/round  
Neutral 1/turn  
Hostile 1/day

Immortal

# ADVANCED D & D™ Player Character Record

CAMPAIGN # 3

21

THIEF ASSASSIN MONK

PLAYER NAME

DATE CHARACTER BEGAN

CHARACTER NAME DIRK LIGHTSHADOW

CLASS: THIEF

LEVEL: 98

RACE: 1/2 ELF

ALIGNMENT: NEUTRAL EVIL

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVE

MOVE BASE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES: -29

18 Atks rnd

|    |   |              |    |    |              |
|----|---|--------------|----|----|--------------|
| 16 | S | STRENGTH     | 16 | I  | INTELLIGENCE |
| 13 | W | WISDOM       | 18 | D  | DEXTERITY    |
| 18 | C | CONSTITUTION | 17 | CH | CHARISMA     |

| SAVING THROW ADJUSTMENTS: |           |
|---------------------------|-----------|
| CONDITION                 | CONDITION |
| +3 CLOAK                  |           |

SAVING THROWS:

Paralyzation/Poison (2)

Petrification/Polymorph (2)

Rod, Staff or Wand (2)

Breath Weapon (2)

Spells (2)

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATL STL/DEF STL ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

\*COMBAT\*



CANDALE BODY

3

ARMOR WORN

AC BASE

CONDITION OF ARMOR

AC

DEX ADJ.

MAGICAL ADJ.

SHIELDLESS AC

REAR AC



HIT POINTS

CONST. ADJ.

HIT DIE TYPE

SPECIAL ADJUSTMENTS

SURPRISE

DEX ADJUST.

REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS:

Totals:

"TO HIT" ADJ.

DAMAGE ADJ.

CONDITION

CONDITION

CONDITION



WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

PUNCHING

GRAPPLING

OVERBEARING

MORALE MODIFIER

GUILD/ORDER:

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES:

THIEVING SKILLS:

PICK POCKETS

169%

OPEN LOCKS

169%

REMOVE/ FIND TRAP

169%

MOVE SILENTLY

169%

HIDE IN SHADOWS

169%

HEAR NOISE

169%

CLIMB WALLS

169%

READ LANGUAGE

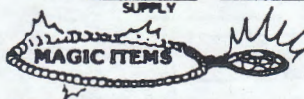
169%

\*TRY ONCE ONLY PER LOCK OR TRAP

pts 1540

[illegible]

| STL. ADD.   |             | NORMAL = 1         | HEAVY = 4 | LOADED = 8   | MAXIMUM = 16           |
|-------------|-------------|--------------------|-----------|--------------|------------------------|
| Provisions: | SUPPLY USED | CARRYING CAPACITY: | CONTAINER | MAX VOL LOAD | CONTAINER MAX VOL LOAD |
| Water:      | SUPPLY USED |                    | CONTAINER | MAX VOL LOAD | CONTAINER MAX VOL LOAD |



RING OF FEATHER FALLING  
PHILTER OF PERSASION  
POTION OF LONGEVITY  
POTION OF LARAUDIENCE

| WEALTH:   |                | TOTAL WEIGHT | TOTAL VALUE | EXPERIENCE POINTS: |         |       | NEXT LEVEL GOAL |
|-----------|----------------|--------------|-------------|--------------------|---------|-------|-----------------|
| COPPER-   | GENS-          |              |             | TREASURE-          | COMBAT- | OTHER | TOTAL +         |
| SILVER-   | JEWELS-        |              |             |                    |         |       |                 |
| ELECTRUM- | MISCELLANEOUS- |              |             |                    |         |       |                 |
| GOLD-     |                |              |             |                    |         |       |                 |
| PLATINUM- |                |              |             |                    |         |       |                 |

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE—  APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

GENERAL APPEARANCE: \_\_\_\_\_

WEIGHT \_\_\_\_\_

**MANNERISMS:** \_\_\_\_\_

| SOCIAL CLASS (if any) | STANDING (if any) | WEAPON/ARM/PISTOL |
|-----------------------|-------------------|-------------------|
|                       |                   |                   |

[illegible]

**COMPATRIOTS:** Followers/Meetings - Associates/Relatives

[illegible]

|                              |  |  |  |  |  |  |  |  |  |
|------------------------------|--|--|--|--|--|--|--|--|--|
| LOCALS FREQUENTED/RESIDENCE: |  |  |  |  |  |  |  |  |  |
|------------------------------|--|--|--|--|--|--|--|--|--|

[illegible]

| RESIDENCE | LOCATION | BY AREA |
|-----------|----------|---------|
|-----------|----------|---------|

NOTES:

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

1532

1570

Character Common Name Dirk Lightshadow Race & Level 2 Elf / 9th  
Sphere Thought Alignment Neutral Evil Hit Dice  
TRUE NAME  
Temporal Celestial Empyrean Eternal Heirarch

# DUNGEONS & DRAGONS®

IMMORTAL CHARACTER RECORD

**HIT SAVING THROWS ROLLS**

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal |    |    |    |    |    |    |    |    |    | 4   |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    |    |    |    |    | 2   |

Power Drain (3) Magical Spell (5) Physical Blow (2) Mental Blow (9)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

**ANTI-MAGIC AURA**  
-20 Save Mod.  
20 # Affected  
90 %

**Permanent Power Points**  
841, 848  
**Current Power Points**

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

**ARMOR CLASS**  
-10 AC  
Hit Points Permanent 900  
Current 900  
Wounds

**ARMOR CLASS**  
-6 AC  
Hit Points Permanent 130  
Current 130  
Wounds

**ATTACK #AT Dmg/Effect Def. Special/Range**

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**ATTACK #AT Dmg/Effect Def. Special/Range**

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**ABILITY SCORES**

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 20/26                     |               |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 100          | 20                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 100          | -20                       |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | +20                       |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | #10/24 (+15)              |               |

**GREATER TALENTS**  
☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr  
Points Mod.  
300 +10

**LESSER TALENTS**  
☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr  
Points Mod.  
300 +10

**ABILITY SCORES**

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 16           | 1                         | 16            |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 16           | +1                        | 16            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 13           | +1                        | 13            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 18           | +2                        | 18            |
| Constitution | Poison (HP Adj)           | Current Score |
| 18           | +2                        | 18            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 17           | +1/6/9                    | 17            |

**GREATER TALENTS**  
☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr  
Points Mod.  
47 +5

**LESSER TALENTS**  
☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr  
Points Mod.  
51 +5

**Wrestling**  
64  
**Rating**  
**Vision**  
**Detections**

**Special Attacks**

**Wrestling**  
26  
**Rating**  
**Vision**  
**Detections**

**Special Attacks**

**Methods of Movement** Walk Fly Run Special  
**Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)**

**Methods of Movement** Walk Fly Run Special  
**Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)**

**Shape/Race** **Size** **Difficulty Modifiers** Easy 460 Average +35 Difficult +10 **Magic Factor Circle** Thought x1 Matter x8 Energy x4 Time x2 **Recovery Rates** Friendly 1/round Neutral 1/turn Hostile 1/day

PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D™ Player Character Record

CAMPION

# 3

DIRK LIGHTSHADOW

CHARACTER NAME

CLASS: THIEF

LEVEL: 45

RACE: 1/2 ELF

ALIGNMENT: NEUTRAL EVIL

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVE

MOVE BASE

SECONDARY SKILL

VISION

LISTENING

BKSTB X9

CHARACTER SKETCH



## ABILITIES:

|    |    |              |                    |                  |                         |                 |
|----|----|--------------|--------------------|------------------|-------------------------|-----------------|
| 16 | S  | STRENGTH     | HIT ADJ. -         | DAM ADJ. +1      | OPEN DOORS 9            | BEND BARS 10%   |
| 16 | I  | INTELLIGENCE | ADD LANG 5         | % KNOW SPELL 70% | MIN # SPELLS 0          | MAX # SPELLS 11 |
| 13 | W  | WISDOM       | MAGICAL ATK ADJ. - | SPELL BONUS 1ST  | % SPELL FAILURE 0%      |                 |
| 18 | D  | DEXTERITY    | REACTION ADJ. +2   | MISSILE ADJ. +2  | DEFENSE ADJ. -4         |                 |
| 18 | C  | CONSTITUTION | HIT POINT ADJ. +2  | SYSTEM SHOCK 99% | RESURRECT SURVIVAL 100% |                 |
| 17 | CH | CHARISMA     | MAX # HENCHMEN 10  | LOYALTY BASE +6  | REACTION ADJ. +6        |                 |

| SAVING THROW ADJUSTMENTS: |               |
|---------------------------|---------------|
| CON CONDITION             | CON CONDITION |
|                           |               |
|                           |               |

## SAVING THROWS:

|                         |   |
|-------------------------|---|
| Paralyzation/Poison     | 2 |
| Petrification/Polymorph | 2 |
| Rod, Staff or Wand      | 2 |
| Breath Weapon           | 2 |
| Spells                  | 2 |

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATK. STL. DEF. STL. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

## WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## \*COMBAT\*

|          |                |                      |                     |
|----------|----------------|----------------------|---------------------|
| AC: 130  | ARMOR WORN     | AC BASE              | CONDITION OF ARMOR  |
|          | SHIELD ADJ. -6 | MAGICAL ADJ. 3       | SHIELDLESS AC 120   |
|          | CONV. ADJ. 161 | HIT DIE TYPE         | SPECIAL ADJUSTMENTS |
|          | WOUNDS: 1      |                      |                     |
| SURPRISE | DEX. ADJUST.   | REAR ATTACKS ADJUST. |                     |

| COMBAT ADJUSTMENTS: |               |
|---------------------|---------------|
| TOTALS:             |               |
| TO HIT ADJ.         | DAMAGE ADJ.   |
| CON CONDITION       | CON CONDITION |

## WEAPONLESS COMBAT:

ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ.

FUMBLING

GRAPPLING

OVERHEARING

MORALE MODIFIER

GUILD/ORDER: DEREK'S GUILD

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES:

SPECIAL TOOLS: THIEVES' PICKS

SPECIAL ABILITIES:

SPECIAL IMMUNITIES: 1/2 DAMAGE VS. FIRE  
RESIST POISON

1+1/2 VS. LIGHTNING

## THIEVING SKILLS:

PICK POCKETS 169%

OPEN LOCKS 169%

REMOVE/FIND TRAP 169%

MOVE SILENTLY 169%

HIDE IN SHADOWS 169%

HEAR NOISE 169%

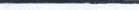
CLIMB WALLS 169%

READ LANGUAGE 169%

TRY ONCE ONLY PER LOCK OR TRAP

THIEF ASSASSIN MONK

[illegible]

 RING OF FEATHER FALLING \_\_\_\_\_  
 PHILTRE OF PERSUASION \_\_\_\_\_  
 POTION OF LONGEVITY \_\_\_\_\_  
 POTION OF CLAUDEIENG \_\_\_\_\_

| WEALTH:   |                | TOTAL WEIGHT | TOTAL VALUE | EXPERIENCE POINTS: |         |       | NEXT LEVEL GOAL |
|-----------|----------------|--------------|-------------|--------------------|---------|-------|-----------------|
| COPPER-   | GEDS-          |              |             | TREASURE-          | COMBAT- | OTHER | TOTAL +         |
| SILVER-   | JEWELS-        |              |             |                    |         |       |                 |
| ELECTRUM- | MISCELLANEOUS- |              |             |                    |         |       |                 |
| GOLD-     |                |              |             |                    |         |       |                 |
| PLATINUM- |                |              |             |                    |         |       |                 |

**DESCRIPTION:** AGE—            APPARENT AGE            UNNATURAL AGING            COLOR OF: HAIR            EYES           

SEX GENERAL APPEARANCE: \_\_\_\_\_

WEIGHT DISTINGUISHING MARKS: \_\_\_\_\_

HEIGHT MANNERISMS: \_\_\_\_\_

SOCIAL CLAIM (if any)            STANDING (if any)            WEAPONS (if any)           

[illegible]

LOCALS FREQUENTED/RESIDENCE:

| LOCATION  | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|-----------|----------------|---------|----------|----------------|---------|
| RESIDENCE |                |         |          |                |         |
| LOCATION  |                |         |          |                |         |
| DETAILS   |                |         |          |                |         |

NOTES:

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

Character Common Name Dark Lightshadow Race & Level 2EH / 15  
Thought Neutral Evil Alignment 25  
Sphere Hit Dice

TRUE NAME TYRN

Temporal Celestial Empyrean Eternal Hierarchy



IMMORTAL CHARACTER RECORD

SAVING HIT THROWS ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal | 9  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13  |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    |    |    |    |    |     |

Power Drain (13) Magical Spell (17) Physical Blow (12) Mental Blow (15)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

ANTI-MAGIC AURA

-6 Save Mod.  
6 # Affected  
50%

Permanent Power Points 1524  
Current Power Points 1524

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS

-10 AC

Hit Points Permanent 150  
Current 150  
Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS

-6 AC

Hit Points Permanent 130  
Current 130  
Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 25           | 6                         | 25            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 25           | 6                         | 25            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 25           | +6                        | 25            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 25           | +6                        | 25            |
| Constitution | Poison (HP Adj)           | Current Score |
| 25           | +6                        | 25            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 25           | +3/10/(+1)                | 25            |

GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points Mod.  
75 +7

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points Mod.  
75 +7

Wrestling 37 Special Attacks  
Rating  
Vision  
Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 16           | 1                         | 16            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 16           | +1                        | 16            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 13           | +1                        | 13            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 18           | +2                        | 18            |
| Constitution | Poison (HP Adj)           | Current Score |
| 18           | +2                        | 18            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 17           | +1/6/9                    | 17            |

GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points Mod.  
47 +5

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points Mod.  
51 +5

Wrestling 26 Special Attacks  
Rating  
Vision  
Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Difficulty Modifiers

Easy +55  
Average +30  
Difficult 15

Magic Factor Circle

Thought x1  
Matter x8  
Energy x4  
Time x2

Recovery Rates

Friendly 1/round  
Neutral 1/turn  
Hostile 1/day

PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D™ Player Character Record

CAMPION

# 2

RAISTLIN

CHARACTER NAME

CLASS: THIEF

LEVEL: 45

RACE: HUMAN

ALIGNMENT: CHAOTIC NEUTRAL

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

|              |    |          |       |          |         |         |       |         |           |          |     |          |       |    |
|--------------|----|----------|-------|----------|---------|---------|-------|---------|-----------|----------|-----|----------|-------|----|
| 16           | S  | 97       | HT    | ADJ      | +2      | DAM     | ADJ   | +5      | OPEN      | DOORS    | 15  | BEND     | BARBS | 35 |
| STRENGTH     |    |          |       |          |         |         |       |         |           |          |     |          |       |    |
| 17           | I  | ADD      | LANG  | 6        | % KNOW  | SPELL   | 150%  | MIN     | # SPELLS  | 0        | MAX | # SPELLS | 11    |    |
| INTELLIGENCE |    |          |       |          |         |         |       |         |           |          |     |          |       |    |
| 13           | W  | MAGICAL  | ATK   | ADJ      | 0       | SPELL   | BONUS | 1st     | % SPELL   | FAILURE  | 0   |          |       |    |
| WISDOM       |    |          |       |          |         |         |       |         |           |          |     |          |       |    |
| 13           | D  | REACTION | ADJ   | -        | MISSILE | ADJ     | -     | DEFENSE | ADJ       | -        |     |          |       |    |
| DEXTERITY    |    |          |       |          |         |         |       |         |           |          |     |          |       |    |
| 13           | C  | HIT      | POINT | ADJ      | -       | SYSTEM  | SHOCK | 85%     | RESURRECT | SURVIVAL | 90% |          |       |    |
| CONSTITUTION |    |          |       |          |         |         |       |         |           |          |     |          |       |    |
| 10           | CH | MAX      | #     | HENCHMEN | 4       | LOYALTY | BASE  | 0       | REACTION  | ADJ      | 0   |          |       |    |
| CHARISMA     |    |          |       |          |         |         |       |         |           |          |     |          |       |    |

| SAVING THROW ADJUSTMENTS |     |     |     |
|--------------------------|-----|-----|-----|
| STR                      | CON | INT | WIS |
| ADJ                      | ADJ | ADJ | ADJ |
| ADJ                      | ADJ | ADJ | ADJ |

## SAVING THROWS:

Paralysis/Poison 2

Petrification/Polymorph 2

Rod, Staff or Wand 2

Breath Weapon 2

Spells 2

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATL STL DEF STL ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## \*COMBAT\*

|            |              |                      |                     |                    |
|------------|--------------|----------------------|---------------------|--------------------|
| 3          | BRONZE AC3   | 3                    | AC BASE             | CONDITION OF ARMOR |
| AC         | DEF. ADJ.    | MAGICAL ADJ.         | SHIELDLESS AC       | REAR AC            |
| 130        | CONST. ADJ.  | HIT DIE TYPE         | SPECIAL ADJUSTMENTS |                    |
| HIT POINTS | WOUNDS       |                      |                     |                    |
| SURPRISE   | DEF. ADJUST. | REAR ATTACKS ADJUST. |                     |                    |

| COMBAT ADJUSTMENTS: |             |             |     |
|---------------------|-------------|-------------|-----|
| TOTALS:             | TO HIT ADJ. | DAMAGE ADJ. |     |
| ADJ                 | ADJ         | ADJ         | ADJ |
| ADJ                 | ADJ         | ADJ         | ADJ |

## WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

FUMELING

GRAPPLING

OVERHEARING

MORALE MODIFIER

GUILD/ORDER:

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES:

SPECIAL TOOLS:

SPECIAL ABILITIES:

SPECIAL IMMUNITIES:

## THIEVING SKILLS:

|              |      |            |      |                   |      |               |      |                 |      |            |      |             |      |               |      |
|--------------|------|------------|------|-------------------|------|---------------|------|-----------------|------|------------|------|-------------|------|---------------|------|
| PICK POCKETS | 169% | OPEN LOCKS | 169% | REMOVE/ FIND TRAP | 169% | MOVE SILENTLY | 169% | HIDE IN SHADOWS | 169% | HEAR NOISE | 169% | CLIMB WALLS | 169% | READ LANGUAGE | 169% |
|--------------|------|------------|------|-------------------|------|---------------|------|-----------------|------|------------|------|-------------|------|---------------|------|

THIEF ASSASSIN MONK



Character Name: RAISTLIN Race & Level: HUMAN/5  
Sphere: THOUGHT Alignment: CHAOTIC NEUTRAL Hit Dice: 25  
TRUE BREGOLAS  
Temporal Celestial Empyrean Eternal Hierarchy

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

HIT SAVING THROWS ROLLS

|     |    |    |    |    |    |    |    |    |    |     |
|-----|----|----|----|----|----|----|----|----|----|-----|
| 03  | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 011 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |

Power Drain (13) Magical Spell (17) Physical Blow (12) Mental Blow (16)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA -6  
Save Mod. 6  
# Affected 50%

Permanent Power Points 1524  
Current Power Points 1524

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS -10 AC

Hit Points Permanent 150  
Current 150

Wounds

| ATTACK | #AT | Dmg/Effect | Def. | Special/Range |
|--------|-----|------------|------|---------------|
|        |     |            |      |               |
|        |     |            |      |               |
|        |     |            |      |               |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 25           | 6                         | 25            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 25           | 6                         | 25            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 25           | +6                        | 25            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 25           | +6                        | 25            |
| Constitution | Poison (HP Adj)           | Current Score |
| 25           | +6                        | 25            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 25           | +3/10/(-1)                | 25            |

#### GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points 75 Mod. +7

#### LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points 75 Mod. +7

Wrestling 37  
Rating  
Vision  
Detections

Special Attacks

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

#### Difficulty Modifiers

Easy +55  
Average +30  
Difficult +5

#### Magic Factor Circle

THOUGHT x1  
MATTER x8  
ENERGY x4  
TIME x2

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 3 AC

Hit Points Permanent 130  
Current 130

Wounds

| ATTACK | #AT | Dmg/Effect | Def. | Special/Range |
|--------|-----|------------|------|---------------|
|        |     |            |      |               |
|        |     |            |      |               |
|        |     |            |      |               |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 18           | 2                         | 18            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 17           | +1                        | 17            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 13           | +1                        | 13            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 13           | +1                        | 13            |
| Constitution | Poison (HP Adj)           | Current Score |
| 13           | +1                        | 13            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 10           | 0/4/7                     | 10            |

#### GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points 43 Mod. +5

#### LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points 41 Mod. +5

Wrestling 23  
Rating  
Vision  
Detections

Special Attacks

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

#### Recovery Rates

Friendly 1/round  
Neutral 1/turn  
Hostile 1/day

Sean North

PLAYER NAME

# ADVANCED D & D™

Player Character Record

CAMPAIGN

DATE CHARACTER BEGAN

BK5tb x 20

Phlagg

CHARACTER NAME

CLASS: Fighter/Mage/Cleric/Ninja

LEVEL: 79/79/79/79

RACE: 1/2 Elven

ALIGNMENT: Neutral Evil

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES: THACO - 66

|              |    |                     |                     |                         |                  |
|--------------|----|---------------------|---------------------|-------------------------|------------------|
| 25           | S  | HIT ADJ. +7         | DAM ADJ. +19        | OPEN DOORS 19           | BEND BARS 99%    |
| STRENGTH     |    |                     |                     |                         |                  |
| 25           | I  | ADD LANG 20         | % KNOW SPELL 100    | MIN # SPELLS 1          | MAX # SPELLS All |
| INTELLIGENCE |    |                     |                     |                         |                  |
| 25           | W  | MAGICAL ATK ADJ. +4 | SPELL BONUS 6th/7th | % SPELL FAILURE 0       |                  |
| WISDOM       |    |                     |                     |                         |                  |
| 25           | D  | REACTION ADJ. +5    | MISSILE ADJ. +5     | DEFENSE ADJ. -6         |                  |
| DEXTERITY    |    |                     |                     |                         |                  |
| 25           | C  | HIT POINT ADJ. +7   | SYSTEM SHOCK 100    | RESURRECT. SURVIVAL 100 |                  |
| CONSTITUTION |    |                     |                     |                         |                  |
| 25           | CH | MAX # HENCHMEN 60   | LOYALTY BASE 70     | REACTION ADJ. +14       |                  |
| CHARISMA     |    |                     |                     |                         |                  |

| SAVING THROW ADJUSTMENTS: |           |
|---------------------------|-----------|
| CONDITION                 | CONDITION |
|                           |           |
|                           |           |
|                           |           |

SAVING THROWS:

Paralyzation/Poison (2)

Petrification/Polymorph (2)

Rod, Staff or Wand (2)

Breath Weapon (2)

Spells (2)

RESISTANCES:

DETECTION: 1-7 lvl Illusions

LANGUAGES:

PSIONICS:

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

\*COMBAT\*

AC 27

Gi, Gi, Clock +6 Ring +4, Base 5

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: 1 Reg 1/1 turn

HIT POINTS 337

SURPRISE DEX. ADJUST. REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS: Totals:

"TO HIT" ADJ. DAMAGE ADJ.

CONDITION CONDITION

| WEAPON IN HAND                       | WEAPON     | MAG. ADJ. | SPACE REQUIRED/<br>RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |   | DAMAGE VS SIZE<br>S-M/L |
|--------------------------------------|------------|-----------|--------------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|---|-------------------------|
|                                      |            |           |                          |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |                         |
| WEAPONLESS COMBAT:                   | Ninja To   | +5        |                          |       |                             |   |   |   |   |   |   |   |   |   |                         |
| ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ. | Shirakiris | +5        |                          |       |                             |   |   |   |   |   |   |   |   |   |                         |
| PURRELING                            |            |           |                          |       |                             |   |   |   |   |   |   |   |   |   |                         |
| GRAPPLING                            |            |           |                          |       |                             |   |   |   |   |   |   |   |   |   |                         |
| OVERBEARING                          |            |           |                          |       |                             |   |   |   |   |   |   |   |   |   |                         |

#ATTACKS

PATRON:

MORALE MODIFIER SPECIAL ABILITIES:

MAGIC COMPONENTS:

| SPELLS KNOWN | SPELLS MEMORIZED PER LEVEL |     |     |     |     |     |     |     |     |
|--------------|----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|
|              | 1ST                        | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |
|              |                            |     |     |     |     |     |     |     |     |

THIEVING SKILLS:

PICK POCKETS 07/10

OPEN LOCKS 26/100

REMOVE/ FIND TRAP 26/100

MOVE SILENTLY 26/100

HIDE IN SHADOWS 26/100

HEAR NOISE 26/100

CLIMB WALLS 26/100

READ LANGUAGE 26/100

TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD

[illegible]

| STRENGTH    |        | NORMAL = 1 |                    | HEAVY = 4 |         | LOADED = 8 |           | MAXIMUM = 16 |      |
|-------------|--------|------------|--------------------|-----------|---------|------------|-----------|--------------|------|
| Provisions: | SUPPLY | USED       | CARRYING CAPACITY: | CONTAINER | MAX VOL | LOAD       | CONTAINER | MAX VOL      | LOAD |
| Water:      | SUPPLY | USED       |                    | CONTAINER | MAX VOL | LOAD       | CONTAINER | MAX VOL      | LOAD |

**MAGIC ITEMS**

| WEALTH:      |                | EXPERIENCE POINTS: |        | NEXT LEVEL GOAL |          |
|--------------|----------------|--------------------|--------|-----------------|----------|
| TOTAL WEIGHT | TOTAL VALUE    | TREASURE           | COMBAT | OTHER           | TOTAL: + |
| COPPER-      | GEMS-          |                    |        |                 |          |
| SILVER-      | JEWELS-        |                    |        |                 |          |
| ELECTRUM-    | MISCELLANEOUS- | 790,000,000        |        |                 |          |
| GOLD-        |                |                    |        |                 |          |
| PLATINUM-    |                |                    |        |                 |          |

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE—  APPARENT AGE  UNNATURAL AGING  COLOR OF: HAIR  EYES

584 GENERAL APPEARANCE: \_\_\_\_\_

|        |                      |
|--------|----------------------|
| WEIGHT | DISTINGUISHING MARKS |
|--------|----------------------|

**MANNERISMS:** \_\_\_\_\_

| SOCIAL CLASS (W any) | STANDING (W any) | WEAKNESSES/FEAR |
|----------------------|------------------|-----------------|
|                      |                  |                 |

|             |              |
|-------------|--------------|
| HATRED/HOES | DESTROY/LOVE |
|-------------|--------------|

**COMPATRIOTS:** Followers/Mileage - Associates/Relatives

[illegible]

|                             |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |
|-----------------------------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|
| 1                           | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| LOCALS FREQUENTED/RESIDENCE |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |

[illegible]

| REFERENCE | LOCATION | DETAILS |
|-----------|----------|---------|
| NOTES     |          |         |

NOTES:

WILL: I do hereby \_\_\_\_\_

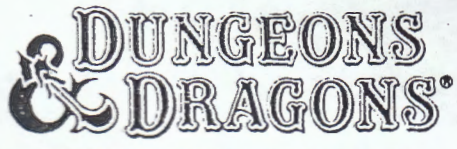
Escape  
26f-

Disguise  
261

Tight  
Rope  
261

Pok Vault 47.5'  
fall 390'

Character Common Name Phlegg Race & Level 1/2 Elf / 5<sup>th</sup>  
Time Neutral Evil Alignment Neutral Evil Hit Dice 40  
Sphere \_\_\_\_\_  
TRUE NAME \_\_\_\_\_  
Temporal \_\_\_\_\_ Celestial \_\_\_\_\_ Empyrean \_\_\_\_\_ Eternal \_\_\_\_\_ Hierarchy \_\_\_\_\_



IMMORTAL CHARACTER RECORD

**HIT SAVING THROWS ROLLS**

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal |    |    |    |    |    |    |    |    |    |     |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    |    |    |    |    |     |

Power Drain (4) Magical Spell (6) Physical Blow (3) Mental Blow (5)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

**AURA** -20 Save Mod. 20 # Affected 80%  
**ANTI-MAGIC**

**Permanent Power Points** 160 265 840 651  
**Current Power Points**

**FORM** ☐ Normal ☒ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

**ARMOR CLASS** -27 AC

|                      |        |
|----------------------|--------|
| Hit Points Permanent | Wounds |
| 337                  |        |
| Current              |        |

ATTACK #AT Dmg/Effect Def. Special/Range

**ABILITY SCORES**

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 20                        | 100           |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 100          | 20                        | 100           |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       | 100           |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 100          | +20                       | 100           |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | +20                       | 100           |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | +10/24/15                 | 100           |

**GREATER TALENTS**  
☒ Str ☐ Dex  
☐ Int ☐ Con  
☒ Wis ☒ Chr  
Points 300 Mod. 40

**LESSER TALENTS**  
☐ Str ☒ Dex  
☒ Int ☒ Con  
☐ Wis ☐ Chr  
Points 300 Mod. 40

Wrestling 79 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Difficulty Modifiers Easy -10 Average -35 Difficult -60

Magic Factor Circle Time x1 Energy x2 Matter x4

**FORM** ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

**ARMOR CLASS** -20 AC

|                      |        |
|----------------------|--------|
| Hit Points Permanent | Wounds |
| 660                  |        |
| Current              |        |

ATTACK #AT Dmg/Effect Def. Special/Range

**ABILITY SCORES**

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 50           | 10/16                     | 50            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 50           | 10                        | 50            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 50           | +10                       | 50            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 50           | +10                       | 50            |
| Constitution | Poison (HP Adj)           | Current Score |
| 50           | +10                       | 50            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 50           | +5/14/15                  | 50            |

**GREATER TALENTS**  
☒ Str ☐ Dex  
☐ Int ☐ Con  
☒ Wis ☒ Chr  
Points 150 Mod. +10

**LESSER TALENTS**  
☐ Str ☒ Dex  
☒ Int ☒ Con  
☐ Wis ☐ Chr  
Points 150 Mod. +10

Wrestling 47 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Recovery Rates Friendly 1/round Neutral 1/turn Hostile 1/day

# Advanced Dungeons & Dragons 2nd Edition

Character Yulbb

Align. N-E Race H-E Class F/M/L/W Level 79/79/79/79

## PLAYER CHARACTER RECORD

Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Class Human 4  
Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
Sex M Age — Social Class \_\_\_\_\_ Status Merchant/Tier 1  
Ht. 5'7" Wt. — Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
Hair Black Eyes RED Appearance \_\_\_\_\_  
Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

|    |     |                 |                    |                |                 |              |            |
|----|-----|-----------------|--------------------|----------------|-----------------|--------------|------------|
| 25 | STR | Hit Prob +7     | Dmg Adj +14        | Wgt Allow 1555 | Max Press 750   | Op Drs 100%  | B B/LG 99% |
| 25 | DEX | Rctn Adj +5     | Missile Att Adj +5 |                |                 | Def Adj -6   |            |
| 25 | CON | HP Adj +7       | Sys Shk 100%       | Res Sur 100%   | Pois Save +4    | Regen 1/TURN |            |
| 25 | INT | No of Lang 20   | Spell Lvl 744      | Lrn Sp 100%    | Spells Level 11 | Immun ATT    |            |
| 25 | WIS | Mag Def Adj +4  | Bonus Spells ANY   | Spell Fail 0%  | Spell Immun ATT |              |            |
| 25 | CHR | Max No Hench 50 | Loy Base +20       | Rctn Adj +14   |                 |              |            |

### MOVEMENT

|           |  |
|-----------|--|
| Base Rate |  |
| Light ( ) |  |
| Mod ( )   |  |
| Hvy ( )   |  |
| Svr ( )   |  |
| Jog (x2)  |  |
| Run (x3)  |  |
| Run (x4)  |  |
| Run (x5)  |  |

### SAVING THROWS

|                     |      |
|---------------------|------|
| Paralyze/Poison     | 2    |
| Rod, Staff, or Wand | 2    |
| Petrify/Polymorph   | 2    |
| Breath Weapon       | 2    |
| Spells              | 2    |
| Modifier            | Save |

### ARMOR

Adjusted AC \_\_\_\_\_  
Surprised +6  
Shieldless \_\_\_\_\_  
Rear +6

### Armor Type (Pieces)

6/Protection +6

Ring/Protection +4

Defenses 6i + 444444 (+6, +6)

### HIT POINTS

337  
337

### Wounds

### WEAPON COMBAT

| Weapon            | FAT | Attack Adj/Dmg Adj | THACO | Damage (S/M/L)         | Range | Weight | Size | Type | Speed |
|-------------------|-----|--------------------|-------|------------------------|-------|--------|------|------|-------|
| Martial and Ninja |     |                    | -66   | SEE ACCOMPANYING SHEET |       |        |      |      |       |
| Dagger +2         | 1/2 |                    |       |                        |       |        |      |      |       |
| Subd +3           | 1/2 |                    |       |                        |       |        |      |      |       |
|                   |     |                    |       |                        |       |        |      |      |       |
|                   |     |                    |       |                        |       |        |      |      |       |
|                   |     |                    |       |                        |       |        |      |      |       |
|                   |     |                    |       |                        |       |        |      |      |       |
|                   |     |                    |       |                        |       |        |      |      |       |

### Special Attacks

### Ammunition:

|       |       |       |
|-------|-------|-------|
| □□□□□ | □□□□□ | □□□□□ |
| □□□□□ | □□□□□ | □□□□□ |
| □□□□□ | □□□□□ | □□□□□ |

### Special Abilities

|                                       |       |                           |
|---------------------------------------|-------|---------------------------|
| HIDE IN SHADOWS                       | 2612  | equal to +1/1             |
| MOVE SILENT                           | 2612  | Walk through walls 56'    |
| F/R TRAX                              | 2612  | Gate Reflection Permanent |
| CLIMB WALLS                           | 2612  | Invisibility 60'          |
| DISGUISE                              | 2612  |                           |
| Open locks                            | 2612  |                           |
| LIGHT ROPE WALK                       | 2612  |                           |
| ESCAPE                                | 2612  |                           |
| POLE VAULT                            | 47.5' |                           |
| FALL                                  | 390'  |                           |
| BACKSTAB                              | x 20  |                           |
| Hold breath max 2 mins equal to level |       |                           |
| Walk on water max 2 mins              |       |                           |

### Proficiencies/Skills/Languages

|                           |                              |
|---------------------------|------------------------------|
| Weapon Proficiency (65/2) | Nonweapon Proficiency (64/1) |
| (See att. sheet) (1)      | (See att. sheet) (1)         |
| (1)                       | Kei dai kempo (32)           |
| (1)                       | Ninjitsu (71)                |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |
| (1)                       | (1)                          |

GEAR

| Item | Location | Wt. | Item | Location | Wt. | Item | Location | Wt. |
|------|----------|-----|------|----------|-----|------|----------|-----|
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |
|      |          |     |      |          |     |      |          |     |

Supplies

|            |   |   |
|------------|---|---|
| Water/Wine | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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| Rations    | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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| Feed       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|            | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|            | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Experience

507,397,500

Treasure

|       |                              |
|-------|------------------------------|
| Coins | Other Valuables              |
|       | 3798 20'x20'x20' Diamonds    |
|       | 724,280 First-sized Diamonds |
|       | 784,165 Platinum Pieces      |
|       |                              |
|       |                              |
|       |                              |
|       |                              |
|       |                              |
|       |                              |
|       |                              |

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

MYSTIC SPECIAL ABILITIES  
IMPROVED SAVES  
SUMMON WEAPONS  
ENHANCER REFLEXES  
LEECH  
SWAP

Henchmen/Animal Companions

| Name       | AC | Race/Class | HD/Lvl | #AT | THAC0 | Dmg/Effects | hp | Skills/Abilities |
|------------|----|------------|--------|-----|-------|-------------|----|------------------|
| Background |    |            |        |     |       |             |    |                  |
| Background |    |            |        |     |       |             |    |                  |
| Background |    |            |        |     |       |             |    |                  |

Character Common Name TIME Sphere C/N Alignment E/N Race & Level 40 Hit Dice 40

TRUE NAME PRON-ACBAU

Temporal Celestial Empyrean Eternal Hierarchy

# DUNGEONS & DRAGONS®

## IMMORTAL CHARACTER RECORD

HIT ROLLS  
SAVING THROWS

|          |    |    |    |    |    |    |    |    |    |    |
|----------|----|----|----|----|----|----|----|----|----|----|
| 0-10     | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Immortal | 7  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 0-30     | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Mortal   | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 |

Power Drain (4) Magical Spell (6) Physical Blow (3) Mental Blow (5)

Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA  
ANTI-MAGIC

-20  
Save Mod.  
20  
# Affected  
180  
100 %  
Rotten

Permanent Power Points

165, 265

Current Power Points

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



Hit Points  
Permanent  
660  
Current  
660

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 20                        | 100           |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 100          | 20                        | 100           |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       | 100           |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 100          | +20                       | 100           |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | +20                       | 100           |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | +10/24(+15)               | 100           |

GREATER TALENTS

☒ Str ☐ Dex  
☐ Int ☐ Con  
☒ Wis ☒ Chr

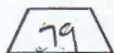
Points Mod.  
300 +10

LESSER TALENTS

☐ Str ☒ Dex  
☒ Int ☒ Con  
☐ Wis ☐ Chr

Points Mod.  
300 +10

Wrestling



Rating

Vision

Detections

Special Attacks

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Difficulty Modifiers

Easy +10  
Average -35  
Difficult -60

Magic Factor Circle

TIME x1  
THOUGHT x8  
MATTER x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



Hit Points  
Permanent  
337  
Current  
337

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 25           | 6                         | 25            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 25           | 6                         | 25            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 25           | +6                        | 25            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 25           | 6                         | 25            |
| Constitution | Poison (HP Adj)           | Current Score |
| 25           | +6                        | 25            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 25           | 3/10(+1)                  | 25            |

GREATER TALENTS

☒ Str ☐ Dex  
☐ Int ☐ Con  
☒ Wis ☒ Chr

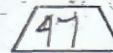
Points Mod.  
75 +7

LESSER TALENTS

☐ Str ☒ Dex  
☒ Int ☒ Con  
☐ Wis ☐ Chr

Points Mod.  
75 +7

Wrestling



Rating

Vision

Detections

Special Attacks

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Recovery Rates

Friendly 1/round  
Neutral 1/turn  
Hostile 1/day

| Weapon            | # AT | ATTACK ADJ/DMG/VS | THACO | Damage (m/l) | RANGE      | Weight | Size | Type | Spd. |
|-------------------|------|-------------------|-------|--------------|------------|--------|------|------|------|
| Small Shuriken +5 | 24   | +24               | +31   | -37          | d4 d4      |        |      |      |      |
| Ninja-to (pr) +5  | 10   | +24               | +31   | -37          | d8 d6      |        |      |      |      |
| Daikyu +5         | 12   | +13               | +21   | -37          | see arrows |        |      |      |      |
| Cho-ko-nu +5      | 2    | +5                | -     | -37          | d4+5 d4+5  |        |      |      |      |
| Katana (pr) +5    | 9    | +20               | +28   | -37          | d10 d12    |        |      |      |      |
| Wakizashi +5      | 6    | +13               | +21   | -37          | d8 d8      |        |      |      |      |
| Naginata +5       | 6    | +13               | +21   | -37          | d8 d10     |        |      |      |      |
| Tetsubo +5        | 6    | +13               | +21   | -37          | d8 d8      |        |      |      |      |
| Sode garmi +5     | 6    | +13               | +21   | -37          | d4 d3      |        |      |      |      |
| Mancatcher +5     | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Parang (pr) +5    | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Uchi-ue +5        | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Kama (pr) +5      | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Pellet-Bow +5     | 8    | +13               | +21   | -37          |            |        |      |      |      |
| Kumado +5         | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Kawanga +5        | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Kusari-bama +5    | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Kyoketsu-Shugi +5 | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Lajatang +5       | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Kao sin ke +5     | 6    | +13               | +21   | -37          |            |        |      |      |      |
| 3-piece rod +5    | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Nunchaku (pr) +5  | 7    | +16               | +23   | -37          |            |        |      |      |      |
| Sanghoun +5       | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Jitte (pr) +5     | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Sai (pr) +5       | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Fang (pr) +5      | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Siangham (pr) +5  | 6    | +13               | +21   | -37          |            |        |      |      |      |
| Tui-Sa +5         | 6    | +13               | +21   | -37          |            |        |      |      |      |

## PSIONICS FOR ~~THAT~~

PERMANENT POWER - 1072

CURRENT POWER - 7072

OFFENSIVE POWER - 536

DEFENSIVE POWER - 536

### ATTACK MODES - ALL

|                |    |  |
|----------------|----|--|
| PSIONIC BLAST  | 30 | 'stunning news' to the brain           |
| MIND THRUST    | 4  | shorts the synapsis                    |
| EGO WHIP       | 7  | projects feelings of inferiority/super |
| ID INSINUATION | 10 | pits sub-conscious against super       |
| PSYCHIC CRUSH  | 14 | overloads neurons of the brain         |

### DEFENSE MODES - ALL

|                    |    |                                   |
|--------------------|----|-----------------------------------|
| MIND BLANK         | 1  | makes the brains parts identifak  |
| THOUGHT SHIELD     | 2  | hides first one part then the nex |
| MENTAL BARRIER     | 3  | exposes only one small area       |
| INTELLECT FORTRESS | 8  | causes the ego + super-ego to de  |
| TOWER OF IRON WILL | 10 | unassailable haven for the brz    |

### MINOR DISCIPLINES

|                      |                     |
|----------------------|---------------------|
| Body Equilibrium     | 1/rnd               |
| Cell Adjustment      | 1/hp                |
| Detect Good and Evil | 2/rnd               |
| Domination           | 5/enter + 1/INT(HD) |
| Empathy              | 3/use               |
| Expansion            | 5/rnd               |
| Invisibility         | 3/trn               |
| Object Reading       | 1/rnd               |
| Reduction            | 2/trn               |

### MAJOR DISCIPLINES

|                         |          |
|-------------------------|----------|
| Body Control            | 2/trn    |
| Molecular Rearrangement | 1/gp wt  |
| Probability Travel      | 10/world |

### Rings

Elemental Command - 2 earth, 1 fire, 1 water

Protection From Fire

Free Action - 2

Human Influence - 4

Protection - +4 AC, +2 SV, x2, +1 x2, +3 5' r. x2 +3

Regeneration - 3

Spell Turning - 2

Multiple Wishes - 114, 117

Three Wishes - 6

Wizardry - 2<sup>nd</sup> x2, 1<sup>st</sup> x2, 1<sup>st</sup> + 2<sup>nd</sup>

X-ray Vision - 2

### Cloaks

Displacement - 4

Protection - +3 x2, +5 +6

Archmancy - 6

Blending - 4

Useful Items - 3

### Miscellaneous

Oil/Impact

Staff/Thunder + Lightning

Potion/Speed

Staff/Wizardry

Rod/Cancellation

Baccombs Blessed Book x2

Wand/Conjuration

Tome/Clear Thought

Amulet/Planes

Portable Hde - 3

Carpet/Flying

Crystal Ball (Telepathy)

## Wizard Spells

### 1st Level

- 1 Affect Normal Fires
- 2 Alarm
- 3 Armor
- 4 Audible Glamer
- 5 Burning Hands
- 6 Cantrip
- 7 Change Self
- 8 Charm Person -
- 9 Chill Touch -
- 10 Color Spray
- 11 *Comprehend Languages*
- 12 Dancing Lights
- 13 Detect Magic
- 14 Detect Undead
- 15 *Enlarge*
- 16 Erase
- 17 Feather Fall
- 18 Find Familiar
- 19 Friends
- 20 Gaze Reflection
- 21 Grease
- 22 Hold Portal
- 23 Hypnotism
- 24 Identify
- 25 Jump
- 26 Light
- 27 Magic Missile -
- 28 Mending
- 29 Message
- 30 Mount
- 31 Nystul's Magical Aura
- 32 Phantasmal Force
- 33 *Protection From Evil* (Good)
- 34 Read Magic
- 35 Shield
- 36 Shocking Grasp -
- 37 Sleep
- 38 Spider Climb
- 39 Spook
- 40 Taunt
- 41 Tenser's Floating Disc
- 42 Unseen Servant
- 43 Ventriloquism
- 44 Wall of Fog
- 45 Wizard Mark

ACCURACY  
 ANIMATE WOOD  
 CLOUD LAYER  
 CHAMELEON  
 DROWSY INSECTS  
 ELEMENTAL BURST  
 FIERY EYES  
 GHOST LIGHTS  
 HAIL OF STONE  
 KNOW HISTORY  
 MELT  
 Prestidigitation  
 SECRET SIGNS  
 STILL WATER  
 SWIM  
 WATER PROTECTION

\* *Italicized spells are reversible.*

### 2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Continual Light
- Darkness, 15' Radius
- Deafness
- Deeppockets
- Detect Evil*
- Detect Invisibility
- ESP
- Flaming Sphere
- Fog Cloud
- Fools' Gold
- Forget
- Glitterdust
- Hypnotic Pattern
- Improved Phantasmal Force
- Invisibility
- Irritation
- Knock
- Know Alignment*
- Leomund's Trap
- Levitate
- Locate Object*
- Magic Mouth
- Melf's Acid Arrow
- Mirror Image
- Misdirection
- Protection From Cantrips
- Pyrotechnics
- Ray of Enfeeblement
- Rope Trick
- Scare
- Shatter
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Uncontrollable Hideous Laughter
- Web
- Whispering Wind
- Wizard Lock
- ANIMAL COMPANION
- ATTRACTION
- ANIMATE WATER
- ENCHANTED BLADE
- FIRE SHURIKEN
- ICE KNIFE
- PROJ. CHARM
- SMOKE SHAPE
- SMOKEY FORM
- VOCALIZE
- WIND BREATH

### 3rd Level

- Blink
- Clairaudience
- Clairvoyance
- Delude
- Dispel Magic
- Explosive Runes
- Feign Death
- Fireball
- Flame Arrow
- Fly
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Illusionary Script
- Infravision
- Invisibility, 10' Radius
- Item
- Leomund's Tiny Hut
- Lightning Bolt
- Melf's Minute Meteors
- Monster Summoning I
- Non-Detection
- Phantom Steed
- Protection From Evil, 10' Radius*
- Protection From Normal Missiles*
- Secret Page
- Sepia Snake Sigil
- Slow
- Spectral Force
- Suggestion
- Tongues
- Vampiric Touch
- Water Breathing
- Wind Wall
- Wraithform
- PAINFUL PENDULUM
- ANIMATE FIRE
- CLOUD BURST
- COMMUNE W/LESSER SPIRIT
- DETECT SHAPECHANGERS
- DISGUISE
- FABRICATE
- TAKE
- FIRE RAIN
- FIRE WINGS
- MAGNETISM
- MEMORY
- STEAM BREATH
- SCRY
- STATUE
- WOOD SHAPE

### 4th Level

- Charm Monster
- Confusion
- Contagion
- Detect Scrying
- Dig
- Dimension Door
- Emotion
- Enchanted Weapon
- Enervation
- Evard's Black Tentacles
- Extension I
- Fear
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Hallucinatory Terrain
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Leomund's Secure Shelter
- Magic Mirror
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Monster Summoning II
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Rainbow Pattern
- Rary's Mnemonic Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Vacancy
- Wall of Fire
- Wall of Ice
- Wizard Eye
- ISAREAN
- DAUCINE BLADE
- DISPEC ILLUSION
- DREAM VISION
- ELEMENTAL TORMING
- FIRE ENCHANTMENT
- MELT METAL
- QUELL
- REVERSE FLOW
- SPECTRAL FORCE
- TRANSFIX
- VENGEANCE
- WALL OF STONES



## Wizard Spells

### 1st Level

Advanced Illusion  
 Airy Water  
 Animal Growth  
 Animate Dead  
 Avoidance  
 Bigby's Interposing Hand  
 Chaos  
 Cloudkill  
 Cone of Cold  
 Conjure Elemental  
 Contact Other Plane  
 Demi-Shadow Monsters  
 Dismissal  
 Distance Distortion  
 Domination  
 Dream  
 Extension II  
 Fabricate  
 False Vision  
 Feeblemind  
 Hold Monster  
 Leomund's Lamentable  
 Belaborment  
 Leomund's Secret Chest  
 Magic Jar  
 Magic Creation  
 Monster Summoning III  
 Mordenkainen's Faithful  
 Hound  
 Passwall  
 Seeming  
 Sending  
 Shadow Door  
 Shadow Magic  
 Stone Shape  
 Summon Shadow  
 Telekinesis  
 Teleport  
 Transmute Rock to Mud  
 Wall of Force  
 Wall of Iron  
 Wall of Stone  
 Aiming at Target  
 Creeping Darkness  
 Dismissal  
 FIRE BREATH  
 IRON WOOD  
 \* Italicized spells are reversible.  
 MASS  
 METALSKIN  
 SERVANT MONDE  
 SPIRIT SELF  
 SWORD OF DECEPTION  
 WATER → POISON  
 WOOD TO

### 6th Level

Anti-Magic Shell  
 Bigby's Forceful Hand  
 Chain Lightning  
 Conjure Animals  
 Contingency  
 Control Weather  
 Death Fog  
 Death Spell  
 Demi-Shadow Magic  
 Disintegrate  
 Enchant an Item  
 Ensnarement  
 Extension III  
 Eyebite  
 Geas  
 Glassee  
 Globe of Invulnerability  
 Guards and Wards  
 Invisible Stalker  
 Legend Lore  
 Lower Water  
 Mass Suggestion  
 Mirage Arcana  
 Mislead  
 Monster Summoning IV  
 Mordenkainen's Lucubration  
 Move Earth  
 Otiluke's Freezing Sphere  
 Part Water  
 Permanent Illusion  
 Programmed Illusion  
 Project Image  
 Reincarnation  
 Repulsion  
 Shades  
 Stone to Flesh  
 Tenser's Transformation  
 Transmute Water to Dust  
 True Seeing  
 Veil  
 AUTZA  
 GAMBLERS LUCK  
 METAL TO RUST  
 PAIN  
 SPLIT MIND  
 SWORD OF DARKNESS  
 VESSEL  
 WARP STONE

### 7th Level

Banishment  
 Bigby's Grasping Hand  
 Charm Plants  
 Control Undead  
 Delayed Blast Fireball  
 Drawmij's Instant Summons  
 Duo-Dimension  
 Finger of Death  
 Forcecage  
 Limited Wish  
 Mass Invisibility  
 Monster Summoning V  
 Mordenkainen's Magnificent  
 Mansion  
 Mordenkainen's Sword  
 Phase Door  
 Power Word, Stun  
 Prismatic Spray  
 Reverse Gravity  
 Sequester  
 Shadow Walk  
 Simulacrum  
 Spell Turning  
 Statue  
 Teleport Without Error  
 Vanish  
 Vision  
 CREATE CRYPTTHING  
 DESTROY CRYPTTHING  
 BODY OUTSIDE BODY  
 COMMUNE W/ LFR. SPIRIT  
 Elemental Servant  
 ICE SLIGHT  
 REANIMATION  
 TOOL  
 WITHERING PALM

### 8th Level

Antipathy-Sympathy  
 Bigby's Clenched Fist  
 Binding  
 Clone  
 Demand  
 Glassteel  
 Incendiary Cloud  
 Mass Charm  
 Maze  
 Mind Blank  
 Monster Summoning VI  
 Otiluke's Telekinetic Sphere  
 Otto's Irresistible Dance  
 Permanency  
 Polymorph Any Object  
 Power Word, Blind  
 Prismatic Wall  
 Screen  
 Serten's Spell Immunity  
 Sink  
 Symbol  
 Trap the Soul  
 POWER WORD, NEW GROWTH  
 CLOUD TRAP  
 FINDING THE CENTER  
 GIANT SIZE  
 9th Level

Astral Spell  
 Bigby's Crushing Hand  
 Crystalbrittle  
 Energy Drain  
 Foresight  
 Gate  
 Imprisonment  
 Meteor Swarm  
 Monster Summoning VII  
 Mordenkainen's Disjunction  
 Power Word, Kill  
 Prismatic Sphere  
 Shape Change  
 Succor  
 Temporal Stasis  
 Time Stop  
 Weird  
 Wish  
 PLANAL DISPLACEMENT  
 TSUNAMI  
 SUMMON SPIRIT  
 PLANAR CALL  
 INSTANT REGENERATION  
 INTERNAL FIRE



## Priest Spells

### 1st Level

Animal Friendship  
Bless  
Combine  
Command  
Create Water  
Cure Light Wounds  
Detect Evil  
Detect Magic  
Detect Poison  
Detect Snares & Pits  
Endure Heat/Endure Cold  
Entangle  
Faerie Fire  
Invisibility to Animals  
Invisibility to Undead  
Light  
Locate Animals or Plants  
Magical Stone  
Pass Without Trace  
Protection From Evil  
Purify Food & Drink  
Remove Fear  
Sanctuary  
Shillelagh  
CURSE  
CAUSE FEAR  
ANIMAL COMPANION  
BENEFICENCE  
DEFLECTION  
CALM  
DETECT DISEASE  
HARMONY  
DIVINING ROD  
OMEN  
RESIST  
WEAPONLESS  
TRANCE

### 5th Level

Air Walk  
Animal Growth  
Animal Summoning II  
Anti-Plant Shell  
Atonement  
Commune  
Commune With Nature  
Control Winds  
Cure Critical Wounds  
Dispel Evil  
Flame Strike  
Insect Plague  
Magic Font  
Moonbeam  
Pass Plant  
Plane Shift  
Quest  
Rainbow  
Raise Dead  
Spike Stones  
Transmute Rock to Mud  
True Seeing  
Wall of Fire  
ADVISE  
MENTAL STRENGTH  
POSSESS  
\* REMEMBER  
\* Italized spells are reversible.

### 2nd Level

Aid  
Augury  
Barkskin  
Chant  
Charm Person or Mammal  
Detect Charm  
Dust Devil  
Enthrall  
Find Traps  
Fire Trap  
Flame Blade  
Goodberry  
Heat Metal  
Hold Person  
Know Alignment  
Messenger  
Obscurement  
Produce Flame  
Resist Fire/Resist Cold  
Silence, 15' Radius  
Slow Poison  
Snake Charm  
Speak With Animals  
Spiritual Hammer  
Trip  
Warp Wood  
Withdraw  
Wyvern Watch  
CREATE SPRING  
DREAM SIGHT  
HOLY SYMBOL  
KNOW MOTIVATION  
PROT./SPIRITS  
REQUEST  
SNAKE SUMMONING  
WARNING

### 6th Level

Aerial Servant  
Animal Summoning III  
Animate Object  
Anti-Animal Shell  
Blade Barrier  
Conjure Animals  
Conjure Fire Elemental  
Find the Path  
Fire Seeds  
Forbiddance  
Heal  
Heroes' Feast  
Liveoak  
Part Water  
Speak With Monsters  
Stone Tell  
Transmute Water to Dust  
Transport Via Plants  
Turn Wood  
Wall of Thorns  
Weather Summoning  
Word of Recall  
FORTIFY SHARE CHANGE  
IMMUNITY TO WEAPONS  
MANIMATE SERVANT  
INSTRUCT  
INVISIBILITY TO ENEMIES  
CONJUGITY  
PLANE SHIFT  
QUICK GROWTH  
SMITE  
SPEAK WYMANUSTES

### 3rd Level

Animate Dead  
Call Lightning  
Continual Light  
Create Food & Water  
Cure Blindness or Deafness  
Cure Disease  
Dispel Magic  
Feign Death  
Flame Walk  
Glyph of Warding  
Hold Animal  
Locate Object  
Magical Vestment  
Meld Into Stone  
Negative Plane Protection  
Plant Growth  
Prayer  
Protection From Fire  
Pyrotechnics  
Remove Curse  
Remove Paralysis  
Snare  
Speak With Dead  
Spike Growth  
Starshine  
Stone Shape  
Summon Insects  
Tree  
Water Breathing  
Water Walk  
CASTIGATE  
DEATHS DOOR  
INVISIBILITY TO SPIRITS

### 7th Level

Animate Rock  
Astral Spell  
Changestaff  
Chariot of Sustarre  
Confusion  
Conjure Earth Elemental  
Control Weather  
Creeping Doom  
Earthquake  
Exaction  
Fire Storm  
Gate  
Holy Word  
Regenerate  
Reincarnate  
Restoration  
Resurrection  
Succor  
Sunray  
Symbol  
Transmute Metal to Wood  
Wind Walk  
ANCIENT CURSE  
COMPEL  
DIVINE WIND  
QUEST  
RESTORE SPIRIT

### 4th Level

Abjure  
Animal Summoning I  
Call Woodland Beings  
Cloak of Bravery  
Control Temperature, 10' Radius  
Cure Serious Wounds  
Detect Lie  
Divination  
Free Action  
Giant Insect  
Hallucinatory Forest  
Hold Plant  
Imbue With Spell Ability  
Lower Water  
Neutralize Poison  
Plant Door  
Produce Fire  
Protection From Evil, 10' Radius  
Protection From Lightning  
Reflecting Pool  
Repel Insects  
Speak With Plants  
Spell Immunity  
Sticks to Snakes  
Tongues  
ENDURANCE  
EXORCISE  
FATE  
PACIFY  
PENETRATE DISGUISE  
REMOVE  
REWARD  
SNAKE BARRIER  
SUSTAIN

TH/MLD

NINJITSU NOTES: MASTER - 57<sup>th</sup> level

KICKS: 1 (All)

- 1) Circle Kick
- ✓ N1) Crescent Kick
- 2) Flying Kick
- 3) Backward Kick

MOVEMENT: 2 (All)

- ✓ N1) Burrow
- 2) Prone Fighting
- ✓ N2) Feather Walk
- 4) Missile Deflection
- 5) Leap
- 6) Speed

THROW: - (All)

- 2) Instant Stand

WEAPON: 1 (All)

- ✓ 2) Weapon Breaker

#ATT/INT  
30

DAM/ATT  
24+57

LOCKS: - (All)

- 1) Choke Hold
- 2) Locking Block
- 3) Incapacitator

PUSH: 1 (All)

- 2) Sticking Touch
- ✓ 3) One Finger

STRIKES: 1 (All)

- 2) Crushing Blow
- ✓ 3) Eagle Claw

VITAL AREAS: 1 (All)

- ✓ 3) Paralyzing Touch
- 4) Distance Death

M&P TRAINING: 1 (All)

- 1) Meditation
- 2) All-around Sight
- ✓ N1) Focused Rage
- 4) Blind Fighting
- 5) Ironskin

KAIJAIKEMPO NOTES: MASTER - 57<sup>th</sup> level

KICKS: 4 (All)

- ☒ 1) Circle Kick
- ☒ 2) Flying Kick
- ☒ K1) Roll Kick
- ☒ 3) Backward Kick

MOVEMENTS: 5 (All)

- ☒ 2) Prone Fighting
- ☒ 3) Immoveability
- ☒ 4) Missile Deflection
- ☒ 5) Leap
- ☒ 6) Speed

STRIKE: 1 (All)

- ☒ 2) Crushing Blow

VITAL AREAS: 3 (All)

- ☒ 1) Pain Touch
- ☒ 2) Stunning Touch
- ☒ 4) Distance Death

#ATT/RND  
58

DAM/ATT  
D6.

LOCKS: 4 (All)

- ☒ 1) Choke Hold
- ☒ 2) Locking Hold
- ☒ 3) Incapacitator
- ☒ 4) Immobilizing

PUSHES: 2 (All)

- ☒ 1) Concentrated Push
- ☒ 2) Sticking Touch

THROWS: 7 (All)

- ☒ 1) Fall
- ☒ 2) Instant Stand
- ☒ K1) Roll Throw
- ☒ K2) Weapon Back
- ☒ K3) Fiend Flip
- ☒ 4) Great Throw
- ☒ K4) F&F Disarm

MSP TRAINING: 6 (All)

- ☒ 1) Meditation
- ☒ 2) All-around Sight
- ☒ 3) Mental Resistance
- ☒ 4) Blind Fighting
- ☒ 5) Ironskin
- ☒ 6) Levitation

Dragon Bodies.

FEAR - 50 yds, -4 to save

Red - AC - 11 Breath Weapon  $24d10+12$  MTR - 65%

(Ruby) APPEARANCE - bright, glossy scarlet scales

HP - 362 Body length - 185' Tail length - 175'

White - AC - 7 Breath Weapon  $12d6+12$  MTR - 40%

(Crystal) APPEARANCE - mirror-like, glissening white scales

HP - 304 Body length - 105' Tail length - 100'

Blue - AC - 8 Breath Weapon  $24d8+12$  MTR - 55%

(Sapphire) APPEARANCE - bright, glossy royal blue scales

HP - 352 Body length - 145' Tail length - 105'

Green - AC - 8 Breath Weapon  $24d6+12$  MTR - 55%

(Jade) APPEARANCE - shining, emerald colored scales

HP - 356 Body length - 120' Tail length - 105'

Black - AC - 7 Breath Weapon  $4d4+12$  MTR - 45%

(Onyx) APPEARANCE - glossy, dark black scales

HP - 320 Body length - 110' Tail length - 90'

Mist - AC - 7(10) Breath Weapon  $13d6+12$  MTR - 60% (75%)

APPEARANCE - shiny, blue-white scales

HP - 304 Body length - 165' Tail length - 150'

Cloud - AC - 8(11) Breath Weapon  $13d6+24$  MTR - 60% (75%)

APPEARANCE - glossy, silver-white scales with red at edges

HP - 352 Body length - 205' Tail length - 100'

Greyhawk - AC - 8 Breath Weapon  $70'/7d4$  MTR - 80%

APPEARANCE - deep, blue-gray with silver highlights

HP - 304 Body length - 80' Tail length - 70'

Shadow - AC - 12 Breath Weapon  $6d4+2$  MR - 60%

APPEARANCE - dark, translucent scales

HP - 356 Body length - 75' Tail length - 60'

Brass - AC - 8 Breath Weapon  $2d4+12$  MR - 50%

APPEARANCE - warm, burnished, brassy-colored scales

HP - 356 Body length - 145' Tail length - 110'

Bronze - AC - 10 Breath Weapon  $2d4+12$  MR - 55%

APPEARANCE - a rich bronze color to scales

HP - 448 Body length - 135' Tail length - 115'

Copper - AC - 9 Breath Weapon  $2d6+12$  MR - 45%

APPEARANCE - a warm, coppery color to scales

HP - 336 Body length - 150' Tail length - 115'

Silver - AC - 11 Breath Weapon  $2d10+12$  MR - 60%

APPEARANCE - appears to be made of pure metal

HP - 368 Body length - 155' Tail length - 115'

Gold - AC - 12 Breath Weapon  $2d12+12$  MR - 70%

(Brown) APPEARANCE - glossy, golden scales (dark gold)

HP - 384 Body length - 170' Tail length - 150'

All of the metal dragons look as though they were carved out of the pure metal

All of the jewel dragons look as though they were carved out of the jewel itself

Character Ner Roth  
 Align. \_\_\_\_\_ Race Nordakai Class All Level 51  
 Player's Name \_\_\_\_\_ Family \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_  
 Sex m Age 2019 Social Class \_\_\_\_\_  
 Ht. 6'6" Wt. 310 Birth Rank \_\_\_\_\_  
 Hair Silver/Gold Eyes Sapphire Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

## PLAYER CHARACTER RECORD

Race/Clan Wyrdragons 9  
 Religion \_\_\_\_\_  
 Status Immortal tier  
 # Siblings \_\_\_\_\_

### ABILITIES

|    |     |               |                 |            |              |             |         |
|----|-----|---------------|-----------------|------------|--------------|-------------|---------|
| 20 | STR | Hit Prob +7   | Dmg Adj +11     | Wgt Allow  | Max Press    | Op Drs      | B B/L G |
| 20 | DEX | Rctn Adj      | Missile Att Adj |            |              | Def Adj     |         |
| 19 | CON | HP Adj        | Sys Shk         | Res Sur    | Pois Save    | Regen       |         |
| 19 | INT | No of Lang    | Spell Lvl       | Lrn Sp     | Spells/Level | Spell Immun |         |
| 17 | WIS | Mag Def Adjus | Bonus Spells    | Spell Fail | Spell Immun  |             |         |
| 17 | CHR | Max No Hench  | Loy Base        |            | Rctn Adj     |             |         |

### MOVEMENT

|             |       |
|-------------|-------|
| Base Rate   | 49/48 |
| Light ( )   |       |
| Mod ( )     |       |
| Hvy ( )     |       |
| Svr ( )     |       |
| Jog ( x 2 ) |       |
| Run ( x 3 ) |       |
| Run ( x 4 ) |       |
| Run ( x 5 ) |       |

### SAVING THROWS

|                     |      |
|---------------------|------|
| Paralyze/Poison     | 2    |
| Rod, Staff, or Wand | 2    |
| Petrify             | 2    |
| Polymorph           | 2    |
| Breath              | 2    |
| Weapon              | 2    |
| Spells              | 2    |
| Modifier            | Save |

### ARMOR

|                 |                              |
|-----------------|------------------------------|
| Adjusted AC     | Armor Type (Pieces) Base -41 |
| Surprised never | 6/Rockets +6                 |
| Shieldless      | Cloak/Rockets +6             |
| Rear +6         | Ring +5                      |

### HIT POINTS

### Wounds

|     |  |
|-----|--|
| 588 |  |
|-----|--|

### WEAPON COMBAT

| Weapon           | #AT       | Attack Adj/Dmg Adj | THACO | Damage (S/M/L) | Range | Weight | Size | Type | Speed |
|------------------|-----------|--------------------|-------|----------------|-------|--------|------|------|-------|
| Silvertine +7/-5 | 14        | +20 / +39          | -30   | 48 / d6        | —     | 1/2    | 6"   | S/P  | —     |
| Nim +5           | 12        | +7 / +174          | -30   | 14d4 / 14d4    | —     | —      | —    | B    | —     |
| Kaijai Krump     | 8         | +7 / +34           | -30   | 14d6 / 14d6    | —     | —      | —    | B    | —     |
| Any weapon       | see below | +13 / +29          | -30   | ? / ?          | ?     | ?      | ?    | ?    | ?     |
| Base fist        | 16        | +7 / +29           | -30   | 12d8 / 12d8    | —     | —      | —    | B    | —     |
| Two mellee nops  | 20        | +13 / +29          | -30   | ? / ?          | ?     | ?      | ?    | ?    | ?     |

Special Attacks Darts + small stars -126 Hx Bow -11  
 Melee other micks and other -15 Pellet bow + hvy + low -10  
 Bow Dagger + large stars -12 hvi Xbow + stars 12

|             |  |  |  |  |  |  |  |  |  |
|-------------|--|--|--|--|--|--|--|--|--|
| Ammunition: |  |  |  |  |  |  |  |  |  |
|             |  |  |  |  |  |  |  |  |  |
|             |  |  |  |  |  |  |  |  |  |

### Special Abilities

|                       |           |       |                            |
|-----------------------|-----------|-------|----------------------------|
| PR                    | 514% DCV  | 944%  | Enter at will              |
| FR                    | 469% MS   | 944%  | Elemental planes           |
| HS                    | 469% DN   | 944%  | Para-Elemental planes      |
| EW                    | 964% TV   | 944%  | Shadow plane of            |
| Dag.                  | 964% TOV  | 944%  | Inner planes               |
| Esc                   | 664% DI   | 140%  | Concordant Opposition      |
| DMag                  | 190% 37m  | 140%  | Probability Lines          |
| Tub                   | 944% hvy  | 140%  | Heal 2d4 +163 on himself   |
| Pol. V.               | 575% Bash | 29    | Walk through 57' of walls  |
| Full any distance 15% | 575% Bash |       | Walk on water 125' move 12 |
| Hold breath 57 mins   |           |       | Can hit creatures hit only |
| STONICS - P50         | 39450     |       | by -5 weapons              |
| AT/DF                 | 844/44    | 19725 | Case Fear in 5 Hdrac less  |
| Short returns id4 mds | 575% Bash |       | - See Proficiencies -      |

### Proficiencies/Skills/Languages

|                              |                                   |
|------------------------------|-----------------------------------|
| Weapon: All (-6/+6) - 13rd   | Immunities: (1)                   |
| Nonweapon: All (-143)        | Esp. bald slow (100%)             |
| Speaks with: (1)             | charm prod. grass (1)             |
| plants (1)                   | disease poison fear (1)           |
| any intelligent life (1)     | hauling hypnosis (1)              |
| Disappear/cannot be (1)      | suggestion (1)                    |
| seen magically or (1)        | possession magic jar (75%)        |
| normally by any (1)          | sleep stable mind (1)             |
| means for land/wd (57/rnd)   | confusion (1)                     |
| Causes upon touch: (1)       | Ninja-to adjustments (-6/+6)      |
| charm, curall, death (1)     | Quivering Palm: death (no hand)   |
| quest, paralysis (no hand)   | Shade raises level 2 a. (hor/hum) |
| Whirlwind: can attack (1)    | Refutation (comm. n. 1100%)       |
| all 4.10' at once (see/each) | - See (gear) (1)                  |



Nexroth  
Character Common Name  
Matter  
Sphere

Mordali / 35 (in) Emp 5  
Race & Level  
35 (41)  
Hit Dice



IMMORTAL CHARACTER RECORD

TRUE NAME: \_\_\_\_\_  
Temporal Celestial Empyrean Eternal Hierarch

SAVING THROWS ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0-3      | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal | 2  | 1  | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7   |
| 0-20     | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10  |

Power Drain (7) Magical Spell (11) Physical Blow (16) Mental Blow (9)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

ANTI-MAGIC AURA

-13  
Save Mod.  
13  
Affected  
70%

Permanent Power Points  
43313 849651  
Current Power Points

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS

20  
AC

Hit Points Permanent  
430  
Current  
430

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS

27  
AC

Hit Points Permanent  
588  
Current

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| <u>75</u>    | <u>13</u>                 |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| <u>75</u>    | <u>13</u>                 |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| <u>75</u>    | <u>13</u>                 |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| <u>75</u>    | <u>13</u>                 |               |
| Constitution | Poison (HP Adj)           | Current Score |
| <u>75</u>    | <u>13</u>                 |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| <u>75</u>    | <u>7/17/18</u>            |               |

GREATER TALENTS

☒ Str ☒ Dex  
☐ Int ☒ Con  
☐ Wis ☐ Chr

Points Mod.  
225 +10

LESSER TALENTS

☐ Str ☐ Dex  
☒ Int ☐ Con  
☒ Wis ☒ Chr

Points Mod.  
225 +10

Wrestling 73  
Rating  
Vision  
Detections

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| <u>20</u>    | <u>4</u>                  | <u>20</u>     |
| Intelligence | Projects (Add. Lang)      | Current Score |
| <u>19</u>    | <u>4</u>                  | <u>19</u>     |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| <u>157</u>   | <u>+2</u>                 | <u>17</u>     |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| <u>20</u>    | <u>4</u>                  | <u>20</u>     |
| Constitution | Poison (HP Adj)           | Current Score |
| <u>19</u>    | <u>+4</u>                 | <u>19</u>     |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| <u>17</u>    | <u>7/16/9</u>             | <u>17</u>     |

GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points Mod.

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points Mod.

Wrestling 94  
Rating  
Vision  
Detections

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Difficulty Modifiers

Easy +10  
Average -15  
Difficult -40

Magic Factor Circle

Matter x1  
Thought x8  
Energy x2  
Time x4

Shape/Race Size

Recovery Rates

Friendly Earth, Matter, Prime 1/round  
Neutral Fire, Air, Water, Energy, Thought 1/turn  
Hostile Time 1/day

10/1  
TerminX: pool of chrome colored ooze  
until immortal possesses it  
a body formed by TerminX has  
the following qualities:

- immune to type B weapons
- type S do minimal damage
- if sharpness or ~~very~~ cuts only
- limb forms a pool; contact  
by a body causes adhesion
- cold - slows
- fire - melts
- lightning - null (2x dam if sv is failed)
- reshape/change color at will

NINJITSU NOTES: - Master - 20<sup>th</sup> / 01

KICKS: 4 (All)

- ☒ 1) Circle Kick
- ☒ N1) Crescent kick
- ☒ 2) Flying Kick
- ☒ 3) Backward Kick

MOVEMENT: 6 (All)

- ☒ N1) Burrow
- ☒ 2) Prone Fighting
- ☒ N2) Feather Walk
- ☒ 4) Missile Deflection
- ☒ 5) Leap
- ☒ 6) Speed

THROW: 1 (All)

- ☒ 2) Instant Stand

WEAPON: 1 (All)

- ☒ 2) Weapon Breaker

#ATT 63      DAM 24+6 (706)

LOCKS: 3 (All)

- ☒ 1) Choke Hold
- ☒ 2) Locking Block
- ☒ 3) Incapacitator

PUSH: 2 (All)

- ☒ 2) Sticking Touch
- ☒ 3) One Finger

STRIKES: 2 (All)

- ☒ 2) Crushing Blow
- ☒ 3) Eagle Claw

VITAL AREAS: 2 (All)

- ☒ 3) Paralyzing Touch
- ☒ 4) Distance Death

MSP TRAINING: 5 (All)

- ☒ 1) Meditation
- ☒ 2) All-around Sight
- ☒ N1) Focused Rage
- ☒ 4) Blind Fighting
- ☒ 5) Ironskin

34  
4

KAIJAIKEMPO NOTES:

KICKS: 1 (All)

- ☐ 1) Circle Kick
- ☐ 2) Flying Kick
- ☒ K1) Roll Kick
- ☐ 3) Backward Kick

MOVEMENTS: 1 (All)

- ☐ 2) Prone Fighting
- ☒ 3) Immoveability
- ☐ 4) Missile Deflection
- ☐ 5) Leap
- ☐ 6) Speed

STRIKE: - (All)

- ☐ 2) Crushing Blow

VITAL AREAS: - ( )

- ☒ 1) Pain Touch
- ☒ 2) Stunning Touch
- ☐ 4) Distance Death

#AT DAM  
4 d6+1

LOCKS: 1 (All)

- ☐ 1) Choke Hold
- ☐ 2) Locking Hold
- ☐ 3) Incapacitator
- ☒ 4) Immobilizing

PUSHES: 1 (All)

- ☒ 1) Concentrated Push
- ☐ 2) Sticking Touch

THROWS: 2 ( )

- ☒ 1) Fall
- ☐ 2) Instant Stand
- ☒ K1) Roll Throw
- ☒ K2) Weapon Back
- ☒ K3) Fiend Flip
- ☒ 4) Great Throw
- ☒ K4) F&F Disarm

HSP TRAINING: - ( )

- ☐ 1) Meditation
- ☐ 2) All-around Sight
- ☒ 3) Mental Resistance
- ☐ 4) Blind Fighting
- ☐ 5) Ironskin
- ☒ 6) Levitation

## Termin-X

Appearance - chrome-colored, liquid metal. no smell. yields upon the touch (you never actually touch it)

The pool is useless for anything other than storage, until an elemental or immortal possesses it. At that point, it will take on any shape that the entity desires, presuming that there is enough Termin-X. Any body made from Termin-X can change to any metal or flesh (immortal only) by the entity so willing it. Transformation does take time however:

|   |               |
|---|---------------|
| flesh, lead, gold and other softs       | instantaneous |
| iron, steel, platinum                   | 1/2 m.r.      |
| titanium, aluminum, others hard + light | 1 m.r.        |
| mithral, minerals (diamonds etc)        | 1/2 rnd       |
| adamantite                              | 1 rnd         |
| any of the above back to Termin-X       | instantaneous |

## Termin-X:

base AC - 12 (instant shape change compensated)

immunity to type B minimum damage! Type P

half damage! type S cold - slow / no effect

fire - heals HP = damage lightning - twice / normal

fist damage - d4+1 fluid movement

if any limb is severed it falls to the ground

(no additional damage), forms a small pool. Contact with pool 'regrows' the limb. (damage from severe healed).

Iron, Steel, Platinum

base AC - 2 (1+S), 3 (P)

cold - slow / none

fire - half / none

lightning - norm / half

first damage  $d6+1(1)$ ,  $d6+2(5)$ ,  $d8(P)$

Titanium, Aluminum

base AC - 1

first damage  $d8(A)$ ,  $d8+1(T)$

see 1, S + P

Mithral, Minerals

base AC - 0 (mith + D), 1 (other minerals)

fire norm (none) cold - slow (norm)

lightning norm (see below)

lightning on minerals does minimum damage and causes a shocking grasp effect for a number of rounds equal to dies of dam.

some minerals may dissolve (DM discretion)

Adamantite

base AC - 7

fire (see below) cold - none lightning - heals

fire does minimum damage with a burning hands with a duration equal to points of max dam,

J. Anale  
PLAYER NAME  
12/3/89  
DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPION

Harrow Talfoot  
CHARACTER NAME

CLASS: Thief/Ninja LEVEL: 98/98  
RACE: Halfling ALIGNMENT: Neutral  
PATRON DEITY: Frey RELIGION:

PLACE OF ORIGIN:



CONCEALED CLIMBING SPECIAL MOVE  
MOVE BASE SECONDARY SKILL VISION LISTENING

Bk5tbx20



ABILITIES: THACD = 35

|    |    |              |                    |                 |                        |                 |
|----|----|--------------|--------------------|-----------------|------------------------|-----------------|
| 23 | S  | STRENGTH     | MT ADJ +5          | DAM ADJ +1      | OPEN DOORS 18          | BLIND BARS 90%  |
| 17 | I  | INTELLIGENCE | ADD LANG 6         | % KNOW SPELL 75 | MIN # SPELLS 0         | MAX # SPELLS 14 |
| 17 | W  | WISDOM       | MAGICAL ATK ADJ +3 | SPELL BONUS 3rd | % SPELL FAILURE 0%     |                 |
| 18 | D  | DEXTERITY    | REACTION ADJ +2    | MISSILE ADJ +2  | DEFENSE ADJ -4         |                 |
| 17 | C  | CONSTITUTION | MT POINT ADJ +2    | SYSTEM SHOCK 99 | RESURRECT SURVIVAL 100 |                 |
| 17 | CH | CHARISMA     | MAX # MENCHMEN 10  | LOYALTY BASE +6 | REACTION ADJ +6        |                 |

18 ATK/MD (+6+6)

| SAVING THROW ADJUSTMENTS |           |
|--------------------------|-----------|
| SAVING THROW ADJUSTMENTS | CONDITION |
| SAVING THROW ADJUSTMENTS | CONDITION |

SAVING THROWS:  
Paralysis/Poison (2)  
Petrification/Polymorph (2)  
Rod, Staff or Wand (2)  
Breath Weapon (2)  
Spells (2)

RESISTANCES:  
DETECTION:  
LANGUAGES:

PSIONICS: 268 - 268 4 4  
ATL STL CRF STL ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: Molecular Manipulation

## \*COMBAT\*

|           |   |
|-----------|---|
| AC        | DISPLACER CLOAK +2 RING +4 BRACERS AC2          |
| AC        | ARMOR WORN AC BASE CONDITION OF ARMOR           |
| AC        | DEATH ADJ. MAGICAL ADJ. UNWEAPONLESS AC REAR AC |
| 283       | CONV. ADJ. MT DGE TYPE SPECIAL ADJUSTMENTS      |
| MT POINTS | WOUNDS:   |
| SURPRISE  | DEATH ADJUST. REAR ATTACKS ADJUST.              |

WEAPONS OF PROFICIENCY: 8 73  
NUMBER NON-PROFICIENCY PENALTY

| COMBAT ADJUSTMENTS |                         |
|--------------------|-------------------------|
| TOTALS:            | TO HIT ADJ. DAMAGE ADJ. |
| CONDITION          | CONDITION               |

| WEAPON           | MAG. ADJ. | SPACE REQUIRED/RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |   | DAMAGE VS BEE S-M/L |
|------------------|-----------|----------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|---|---------------------|
|                  |           |                      |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |                     |
| Daigee, L. Tooth | +2        |                      |       |                             |   |   |   |   |   |   |   |   |   |                     |
| Frostbrand       | +3        |                      |       |                             |   |   |   |   |   |   |   |   |   |                     |
| S. Sword         | +1        |                      |       |                             |   |   |   |   |   |   |   |   |   |                     |
| S. Bow           |           |                      |       |                             |   |   |   |   |   |   |   |   |   |                     |

## WEAPONLESS COMBAT:

ATTACK ADV/DAMAGE ADJ/DEFENSE ADJ

PUSHING

GRAPPLING

OVERHEADING

GUILD/ORDER:  
MORALE MODIFIER SUPERIOR:

Rank in Guild/Order:

CONTACTS: NAME OR PRECOCITY OCCUPATION

NAME OR PRECOCITY OCCUPATION NAME OR PRECOCITY OCCUPATION

DISGUISES:

SPECIAL TOOLS: Thieves' tools

SPECIAL ABILITIES:

SPECIAL IMMUNITIES:

## THIEVING SKILLS:

|                     |                   |                          |                      |                        |                   |                    |                      |
|---------------------|-------------------|--------------------------|----------------------|------------------------|-------------------|--------------------|----------------------|
| PICK POCKETS 299 0% | OPEN LOCKS 289 0% | REMOVE/ FIND TRAP 274 0% | MOVE SILENTLY 299 0% | HIDE IN SHADOWS 299 0% | HEAR NOISE 279 0% | CLIMB WALLS 329 0% | READ LANGUAGE 259 0% |
|---------------------|-------------------|--------------------------|----------------------|------------------------|-------------------|--------------------|----------------------|

Escape 259, Disguise 259, Tight Rope 259

Character Common Name

Thought  
SphereNeutral  
AlignmentRace & Level  
44  
Hit DiceTRUE  
NAME

Amien

Temporal

Celestial

Empyrean

Ethereal

Heiranth

DUNGEONS  
& DRAGONS

IMMORTAL CHARACTER RECORD

SAVING  
THROWS ROLLS

|          |   |   |   |   |   |   |   |   |   |    |
|----------|---|---|---|---|---|---|---|---|---|----|
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Immortal |   |   |   |   |   |   |   |   |   | 4  |
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Mortal   |   |   |   |   |   |   |   |   |   | 2  |

Power  
Drain

4

Magical  
Spell

6

Physical  
Blow

3

Mental  
Blow

5

Poison or  
Death Ray

2

Magic  
Wands

2

Petrify or  
Paralysis

2

Breath  
Weapon

2

Spell or  
Rod/Staff

2

ANTI-  
MAGIC

-20

Save Mod.

20

# Affected

80 %

Permanent Power Points

988.031

Current Power Points

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ ConstructARMOR  
CLASS-20  
ACHit Points  
Permanent  
900  
Current

Wounds

ATTACK

#AT

Dmg/Effect

Def.

Special/Range

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ ConstructARMOR  
CLASS-12  
ACHit Points  
Permanent  
283  
Current

Wounds

ATTACK

#AT

Dmg/Effect

Def.

Special/Range

ABILITY  
SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 20/16                     |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 100          | 20                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 100          | +7/10                     |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | +20                       |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | +10/24/15                 |               |

GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr
Points Mod.  
300 +10

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr
Points Mod.  
300 +10

Wrestling

Special Attacks

79

Rating

Vision

Detections

Methods of  
Movement

Walk

Run

Fly

Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

ABILITY  
SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 17           | 20/6                      |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 17           | +2                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 17           | +2                        |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 18           | +3                        |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 17           | +2                        |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 17           | 4/6/9                     |               |

GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr
Points Mod.  
52 +5

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr
Points Mod.  
51 +5

Wrestling

Special Attacks

23

Rating

Vision

Detections

Methods of  
Movement

Walk

Run

Fly

Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race

Size

Difficulty Modifiers

Easy

+60

Average

+35

Difficult

+10

Magic Factor Circle

Thought x1

Matter x8

Time x2

Energy x4

Recovery Rates

Friendly

1/round

Neutral

1/turn

Hostile

1/day

Ninjitsu

# Atks/Rnd 8

Dmg d4+15

Spcl.

Kick 1, N1, 2, 3

Push 2, 3

Vital 3, 4

Lock 1, 2, 3

Strike 2, 3

Weapon 2

Move N1, 2, N2, 4, 5, 6

Throw 2

Mental } 1, 2, N1, 4, 6

Physical }

27 NWP

26 W.P.

P. Spec. IN S. Bow (8 mo), S. Sword, Dagger (9/rnd throw).

Nunchaku (4) d6/d6

9/2 with an dbl. Spec.

Sai (4) d4/d2

Kempo

3

d6+1+Str

1, 2, K1, 3

1, 2

1, 2, 4

1, 2, 3, 4

2

2, 3, 4, 5, 6

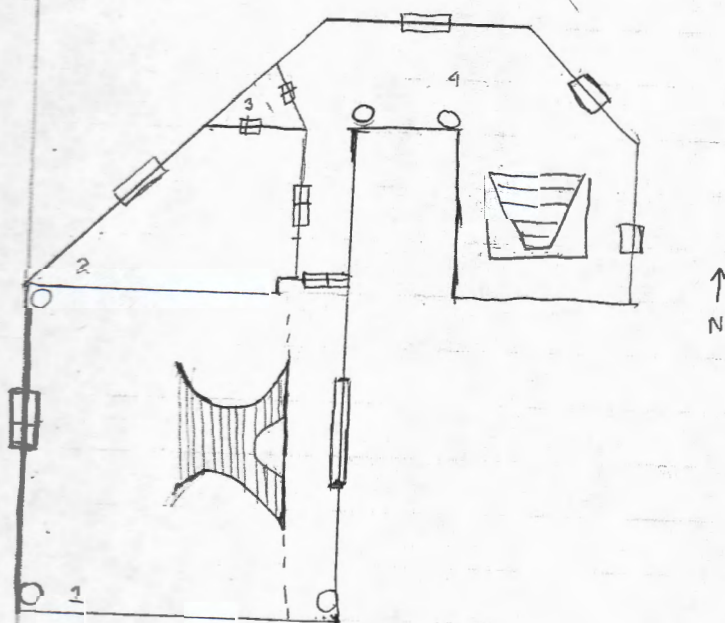
1, 2, K1, K2, K3, 4, K4

1, 2, 3, 4, 5, 6

At 5 base

# Rann's House Ground Level

- 1 Entrance - Double door opens to spacious cathedral ceiling 30'  
Double staircase in middle of room  
Greek pillars in 3 corners  
Double door under arch leading to (4)  
Polished marble floor  
2 story window behind staircase / extends to upper level
- 2 Den - lined w/ books and important looking papers Fluffy comfortable chairs  
and an ancient wooden desk. Desk contains several locked drawers and  
should not be fiddled with.
- 3 Broom closet full of brooms
- 4 Display Hall of Deco art various amateur artists displayed.  
Marble staircase leading down



## Ring of Elemental Command (water)

Water elements cannot: approach weaver (5'), attack

Can attempt 1 charm (-2 to save)

If charm fails: -1 to El. attack

weaver -1 on each Hit Die and makes saves +2

weaver attacks are +4 to hit and -4 on El. Saving Throw

weaver inflicts +6 damage (+ strength and weapon); converse w

Purify water, create water (1/day), water breathing (5')

Wall/Ice (1/day), Airy water, lower water (2/week)

Pour water (2/week), water walking.

19-24 3 md 31-37 4 md  
25-30 7/2 38-43 9/2

Player Name: J. Angle  
Player Character Record

# ADVANCED D & D™

1 ADAMS &

Character Name: Arasora

CLASS Ranger LEVEL 9B  
RACE Elf ALIGNMENT Neutral Good  
PATRON DEITY Odin RELIGION \_\_\_\_\_  
PLACE OF ORIGIN \_\_\_\_\_



MOVES BASE \_\_\_\_\_ CONCEALED \_\_\_\_\_ CLOTHING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_

(+6, +6)  
36 atks/md melee 1 md w/Bow



## ABILITIES: THAC0 -83

|    |    |     |    |        |     |     |    |     |    |
|----|----|-----|----|--------|-----|-----|----|-----|----|
| 23 | S  | STR | 15 | CON    | 11  | INT | 18 | WIS | 10 |
| 14 | I  | DEX | 4  | 1 KNOW | 100 | MIN | 2  | MAX | 9  |
| 14 | W  | INT | 15 | WIS    | 100 | MIN | 2  | MAX | 9  |
| 14 | D  | WIS | 15 | WIS    | 100 | MIN | 2  | MAX | 9  |
| 16 | C  | DEX | 15 | WIS    | 100 | MIN | 2  | MAX | 9  |
| 15 | CH | WIS | 15 | WIS    | 100 | MIN | 2  | MAX | 9  |

| SAVING THROW ADJUSTMENTS |           |
|--------------------------|-----------|
| CONDITION                | CONDITION |
|                          |           |
|                          |           |
|                          |           |

SAVING THROWS:  
Paralysis/Poison—(2) 3  
Petrification/Polymorph—(2) 4  
Rod, Staff or Wand—(2) 5  
Breath Weapon—(2) 4  
Spells—(2) 6

## \*COMBAT\*

|    |          |          |                    |
|----|----------|----------|--------------------|
| AC | Chain +5 | Rings +4 | Clack +9           |
| AC | 0        | AC BASE  | CONDITION OF ARMOR |
| AC | 0        | AC BASE  | CONDITION OF ARMOR |
| AC | 0        | AC BASE  | CONDITION OF ARMOR |

WEAPONS OF PROFICIENCY 3 -2  
NUMBER NON-PROFICIENCY PENALTY

| COMBAT ADJUSTMENTS: Total: |             |
|----------------------------|-------------|
| TO HIT ADJ.                | DAMAGE ADJ. |
|                            |             |
|                            |             |
|                            |             |

| WEAPON          | MAG. ADJ. | SPACE REQUIRED/ RANGI | SPEED | ADJUSTED TO HIT ARMOR CLASS | DAMAGE VS SIZE |
|-----------------|-----------|-----------------------|-------|-----------------------------|----------------|
| Longsword       |           |                       |       |                             | 1d8/1d12       |
| Mace            |           |                       |       |                             | 1d6            |
| Dagger          |           |                       |       |                             | 1d4-1/1d4      |
| Crossbow (hand) | +2        |                       |       |                             | 2(d4 +7)       |
| Dagger          | +1        |                       |       |                             | 1d4/1d4-1      |
| Orchard         | +8        |                       |       |                             | 1d8+8/1d12+8   |
| Defender        | +4        |                       |       |                             | 1d8+4/1d12+4   |
| Viper (S)       | +3        |                       |       |                             | 1d6+3/1d8+3    |

WEAPONLESS COMBAT:  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.  
PUNISHING \_\_\_\_\_  
CHAPPING \_\_\_\_\_  
OVERHEARING \_\_\_\_\_  
# ATTACKS: \_\_\_\_\_  
PATRON: \_\_\_\_\_  
LAWY: \_\_\_\_\_  
MOUNT: \_\_\_\_\_  
STATUS: \_\_\_\_\_  
NAME: \_\_\_\_\_ INT AC HP PAT HAMAN

| SPELLS KNOWN |       | SPELLS MEMORIZED PER LEVEL |     |     |     |
|--------------|-------|----------------------------|-----|-----|-----|
| LEVEL        | KNOWN | 1st                        | 2nd | 3rd | 4th |
| 1            |       |                            |     |     |     |
| 2            |       |                            |     |     |     |
| 3            |       |                            |     |     |     |
| 4            |       |                            |     |     |     |
| 5            |       |                            |     |     |     |
| 6            |       |                            |     |     |     |
| 7            |       |                            |     |     |     |
| 8            |       |                            |     |     |     |
| 9            |       |                            |     |     |     |

SPECIAL ABILITIES x4 specialize in bow (cross)  
+6, +6 - x4 specialization in  
Long + Short swords, Mace, Dagger, Bow, Ninjab (13, 13)  
Hof... in Brotherhood, weaponsmithing (20 mins)  
...in...

FIGHTER  
RANGER  
PALADIN

[illegible]

| WEALTH:   |  | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS: |        |       | NEXT LEVEL GOAL | TOTAL + |
|-----------|--|--------------|----------------|--------------------|--------|-------|-----------------|---------|
|           |  |              |                | TREASURE           | COMBAT | OTHER |                 |         |
| COPPER-   |  |              | GENS-          |                    |        |       |                 |         |
| SILVER-   |  |              | JEWELS-        |                    |        |       |                 |         |
| ELECTRUM- |  |              | MISCELLANEOUS- |                    |        |       |                 |         |
| GOLD-     |  |              |                |                    |        |       |                 |         |
| PLATINUM- |  |              |                |                    |        |       |                 |         |

**DESCRIPTION:** AGE— 28 24 APPARENT AGE UNNATURAL AGING COLOR OF: Blonde BRO  
HAIR EYES

[illegible]

| REMARKS | LOCATION | DETAILS |
|---------|----------|---------|
| NOTES:  |          |         |

WILL: I do hereby \_\_\_\_\_

Character Common Name Aragorn Race & Level 1/2 Elf / 1st  
Sphere Matter Alignment N.G. Hit Dice 4d  
TRUE NAME \_\_\_\_\_

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

|                            |          |               |     |                      |     |               |     |                    |     |    |     |
|----------------------------|----------|---------------|-----|----------------------|-----|---------------|-----|--------------------|-----|----|-----|
| SAVING HIT<br>THROWS ROLLS | 0        | -1            | -2  | -3                   | -4  | -5            | -6  | -7                 | -8  | -9 | -10 |
|                            | Immortal |               |     |                      |     |               |     |                    |     |    |     |
|                            | Mortal   |               |     |                      |     |               |     |                    |     |    |     |
| Power Drain                | (3)      | Magical Spell | (5) | Physical Blow        | (2) | Mental Blow   | (4) |                    |     |    |     |
| Poison or Death Ray        | (2)      | Magic Wands   | (2) | Petrify or Paralysis | (2) | Breath Weapon | (2) | Spell or Rod/Staff | (2) |    |     |

AURA -20  
Save Mod.  
20  
# Affected  
(15%)  
90%

Permanent Power Points  
842317  
Current Power Points

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS 0 AC  
Hit Points Permanent 900  
Current 900  
Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS -8 AC  
Hit Points Permanent 203  
Current 203  
Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| <u>900</u>   | <u>20/26</u>              |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| <u>100</u>   | <u>20</u>                 |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| <u>100</u>   | <u>+20</u>                |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| <u>100</u>   | <u>-20</u>                |               |
| Constitution | Poison (HP Adj)           | Current Score |
| <u>100</u>   | <u>+20</u>                |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| <u>100</u>   | <u>+10/14/15</u>          |               |

GREATER TALENTS

☒ Str ☒ Dex  
☐ Int ☒ Con  
☐ Wis ☐ Chr

Points Mod.  
300 +10

LESSER TALENTS

☐ Str ☐ Dex  
☒ Int ☐ Con  
☒ Wis ☒ Chr

Points Mod.  
300 +10

Wrestling 54 Special Attacks \_\_\_\_\_

Rating \_\_\_\_\_

Vision \_\_\_\_\_

Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| <u>23</u>    | <u>+5/26</u>              | <u>23</u>     |
| Intelligence | Projects (Add. Lang)      | Current Score |
| <u>14</u>    | <u>+1</u>                 | <u>14</u>     |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| <u>14</u>    | <u>+1</u>                 | <u>14</u>     |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| <u>14</u>    | <u>+1</u>                 | <u>14</u>     |
| Constitution | Poison (HP Adj)           | Current Score |
| <u>16</u>    | <u>+2</u>                 | <u>16</u>     |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| <u>15</u>    | <u>+1/5/8</u>             | <u>15</u>     |

GREATER TALENTS

☒ Str ☒ Dex  
☐ Int ☒ Con  
☐ Wis ☐ Chr

Points Mod.  
53 +5

LESSER TALENTS

☐ Str ☐ Dex  
☒ Int ☐ Con  
☒ Wis ☒ Chr

Points Mod.  
43 +5

Wrestling 28 Special Attacks \_\_\_\_\_

Rating \_\_\_\_\_

Vision \_\_\_\_\_

Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Difficulty Modifiers

Easy +60  
Average +30  
Difficult -40

Magic Factor Circle

Matter x1  
Energy x8  
Time x4

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Recovery Rates

Friendly \_\_\_\_\_ 1/round  
Neutral \_\_\_\_\_ 1/turn  
Hostile \_\_\_\_\_ 1/day

### Orchist

- +8 Dancng (8rd) / 4 atks a rnd, / Flames to 6 / Sharpness
- Quickness (Auto initiate) + strength to damage total = to # in
- Psionics 344 strength All atk + Def.
- Minors Body Equilibrating, cell adjust, Hypnosis, Suspend Animation  
can be used by sword or holder at 20th mastery
- All Primary and extraordinary powers. See OMC.
- 25 Int. • 20 Lang. • 75 Egg
- Core / Cold d10's = to holder level 3/day

J. Anair  
PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D <sup>TM</sup>

Player Character Record

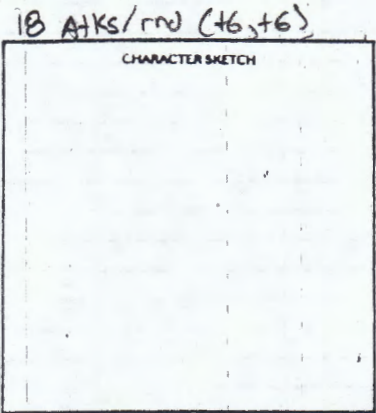
CAMPAIGN  
# 23

Kelos  
CHARACTER NAME

CLASS: F/M-U/C LEVEL: 96/96/96  
RACE: Elf ALIGNMENT: CU  
PATRON DEITY: Dionysus RELIGION: \_\_\_\_\_  
PLACE OF ORIGIN: \_\_\_\_\_



CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_



ABILITIES: THAC0 = 82

|              |    |                     |                 |                         |                 |
|--------------|----|---------------------|-----------------|-------------------------|-----------------|
| 24           | S  | HIT ADJ. +6         | DAM ADJ. +12    | OPEN DOORS 18           | REMO BARS 95%   |
| STRENGTH     |    |                     |                 |                         |                 |
| 16           | I  | ADD LANG 5          | % KNOW SPELL 70 | MIN # SPELLS 2          | MAX # SPELLS 11 |
| INTELLIGENCE |    |                     |                 |                         |                 |
| 19           | W  | MAGICAL ATK ADJ. +4 | SPELL BONUS 4   | % SPELL FAILURE 0       |                 |
| WISDOM       |    |                     |                 |                         |                 |
| 18           | D  | REACTION ADJ. +2    | MISSILE ADJ. +2 | DEFENSE ADJ. -4         |                 |
| DEXTERITY    |    |                     |                 |                         |                 |
| 16           | C  | HIT POINT ADJ. 2    | SYSTEM SHOCK 97 | RESURRECT. SURVIVAL 98% |                 |
| CONSTITUTION |    |                     |                 |                         |                 |
| 16           | CH | MAX # HENCHMEN 8    | LOYALTY BASE +4 | REACTION ADJ. +5        |                 |
| CHARISMA     |    |                     |                 |                         |                 |

SAVING THROW ADJUSTMENTS:

| CONDITION | CONDITION |
|-----------|-----------|
|           |           |
|           |           |
|           |           |

SAVING THROWS:

Paralyzation/Poison 2

Petrification/Polymorph 2

Rod, Staff or Wand 2

Breath Weapon 2

Spells 2

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES

\*COMBAT\*  
Scale base 3 (+5) shield 5  
Ring 6 (+1)

AC -24

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds: \_\_\_\_\_

SURPRISE \_\_\_\_\_ DEX. ADJUST. \_\_\_\_\_ REAR ATTACKS ADJUST. \_\_\_\_\_

WEAPONS OF PROFICIENCY: 3 -2

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals: +6 +6

"TO HIT" ADJ. DAMAGE ADJ.

CONDITION CONDITION

| WEAPON                                   | MAG. ADJ.        | SPACE REQUIRED/RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS | DAMAGE VS SIZE |
|--|------------------|----------------------|-------|-----------------------------|----------------|
| Weaponless Combat                        | +3               |                      |       |                             | d6/d12+2       |
| Attack Adj. - Damage Adj. - Defense Adj. | +1               |                      |       |                             | d9/d4-1        |
| Punching                                 |                  |                      |       |                             | d6/d6          |
| Grappling                                |                  |                      |       |                             | d4-1/d4        |
| Overbearing                              | +1/+3 vs. Lycan. |                      |       |                             | 16+1/d6-1      |

PATRON: \_\_\_\_\_

MORALE MODIFIER: \_\_\_\_\_

SPECIAL ABILITIES: X9 specialization

W. S. Sword h. Sword + Dagger (+6,+6)

MAGIC COMPONENTS: \_\_\_\_\_

SPILLS MEMORIZED PER LEVEL

| 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |

THIEVING SKILLS:

PICK POCKETS ☐ OPEN LOCKS ☐ REMOVE/FIND TRAP ☐ MOVE SILENTLY ☐ HIDE IN SHADOWS ☐ HEAR NOISE ☐ CLIMB WALLS ☐ READ LANGUAGE ☐

TURNING UNDEAD: D+ SKELETON D+ ZOMBIE D+ GHOUL D+ SHADOW D+ WYRM D+ GHOST

WYRM D+ HURRY D+ SPECTER D+ VAMPIRE D+ GHOST D+ LICH D+ WYRM

TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED  
BARO

[illegible][illegible]

| WEALTH:   |        | TOTAL WEIGHT   | TOTAL VALUE | EXPERIENCE POINTS:                      |        | NEXT LEVEL GOAL |
|-----------|--------|----------------|-------------|---|--------|-----------------|
|           |        |                |             | TREASURE                                | COMBAT | OTHER           |
| COPPER-   |        | GEMS-          |             |   |        |                 |
| SILVER-   |        | JEWELS-        |             |   |        |                 |
| ELECTRUM- |        | MISCELLANEOUS- |             |   |        |                 |
| GOLD-     | 25,400 |                |             |   |        |                 |
| PLATINUM- | 23,764 |                |             |   |        |                 |
|           |        |                |             | TOTAL + <u>2,807,397,745</u><br>Average |        |                 |

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

Character Common Name Velos Race & Level 2 Elf 4  
Time C.N. Alignment 44 Hit Dice

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

30 pte

TRUE NAME Anach Delphin

SAVING THROWS ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal |    |    |    |    |    |    |    |    |    |     |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    |    |    |    |    |     |

Power Drain (3) Magical Spell (5) Physical Blow (2) Mental Blow (4)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

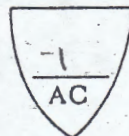
ANTI-MAGIC

-20  
Save Mod.  
20  
# Affected  
90 %

|                        |
|------------------------|
| Permanent Power Points |
| 1675 840,651           |
| Current Power Points   |

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



|                      |        |
|----------------------|--------|
| Hit Points Permanent | Wounds |
| 900                  |        |
| Current              |        |

ATTACK #AT Dmg/Effect Def. Special/Range

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 100          | 20 d6                     |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 100          | 20                        |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 100          | +20                       |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 100          | -20                       |               |
| Constitution | Poison (HP Adj)           | Current Score |
| 100          | +20                       |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 100          | +10/24/45                 |               |

GREATER TALENTS

☒ Str ☐ Dex  
☐ Int ☐ Con  
☒ Wis ☒ Chr

|        |      |
|--------|------|
| Points | Mod. |
| 500    | +10  |

LESSER TALENTS

☐ Str ☒ Dex  
☒ Int ☒ Con  
☐ Wis ☐ Chr

|        |      |
|--------|------|
| Points | Mod. |
| 300    | +10  |

Wrestling

Special Attacks

Rating 55

Vision

Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Difficulty Modifiers

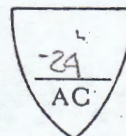
Easy +60  
Average +30  
Difficult +10

Magic Factor Circle

Time x1  
Thought x8  
Matter x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



|                      |        |
|----------------------|--------|
| Hit Points Permanent | Wounds |
| 95                   |        |
| Current              |        |

ATTACK #AT Dmg/Effect Def. Special/Range

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 24           | 6d6                       | 24            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 16           | +2                        | 16            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 19           | +4                        | 19            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 18           | +3                        | 18            |
| Constitution | Poison (HP Adj)           | Current Score |
| 16           | +2                        | 16            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 16           | +1/6/19                   | 16            |

GREATER TALENTS

☒ Str ☐ Dex  
☐ Int ☐ Con  
☒ Wis ☒ Chr

|        |      |
|--------|------|
| Points | Mod. |
| 69     | +6   |

LESSER TALENTS

☐ Str ☒ Dex  
☒ Int ☒ Con  
☐ Wis ☐ Chr

|        |      |
|--------|------|
| Points | Mod. |
| 50     | +5   |

Wrestling

Special Attacks

Rating 44

Vision

Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Recovery Rates

Friendly 1/round  
Neutral 1/turn  
Hostile 1/day

# Kelos's Followers (297 men)

## Leader

|               |             |                     |                          |    |
|---------------|-------------|---------------------|--------------------------|----|
| S             | 17 (+1, +1) | Name Assirion       | Saves                    |    |
| I             | 16          | Class Fighter       | Paralyzation, Poison     | 7  |
| W             | 13          | Race Elf            | Petrification, Polymorph | 9  |
| (-) +2 (16) D | 15 (-1)     | Wt 12               | Rock, Staff, Rod         | 8  |
| C             | 17 (+3)     | Align. Chaotic Good | Breath weapon            | 8  |
| CH            | 17          | Race Dity Zeus      | Spells                   | 10 |
| AC            | -9          | Scale +4, shield +3 |                          |    |
| HP            | 98          |                     |                          |    |

## Adjusted To hit Armor Class

|           |    |   |   |   |   |   |   |   |   |   |   |
|-----------|----|---|---|---|---|---|---|---|---|---|---|
| Weapons   | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Sword +3  |    |   |   |   |   |   |   |   |   |   | 4 |
| Mace +2   |    |   |   |   |   |   |   |   |   |   | 5 |
| Longspear |    |   |   |   |   |   |   |   |   |   | 7 |
| Longbow   |    |   |   |   |   |   |   |   |   |   | 7 |

## Equipment

## Magic (4)

Backpack, 3 large + small sacks

Dust of Appearance

200' rope, 3 grapplehook, cloak

\* Ring / Elemental Command (water)

Iron rat. (2wks) 2 belt pouch

- Rod / Airiness

3 lantern oil, 1 lantern

Gauntlets / Dexterity

(\*) +2 vs. Lightning/electric

XP 895,900

GP 1100

# Assirion's Followers

Status  
21 (+4, +9)S  
I 11  
W 15  
D 17 (-3)  
C 16 (+2)  
CH 13  
AC -5 (Plate, shield +1)  
HP 45  
Name Huan  
Class Fighter  
Race Human  
Level 7  
Align. Neutral Good  
P.D. Zeus  
Saves  
P.P. 10  
P.P. 11  
R.S.W. 12  
B.W. 12  
S. 13  
THACO 9  
Misc. Spear & Dagger +1  
Girdle/Frost G.S.  
Clock +3, Bag holding  
XP 65,000

## Followers Assirion

60 infantry with  
leather armor, pike, short sword  
20 infantry with splint mail, morning  
star and hand axe.  
15 wardens 1st lvl rangers  
with scale mail, shield, long sword  
s. sword, spear, long bow.

## Followers Kielos

10 Cavalry with banded mail  
shield, lance, b. sword, mace.  
20 cavalry with scale mail  
shield, lance longsword, mace  
30 cavalry with studded leather  
armor, shield, lance longsword  
10 mounted knights 1st level fighters  
with field plate, large shield, lance  
broadsword, morning star, heavy war horse  
with full banding

\* 120 0 level clerics (fighters)  
devote to Dionysus

Premise of Today's adventure

Lolth has figured out that you're here..

Will send minions to kill you

Until she is no longer amused and comes herself.

For greater demon calling (14% of each)

Iron gems.

Demons

Lolth

Jeff Angle

PLAYER NAME

Vai

DATE STARTED GAME

# ADVANCED D & D™

Player Character Record

LEADER

3

27

Nastrodamus

CHARACTER NAME

CLASS Paladin

LEVEL 44

RACE Human

ALIGNMENT Lawful Good

PATRON DEITY Athena

RELIGION

PLACE OF ORIGIN



MOVIE BASE

CONCEALED

CLIMBING

SPECIAL MOVES

SECONDARY SKILL

VISUAL

LISTENING

ABILITIES: THACO -45

10 S 90 INT +2 DEX +4 CON +4 WIS +4 CHA +4

STRENGTH

16 I 5 T. KNOW 76 M. P. 0 MAX. P. 11

INTELLIGENCE

14 W 0 SPELL BONUS 1st SPELL PERCENT 0

WISDOM

12 D 0 M. AC. 0 M. AC. 0 M. AC. 0

DETECTION

12 C 0 SYSTEM SPOKE 80 M. S. SURVIVAL 85

DEXTERITY

17 CH 10 LOYALTY BONUS +6 M. AC. 0 M. AC. 0

CHARISMA

\*COMBAT\*



+4 plate, +1 shield, +3 ring

ARMOR BONUS AC BONUS CONDITION OF ARMOR

AC 179 CON. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

WOUNDS

| CONDITION | CONDITION |
|-----------|-----------|
|           |           |
|           |           |
|           |           |
|           |           |
|           |           |
|           |           |
|           |           |
|           |           |
|           |           |

SAVING THROWS:

Paralyzation 2

Petrification 2

Rad. Suck or Wand 2

Breath Weapon 2

Spells 2

RESISTANCE

DETECTION

LANGUAGES

PSIONICS

ATT. BTH. DEF. BTH. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY 9

NUMBERS NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals: -6

"TO HIT" ADJ. DAMAGE ADJ.

2 ATKS/Rnd

CONDITION

CONDITION

WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ. DAMAGE ADJ. DEFENSE ADJ.

PUNNELING

GRAPPLING

OVERBEARING

# ATTACKS:

WYATLE MODIFIER

PATRON

LADY

STATUS

MAGIC COMPONENTS

SPECIAL ABILITIES

| WEAPON      | MAG. ADJ. | SPACE REQUIRED/ RANGI | SPEED | ADJUSTED TO HIT ARMOR CLASS | DAMAGE VS SIZE |
|-------------|-----------|-----------------------|-------|-----------------------------|----------------|
| Sword/Flame | +5        |                       |       |                             | d8+5/d12+5     |
| Sword       | +1        | +2 vs Lycan           |       |                             | d6+Vd8+1       |
| L. sword    | +1        |                       |       |                             | d8+1/d12+1     |
| Dagger      | +1        |                       |       |                             | d4/d4+1        |
| Comp Bow    |           |                       |       |                             | d8/d8          |
| Defender    | +4        |                       |       |                             | d8+5/d12+5     |

SPELLS KNOWN

SPELLS MEMORIZED PER LEVEL

1ST 2ND 3RD 4TH/5TH 6TH

|  | 1ST | 2ND | 3RD | 4TH/5TH | 6TH |
|--|-----|-----|-----|---------|-----|
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |
|  |     |     |     |         |     |

| THUNDER | WIND | WATER | WIND | WATER | WIND | WATER |
|---------|------|-------|------|-------|------|-------|
| D+      | D+   | D+    | D+   | D+    | D+   | D+    |
| D+      | D+   | D+    | D+   | D+    | D+   | D+    |

FIGHTER RANGER PALADIN

[illegible]

| WEALTH:   |           | TOTAL WEIGHT   | TOTAL VALUE | EXPERIENCE POINTS: | NEXT LEVEL GOAL |
|-----------|-----------|----------------|-------------|--------------------|-----------------|
|           |           |                |             | TREASURE—          | COMBAT—         |
| COPPER—   |           | GEMS—          |             |                    | OTHER           |
| SILVER—   |           | JEWELS—        |             |                    |                 |
| ELECTRUM— |           | MISCELLANEOUS— |             |                    |                 |
| GOLD—     | 2,000,000 |                |             | 14,260,782         |                 |
| PLATINUM— |           |                |             |                    |                 |
|           |           |                |             |                    | TOTAL +         |

[illegible]

WILL: I \_\_\_\_\_ do hereby,

Character Common Name Nostradamus Race & Level Human/Initian  
Matter Lawful 15  
Sphere Alignment Hit Dice

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

TRUE NAME \_\_\_\_\_  
Temporal Celestial Empyrean Eternal Heirarch

|               |        |                      |      |               |      |                    |      |                     |     |             |     |
|---------------|--------|----------------------|------|---------------|------|--------------------|------|---------------------|-----|-------------|-----|
| HIT ROLLS     | 0      | -1                   | -2   | -3            | -4   | -5                 | -6   | -7                  | -8  | -9          | -10 |
|               | 8      | 9                    | 10   | 11            | 12   | 13                 | 14   | 15                  | 16  | 17          | 18  |
| SAVING THROWS | 0      | -1                   | -2   | -3            | -4   | -5                 | -6   | -7                  | -8  | -9          | -10 |
|               | Mortal | 1                    | 1    | 1             | 1    | 1                  | 1    | 1                   | 1   | 1           | 1   |
| Power Drain   | (16)   | Magical Spell        | (20) | Physical Blow | (14) | Mental Blow        | (17) | Poison or Death Ray | (2) | Magic Wands | (2) |
|               |        | Petrify or Paralysis | (2)  | Breath Weapon | (2)  | Spell or Rod/Staff | (2)  |                     |     |             |     |

ANTI-MAGIC AURA  
-6  
Save Mod.  
6  
Affected  
50%

|                        |      |
|------------------------|------|
| Permanent Power Points | 1313 |
| Current Power Points   | 1313 |

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

|             |         |                      |        |
|-------------|---------|----------------------|--------|
| ARMOR CLASS | O<br>AC | Hit Points Permanent | Wounds |
|             |         | 75                   |        |
|             |         | Current              |        |
|             |         | 75                   |        |

| ATTACK | #AT | Dmg/Effect | Def. | Special/Range |
|--------|-----|------------|------|---------------|
|        |     |            |      |               |
|        |     |            |      |               |
|        |     |            |      |               |

|                |              |                           |               |                 |
|----------------|--------------|---------------------------|---------------|-----------------|
| ABILITY SCORES | Strength     | Punch (To Hit/Dmg)        | Current Score | GREATER TALENTS |
|                | 25           | +6d6                      | 25            |                 |
|                | Intelligence | Projects (Add.Lang)       | Current Score |                 |
|                | 25           | 6                         | 25            |                 |
|                | Wisdom       | Aura (Mental Save Adj)    | Current Score |                 |
|                | 25           | +6                        | 25            |                 |
|                | Dexterity    | Unarmed (AC/Missiles)     | Current Score | LESSER TALENTS  |
|                | 25           | +6                        | 25            |                 |
|                | Constitution | Poison (HP Adj)           | Current Score |                 |
|                | 25           | +6                        | 25            |                 |
|                | Charisma     | Reaction/Retainers/Morale | Current Score |                 |
|                | 25           | +3/10/(-1)                | 25            |                 |

Wrestling 27 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)  
\_\_\_\_\_  
\_\_\_\_\_

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Difficulty Modifiers  
Easy +55  
Average +30  
Difficult +5  
Magic Factor Circle  
Matter x1  
Energy x8  
Time x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

|             |          |                      |        |
|-------------|----------|----------------------|--------|
| ARMOR CLASS | -8<br>AC | Hit Points Permanent | Wounds |
|             |          | 191                  |        |
|             |          | Current              |        |
|             |          | 191                  |        |

| ATTACK | #AT | Dmg/Effect | Def. | Special/Range |
|--------|-----|------------|------|---------------|
|        |     |            |      |               |
|        |     |            |      |               |
|        |     |            |      |               |

|                |              |                           |               |                 |
|----------------|--------------|---------------------------|---------------|-----------------|
| ABILITY SCORES | Strength     | Punch (To Hit/Dmg)        | Current Score | GREATER TALENTS |
|                | 18           |                           | 18            |                 |
|                | Intelligence | Projects (Add.Lang)       | Current Score |                 |
|                | 16           |                           | 16            |                 |
|                | Wisdom       | Aura (Mental Save Adj)    | Current Score |                 |
|                | 14           |                           | 14            |                 |
|                | Dexterity    | Unarmed (AC/Missiles)     | Current Score | LESSER TALENTS  |
|                | 12           |                           | 12            |                 |
|                | Constitution | Poison (HP Adj)           | Current Score |                 |
|                | 12           |                           | 12            |                 |
|                | Charisma     | Reaction/Retainers/Morale | Current Score |                 |
|                | 17           |                           | 17            |                 |

Wrestling 28 Special Attacks \_\_\_\_\_  
Rating \_\_\_\_\_  
Vision \_\_\_\_\_  
Detections \_\_\_\_\_

Methods of Movement \_\_\_\_\_ Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)  
\_\_\_\_\_  
\_\_\_\_\_

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Recovery Rates  
Friendly \_\_\_\_\_ 1/round  
Neutral \_\_\_\_\_ 1/turn  
Hostile \_\_\_\_\_ 1/day

Jeff Angle

7/81

# ADVANCED D & D™

Player Character Record

1

26

Callas Blackblade

CLASS Fighter LEVEL 43  
RACE Human ALIGNMENT Neutral  
PATRON DEITY \_\_\_\_\_ RELIGION \_\_\_\_\_  
PLACE OF ORIGIN \_\_\_\_\_ 2 AttK/Rnd



CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVES \_\_\_\_\_  
MOVES BASE \_\_\_\_\_ SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ FIGHTING \_\_\_\_\_

ABILITIES: THACO -29

|    |    |    |     |     |    |     |     |     |     |     |    |     |     |     |
|----|----|----|-----|-----|----|-----|-----|-----|-----|-----|----|-----|-----|-----|
| 18 | S  | 66 | INT | ADJ | +6 | WIS | ADJ | +12 | CON | ADJ | -5 | CHA | ADJ | 95% |
| 15 | I  | 4  | STR | ADJ | -  | DEX | ADJ | -   | CON | ADJ | -  | CHA | ADJ | -   |
| 10 | W  | 4  | INT | ADJ | -  | DEX | ADJ | -   | CON | ADJ | -  | CHA | ADJ | -   |
| 19 | D  | 4  | INT | ADJ | -  | DEX | ADJ | -   | CON | ADJ | -  | CHA | ADJ | -   |
| 11 | C  | 4  | INT | ADJ | -  | DEX | ADJ | -   | CON | ADJ | -  | CHA | ADJ | -   |
| 10 | CH | 4  | INT | ADJ | -  | DEX | ADJ | -   | CON | ADJ | -  | CHA | ADJ | -   |

| CONDITION | CONDITION |
|-----------|-----------|
|           |           |
|           |           |
|           |           |

SAVING THROWS:  
Paralysis/Poison (2)  
Petrification/Polymorph (2)  
Rod, Staff or Wand (2)  
Breath Weapon (2)  
Spells (2)

RESISTANCES \_\_\_\_\_  
DETECTION \_\_\_\_\_  
LANGUAGES \_\_\_\_\_  
PSIONICS \_\_\_\_\_  
ATTN STR DEF STR ATTACK MODES DEFENSE MODES  
MAJOR DISCIPLINES \_\_\_\_\_  
MINOR DISCIPLINES \_\_\_\_\_

## \*COMBAT\*

|         |                              |                     |
|---------|------------------------------|---------------------|
| AC      | +4 plate, +1 shield, +3 ring | CONDITION OF ARMOR  |
| DEX ADJ | 0                            | MAGICAL ADJ         |
| CON ADJ | 0                            | SHIELDLESS AC       |
| WOUNDS  | 1                            | SPECIAL ADJUSTMENTS |
| WEAPON  | 1                            | DEX ADJUST          |
| WEAPON  | 1                            | DEX ADJUST          |

WEAPONS OF PROFICIENCY: 10 - 2  
NUMBER NON-PROFICIENCY PENALTY

|                     |              |             |
|---------------------|--------------|-------------|
| COMBAT ADJUSTMENTS: | TOTAL: +6    | +12         |
|                     | TO HIT ADJ.  | DAMAGE ADJ. |
|                     | 2 AttKs/RND. |             |
|                     | CONDITION    | CONDITION   |

| WEAPON      | MAG. ADJ. | SPACE REQUIRED/ RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS | DAMAGE VS SIZE |
|-------------|-----------|-----------------------|-------|-----------------------------|----------------|
| 2 H sword   | +4        |                       |       |                             | d10+4/d16+4    |
| Black Razor | +3        |                       |       |                             | d8+3/d12+3     |
| Longsword   | +1        | +2 vs. undead         |       |                             | d8+1/d12+1     |
| Comp. Bow   |           |                       |       |                             | d8/d12         |
| Longsword   |           |                       |       |                             | d8/d12         |
| Dagger      | +2        |                       |       |                             | d4+1/d4+2      |

PATRON: \_\_\_\_\_  
MORALE MODIFIER \_\_\_\_\_

SPELLS - KNOWN

SPELLS MEMORIZED PER LEVEL

YITHWITS ALIGNMENT \_\_\_\_\_  
STATUS \_\_\_\_\_  
MAGIC COMPONENTS \_\_\_\_\_

| 1ST | 2ND | 3RD | 4TH/5TH | 6TH |
|-----|-----|-----|---------|-----|
|     |     |     |         |     |
|     |     |     |         |     |
|     |     |     |         |     |
|     |     |     |         |     |

SPECIAL ABILITIES \_\_\_\_\_

TRAINING UNLAD:

WISDOM FORTITUDE CHARM LUCK LUCK LUCK  
WISDOM FORTITUDE CHARM LUCK LUCK LUCK

FIGHTER RANGER PALADIN

[illegible]

| WEALTH:   |            | TOTAL WEIGHT   | TOTAL VALUE | EXPERIENCE POINTS: | NEXT LEVEL GOAL |
|-----------|------------|----------------|-------------|--------------------|-----------------|
|           |            |                |             | TREASURE—          | COMBAT—         |
| COPPER—   |            | GEMS—          |             |                    | OTHER           |
| SILVER—   |            | JEWELS—        |             |                    |                 |
| ELECTRUM— |            | MISCELLANEOUS— |             |                    |                 |
| GOLD—     | 11,500,000 |                |             | 13,260,782         |                 |
| PLATINUM— |            |                |             |                    |                 |
|           |            |                |             | TOTAL + 110%       |                 |

DESCRIPTION: AGE— 43 43 Immortal COLOR OF: Blk Bm  
43 APPARENT AGE UNNATURAL AGING HAIR EYES

[illegible]

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

Character Name: Callos Blackblade Race & Level: Human/Initiate  
Sphere: Matter Alignment: Neutral Hit Dice: 15

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

TRUE NAME: \_\_\_\_\_

Temporal    Celestial    Empyrean    Eternal    Heirarch

HIT  
THROWS  
ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18  |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1   |

Power Drain (16)    Magical Spell (20)    Physical Blow (14)    Mental Blow (17)  
Poison or Death Ray (2)    Magic Wands (2)    Petrify or Paralysis (2)    Breath Weapon (2)    Spell or Rod/Staff (2)

AURA  
Save Mod. -6  
# Affected 6  
ANTI-MAGIC 50%

Permanent Power Points 1313  
Current Power Points 1313

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR  
CLASS

0  
AC

Hit Points Permanent 75  
Current 75  
Wounds

| ATTACK | #AT | Dmg/Effect | Def. | Special/Range |
|--------|-----|------------|------|---------------|
|        |     |            |      |               |
|        |     |            |      |               |
|        |     |            |      |               |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 25           | +6d6                      | 25            |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 25           | 6                         | 25            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 25           | +6                        | 25            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 25           | +6                        | 25            |
| Constitution | Poison (HP Adj)           | Current Score |
| 25           | +6                        | 25            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 25           | +3/10/(+1)                | 25            |

GREATER TALENTS  
☒ Str ☒ Dex  
☐ Int ☒ Con  
☐ Wis ☐ Chr  
Points 75 Mod. +7  
LESSER TALENTS  
☐ Str ☐ Dex  
☒ Int ☐ Con  
☒ Wis ☒ Chr  
Points 75 Mod. +7

Wrestling 27  
Rating  
Vision  
Detections

Methods of Movement: Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Difficulty Modifiers:  
Easy +55  
Average +30  
Difficult +5

Magic Factor Circle:  
Matter x1  
Energy x8  
Time x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR  
CLASS

-8  
AC

Hit Points Permanent 166  
Current 166  
Wounds

| ATTACK | #AT | Dmg/Effect | Def. | Special/Range |
|--------|-----|------------|------|---------------|
|        |     |            |      |               |
|        |     |            |      |               |
|        |     |            |      |               |

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 24           | +6d6                      | 24            |
| Intelligence | Projects (Add.Lang)       | Current Score |
| 15           | +1                        | 15            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 10           | -1                        | 10            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 14           | +1                        | 14            |
| Constitution | Poison (HP Adj)           | Current Score |
| 11           | -1                        | 11            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 10           | 0/4/7                     | 10            |

GREATER TALENTS  
☒ Str ☒ Dex  
☐ Int ☒ Con  
☐ Wis ☐ Chr  
Points 49 Mod. +5  
LESSER TALENTS  
☐ Str ☐ Dex  
☒ Int ☐ Con  
☒ Wis ☒ Chr  
Points 35 Mod. +4

Wrestling 28  
Rating  
Vision  
Detections

Methods of Movement: Walk \_\_\_\_\_ Run \_\_\_\_\_  
Fly \_\_\_\_\_ Special \_\_\_\_\_

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race \_\_\_\_\_ Size \_\_\_\_\_

Recovery Rates:  
Friendly \_\_\_\_\_ 1/round  
Neutral \_\_\_\_\_ 1/turn  
Hostile \_\_\_\_\_ 1/day

PLAYER NAME

ADVANCED D & D™  
Player Character Record

CAMPAIGN

DATE CHARACTER BEGAN

CHARACTER NAME  
Samuel GilgalCLASS: Magic-User LEVEL: 90RACE: Elven ALIGNMENT: CNPATRON DEITY: Hades RELIGION: \_\_\_\_\_

PLACE OF ORIGIN: \_\_\_\_\_



HOUSE RULE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

|    |    |              |                     |                 |                       |                  |
|----|----|--------------|---------------------|-----------------|-----------------------|------------------|
| 16 | S  | STRENGTH     | HIT ADJ. -          | DAM. ADJ. +1    | OPEN DOORS 9          | BEND BARS 10     |
| 18 | I  | INTELLIGENCE | ADD LANG. 7         | % KNOW SPELL 85 | MIN. # SPELLS 1       | MAX. # SPELLS 18 |
| 16 | W  | WISDOM       | MAGICAL ATK ADJ. +2 | SPELL BONUS 2nd | % SPELL FAILURE 0     |                  |
| 17 | D  | DEXTERITY    | REACTION ADJ. +2    | MISSILE ADJ. +2 | DEFENSE ADJ. -3       |                  |
| 15 | C  | CONSTITUTION | HIT POINT ADJ. 0    | SYSTEM SHOCK 85 | RESURRECT SURVIVAL 40 |                  |
| 13 | CH | CHARISMA     | MAX. # HENCHMEN 5   | LOYALTY BASE 0  | REACTION ADJ. 0       |                  |

| SAVING THROW ADJUSTMENTS: |     |     |     |
|---------------------------|-----|-----|-----|
| STR                       | CON | INT | WIS |
| ---                       | --- | --- | --- |
| ---                       | --- | --- | --- |
| ---                       | --- | --- | --- |

## SAVING THROWS:

- Paralysis/Poison— (2)  
Petrification/Polymorph— (2)  
Rod, Staff or Wand— (2)  
Breath Weapon— (2)  
Spells— (2)

RESISTANCES: \_\_\_\_\_

DETECTION: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

PSIONICS: \_\_\_\_\_

ATL. STL./DEF. STL. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: \_\_\_\_\_

MINOR DISCIPLINES: \_\_\_\_\_

## \*COMBAT\*

|            |               |                      |                     |                    |
|------------|---------------|----------------------|---------------------|--------------------|
| AC<br>-6   | ARMOR WORN    | Ring + Cloak +3      | AC BASE             | CONDITION OF ARMOR |
|            | -3            | +2                   |                     |                    |
|            | DEL. ADJ.     | MAGICAL ADJ.         | SHIELDLESS AC       | REAR AC            |
|            | 0             | (14)                 |                     |                    |
| 170        | CONJ. ADJ.    | HIT DIE TYPE         | SPECIAL ADJUSTMENTS |                    |
| HIT POINTS | Wounds: _____ |                      |                     |                    |
| SURPRISE   | DEX. ADJUST.  | REAR ATTACKS ADJUST. |                     |                    |

## WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## COMBAT ADJUSTMENTS:

| Totals:       |             |
|---------------|-------------|
| "TO HIT" ADJ. | DAMAGE ADJ. |
| ---           | ---         |
| ---           | ---         |
| ---           | ---         |

## WEAPONLESS COMBAT:

ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ.

FUMELING

GRAPPLING

OVERBEARING

GUILD/ORDER:

MORALE MODIFIER

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES:

## THIEVING SKILLS:

|              |             |                   |               |                 |            |             |               |
|--------------|-------------|-------------------|---------------|-----------------|------------|-------------|---------------|
| PICK POCKETS | OPEN LOCKS* | REMOVE/FIND TRAP* | MOVE SILENTLY | HIDE IN SHADOWS | HEAR NOISE | CLIMB WALLS | READ LANGUAGE |
| %            | %           | %                 | %             | %               | %          | %           | %             |

\*TRY ONCE ONLY PER LOCK OR TRAP

TALIF ASSASSIN MONK

[illegible]

|           |  |                    |                   |                    |         |                 |                |
|-----------|--|--------------------|-------------------|--------------------|---------|-----------------|----------------|
| WEALTH:   |  | TOTAL WEIGHT _____ | TOTAL VALUE _____ | EXPERIENCE POINTS: |         | NEXT LEVEL GOAL |                |
| COPPER-   |  | SENS-              |                   | TREASURE-          | COMBAT- | OTHER           | TOTAL: + _____ |
| SILVER-   |  | JEWELS-            |                   |                    |         |                 |                |
| ELECTRUM- |  | MISCELLANEOUS-     |                   |                    |         |                 |                |
| GOLD-     |  |                    |                   |                    |         |                 |                |
| PLATINUM- |  |                    |                   |                    |         |                 |                |

**DESCRIPTION:** AGE—  APPARENT AGE  UNNATURAL AGING  COLOR OF:  HAIR  EYES

SEX  GENERAL APPEARANCE:

WEIGHT  DISTINGUISHING MARKS:

HEIGHT  MANNERISMS:

SOCIAL CLASS (if any)  STANDING (if any)  WEAPON/RELIANCE

[illegible]

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

|                        |
|------------------------|
| Permanent Power Points |
| 17445 20651            |
| Current Power Points   |
| 17445                  |

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Don Dautel

PLAYER NAME

9/17/90

DATE CHARACTER BORN

# ADVANCED D & D™

Player Character Record

CAMPAIGN

Deathlok

CHARACTER NAME

CLASS: Assassin

LEVEL: 76

RACE: Halfling

ALIGNMENT: C.E.

PATRON DEITY: Hades

RELIGION: Satanic

PLACE OF ORIGIN: Hell



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES: THACO -5

|    |    |              |                     |                 |                       |                 |           |     |
|----|----|--------------|---------------------|-----------------|-----------------------|-----------------|-----------|-----|
| 24 | S  | STRENGTH     | HIT ADJ. +6         | DAH ADJ. +12    | OPEN DOORS            | 19              | BEND BARS | 952 |
| 17 | I  | INTELLIGENCE | ADD LANG. 5         | % KNOW SPELL 75 | MIN # SPELLS 0        | MAX # SPELLS 11 |           |     |
| 15 | W  | WISDOM       | MAGICAL ATK ADJ. +1 | SPELL BONUS 2ND | % SPELL FAILURE 0     |                 |           |     |
| 17 | D  | DEXTERITY    | REACTION ADJ. +2    | MISSILE ADJ. +2 | DEFENSE ADJ. -3       |                 |           |     |
| 17 | C  | CONSTITUTION | HIT POINT ADJ. +2   | SYSTEM SHOCK 97 | RESURRECT SURVIVAL 98 |                 |           |     |
| 16 | CH | CHARISMA     | MAX # MENCHMEN 8    | LOYALTY BASE 4  | REACTION ADJ. +5      |                 |           |     |

SAVING THROW ADJUSTMENTS:

|           |           |
|-----------|-----------|
| CONDITION | CONDITION |
|           |           |
|           |           |
|           |           |

RESISTANCES:

DETECTION:

LANGUAGES: Common, Dwarven, Elven, Orc

Troll

PSIONICS:

ATL STL/DEF. STL ATTACK NODES DEFENSE NODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

SAVING THROWS:

|                         |   |
|-------------------------|---|
| Paralyzation/Poison     | 2 |
| Petrification/Polymorph | 2 |
| Rod, Staff or Wand      | 2 |
| Breath Weapon           | 2 |
| Spells                  | 2 |

## \*COMBAT\*

Ring +4, shield +5, cloak +5

ARMOR BONUS AC BASE CONDITION OF ARMOR

DEL. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

CONV. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds:

SURPRISE DEL. ADJUST. REAR ATTACKS ADJUST.

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

|           |               |             |
|-----------|---------------|-------------|
| Totals:   | "TO HIT" ADJ. | DAMAGE ADJ. |
|           |               |             |
|           |               |             |
| CONDITION | CONDITION     | CONDITION   |

| WEAPON          | MAG. ADJ. | SPACE REQUIRED RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |   | DAMAGE VS SIZE S-M-L     |
|-----------------|-----------|----------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|---|--------------------------|
|                 |           |                      |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |                          |
| Dagger          | +5        |                      |       |                             |   |   |   |   |   |   |   |   |   | 1d4+4/1d4+5              |
| Scimitar/Spear  | +5        |                      |       |                             |   |   |   |   |   |   |   |   |   | 1d8+5/1d8+5              |
| Sword           | +2        |                      |       |                             |   |   |   |   |   |   |   |   |   | 1d8+2/1d8+2              |
| T. Daggers (6)  | +4        |                      |       |                             |   |   |   |   |   |   |   |   |   | 1d4+2/1d4+4              |
| Dagger/Stalking | +3        |                      |       |                             |   |   |   |   |   |   |   |   |   | Save vs. Death -3 or die |
| Sword, +1       | (+3)      | VS S.C. & L          |       |                             |   |   |   |   |   |   |   |   |   | 1d8+1(+3)/1d10+1(+3)     |

SPECIAL TOOLS: Thieves Picks

SPECIAL ABILITIES:

GUILD/ORDER: Derek Shadowwalker

MORALE MODIFIER SUPERIOR: M1M

Rank in Guild/Order: 3

CONTACTS: NAME OR PSEUDONYM OCCUPATION

NAME OR PSEUDONYM OCCUPATION NAME OR PSEUDONYM OCCUPATION

DISGUISES:

SPECIAL IMMUNITIES:

THIEVING SKILLS:


|                  |                |                      |                   |                     |                |                 |                   |
|------------------|----------------|----------------------|-------------------|---------------------|----------------|-----------------|-------------------|
| PICK POCKETS 28% | OPEN LOCKS 28% | REMOVE/FIND TRAP 28% | MOVE SILENTLY 28% | HIDE IN SHADOWS 28% | HEAR NOISE 28% | CLIMB WALLS 28% | READ LANGUAGE 28% |
|------------------|----------------|----------------------|-------------------|---------------------|----------------|-----------------|-------------------|

PERCENTAGE ONLY PER LOCK OR TRAP

THIEF ASSASSIN MONK

**POSSESSIONS:**

[illegible]

| ENCUMBRANCE:  |        | LOAD VS. MOVE RATE:   |                    |            |              | Total Weight Carried |           |         |      |
|---|--------|---|--------------------|------------|--------------|----------------------|-----------|---------|------|
| STR. ADJ.   |        | NORMAL = 1  | HEAVY = 2          | LOADED = 3 | MOONSHIN = 4 |                      |           |         |      |
| Provisions:   | SUPPLY | USED  | CARRYING CAPACITY: | CONTAINER  | MAX VOL      | LOAD                 | CONTAINER | MAX VOL | LOAD |
| Water:  | SUPPLY | USED  |                    | CONTAINER  | MAX VOL      | LOAD                 | CONTAINER | MAX VOL | LOAD |
|  |        | <div>Ring/Spell Storing</div> <div>Jewel/Flawlessness</div> <div>Stone/Spell Storing</div> <div>Cloak/Evenkind</div> <div>Crystal Arrow/Direction</div> <div>Ring/Invisibility</div> <div>Red/Flaming</div> |                    |            |              |                      |           |         |      |

| WEALTH:   |         | TOTAL WEIGHT   | TOTAL VALUE | EXPERIENCE POINTS: |        |       | NEXT LEVEL GOAL |  |
|-----------|---------|----------------|-------------|--------------------|--------|-------|-----------------|--|
|           |         |                |             | TREASURE           | COMBAT | OTHER | TOTAL: +        |  |
| COPPER-   |         | GENS-          |             |                    |        |       |                 |  |
| SILVER-   |         | JEWELS-        |             |                    |        |       |                 |  |
| ELECTRUM- |         | MISCELLANEOUS- |             |                    |        |       |                 |  |
| GOLD-     | 4222.16 |                |             |                    |        |       |                 |  |
| PLATINUM- |         |                |             |                    |        |       |                 |  |

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE— 30 <sup>18</sup> APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

M GENERAL APPEARANCE: \_\_\_\_\_  
SEX  
75 \_\_\_\_\_  
WEIGHT  
4'0" DISTINGUISHING MARKS: \_\_\_\_\_  
HEIGHT MANNERISMS: \_\_\_\_\_

SOCIAL CLAIM (if any) STANDING (if any) WEAPON/ES/PEAR

FRIENDS/POES DESIRES/LOVES

COMPATRIOTS: Followers/Hirelings— Associates/Relatives

| # | NAME | CLASS | LEVEL | RACE | NOTE | # | NAME | CLASS | LEVEL | RACE | NOTE |
|---|------|-------|-------|------|------|---|------|-------|-------|------|------|
|   |      |       |       |      |      |   |      |       |       |      |      |
|   |      |       |       |      |      |   |      |       |       |      |      |
|   |      |       |       |      |      |   |      |       |       |      |      |
|   |      |       |       |      |      |   |      |       |       |      |      |
|   |      |       |       |      |      |   |      |       |       |      |      |

LOCALES FREQUENTED/RESIDENCE

| LOCATION  | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|-----------|----------------|---------|----------|----------------|---------|
| RESIDENCE | LOCATION       | DETAILS |          |                |         |

NOTES:

WILL: I \_\_\_\_\_ do hereby

Character Name: Demik Race & Level: Halfing / 3rd  
Sphere: Thought Alignment: Chaotic Evil Hit Dice: 3d3  
TRUE NAME: ---  
Temporal: --- Celestial: --- Empyrean: --- Eternal Hierarchy: ---



IMMORTAL CHARACTER RECORD

HIT  
THROWS  
ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal |    |    |    |    |    |    | 3  | 4  | 5  | 6   |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    | 3  | 4  | 5  | 6  | 7   |

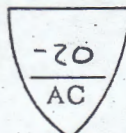
Power Drain (5) Magical Spell (0) Physical Blow (4) Mental Blow (7)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA  
-13  
Save Mod.  
13  
# Affected  
ANTI-MAGIC  
80%

Permanent Power Points  
9495 890651  
Current Power Points  
9495

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR  
CLASS



Hit Points  
Permanent  
580  
Current  
580

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 75           | 13                        | 75            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 75           | 13                        | 75            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 75           | +13                       | 75            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 75           | +13                       | 75            |
| Constitution | Poison (HP Adj)           | Current Score |
| 75           | +13                       | 75            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 75           | +1/17/+8                  | 75            |

GREATER TALENTS

☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points Mod.  
225 +10

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points Mod.  
225 +10

Wrestling Special Attacks

Rating

Vision

Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Difficulty Modifiers

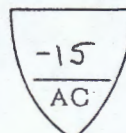
Easy -10  
Average -35  
Difficult -60

Magic Factor Circle

Thought x1  
Energy x4  
Time x2  
Matter x8

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR  
CLASS



Hit Points  
Permanent  
212  
Current  
212

Wounds

ATTACK #AT Dmg/Effect Def. Special

ATTACK #AT Dmg/Effect Def. Special

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 24           | 6                         | 24            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 17           | 2                         | 17            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 15           | +1                        | 15            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 17           | +2                        | 17            |
| Constitution | Poison (HP Adj)           | Current Score |
| 17           | +2                        | 17            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 16           | +1/6/9                    | 16            |

GREATER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.  
49

LESSER TALENTS

☒ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.  
57 +6

Wrestling Special Attacks

Rating

Vision

Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race Size

Recovery Rates

Friendly 1/  
Neutral  
Hostile

PLAYER NAME

TABLES/STANDARD/STANDARD

# ADVANCED D & D™

Player Character Record

1 AND 2

Big Daddy

CHARACTER NAME

CLASS Fighter

LEVEL 25

RACE Red Dragon

ALIGNMENT EN

PATHON DEITY

RELIGION

PLACE OF ORIGIN



MOVES BASE

CONCEALED

CLIMBING

SPECIAL MOVES

SECONDARY SKILL

VISION

LISTENING

ABILITIES: Traco - 86

|    |    |     |     |     |     |     |     |
|----|----|-----|-----|-----|-----|-----|-----|
| 50 | S  | STR | INT | WIS | DEX | CON | CHA |
| 50 | I  | STR | INT | WIS | DEX | CON | CHA |
| 50 | W  | STR | INT | WIS | DEX | CON | CHA |
| 50 | D  | STR | INT | WIS | DEX | CON | CHA |
| 50 | C  | STR | INT | WIS | DEX | CON | CHA |
| 50 | CH | STR | INT | WIS | DEX | CON | CHA |

| SAVING THROWS ADJUSTMENTS |           |
|---------------------------|-----------|
| CONDITION                 | CONDITION |
| RESISTANCE'S              |           |
| DETECTION                 |           |
| LANGUAGES                 |           |
| PSIONICS                  |           |
| ATTACK MODES              |           |
| DEFENSE MODES             |           |

SAVING THROWS:

Paralysis/Poison (2)

Petrification/Polymorph (2)

Prod. Skull or Wand (2)

Breath Weapon (2)

Spells (2)

## \*COMBAT\*

|             |    |              |                     |                    |
|-------------|----|--------------|---------------------|--------------------|
| AC          | 36 | ARMOR WORD   | AC BASE             | CONDITION OF ARMOR |
| DER. ADJ.   |    | MAGICAL ADJ. | SHIELDLESS AC       | REAR AC            |
| CONST. ADJ. |    | HIT DIE TYPE | SPECIAL ADJUSTMENTS |                    |
| WOUNDS      |    | REGENERATE   | REAR ATTACK ADJUST  |                    |

WEAPONS OF PROFICIENCY

| COMBAT ADJUSTMENTS: |             |
|---------------------|-------------|
| TOTAL               | TO HIT ADJ. |
| CONDITION           | CONDITION   |



WEAPONLESS COMBAT:  
ATTACK ADJ. - DAMAGE ADJ. - DEFENSE ADJ.

PUNNELING

GRAPPLING

OVERHEARING

| WEAPON      | MAG. ADJ. | SPACE REQUIRED/ HANGI | SPEED | ADJUSTED TO HIT ARMOR CLASS | DAMAGE VS SIZE |
|-------------|-----------|-----------------------|-------|-----------------------------|----------------|
| Breath      |           |                       |       |                             | 28d10+14+1006  |
| Claw        |           |                       |       |                             | d10+14+1006    |
| Bite        |           |                       |       |                             | 3d10+14+1006   |
| Wing Buffet |           |                       |       |                             | 1d10+14+1006   |
| Tail        |           |                       |       |                             | 2d10+14+1006   |
| Kick        |           |                       |       |                             | 2d10+14+1006   |
| Snatch      |           |                       |       |                             | d10+14+1006    |

# ATTACKS:

PATHON

LAZY

SPECIAL ABILITIES

SPELLS - KNOWN

SPELLS MEMORIZED PER LEVEL

| 1ST | 2ND | 3RD | 4TH/5TH | 6TH |
|-----|-----|-----|---------|-----|
|     |     |     |         |     |
|     |     |     |         |     |
|     |     |     |         |     |
|     |     |     |         |     |

TURNING UNDAUN

WARRIOR FIGHTER WIZARD PALADIN

FIGHTER RANGER PALADIN

[illegible]

| WEALTH:   |  | TOTAL WEIGHT |  | TOTAL VALUE    |  | EXPERIENCE POINTS: |        |       | NEXT LEVEL GOAL |  |
|-----------|--|--------------|--|----------------|--|--------------------|--------|-------|-----------------|--|
|           |  |              |  |                |  | TREASURE           | COMBAT | OTHER | TOTAL +         |  |
| COPPER-   |  |              |  | GEMS-          |  |                    |        |       |                 |  |
| SILVER-   |  |              |  | JEWELS-        |  |                    |        |       |                 |  |
| ELECTRUM- |  |              |  | MISCELLANEOUS- |  |                    |        |       |                 |  |
| GOLD-     |  |              |  |                |  |                    |        |       |                 |  |
| PLATINUM- |  |              |  |                |  |                    |        |       |                 |  |

DESCRIPTION: AGE—            APPARENT AGE            UNNATURAL AGING            COLOR OF:            HAIR            EYES           

---

DISTINGUISHING MARKS: \_\_\_\_\_

HOCH MANNERISMUS

SECRET      CONFIDENTIAL      TOP SECRET

NOTES: \_\_\_\_\_

COMPATRIOTS: Polish War Veterans Association, National

[illegible][illegible][illegible][illegible]

LOCALS FREQUENTES/RESIDENCE

| LOCATION | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|----------|----------------|---------|----------|----------------|---------|
|----------|----------------|---------|----------|----------------|---------|

---

| NOTES: | RESIDENCE | LOCATION | DETAILS |
|--------|-----------|----------|---------|
|        |           |          |         |

100

1111

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

100

TRUE NAME

Sphere

Alignment

Hit Dice

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

SAVING HIT THROWS ROLLS

|   |   |   |   |   |   |   |   |   |   |    |
|---|---|---|---|---|---|---|---|---|---|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Power Drain ☐ Magical Spell ☐ Physical Blow ☐ Mental Blow ☐

Poison or Death Ray ☐ Magic Wands ☐ Petrify or Paralysis ☐ Breath Weapon ☐ Spell or Rod/Staff ☐

ANTI-AURA  
ANTI-MAGIC

Save Mod.

# Affected

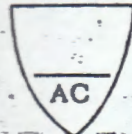
%

Permanent Power Points

Current Power Points

FORM ☐ Normal ☒ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



|                      |        |
|----------------------|--------|
| Hit Points Permanent | Wounds |
| Current              |        |

ATTACK #AT Dmg/Effect Def. Special/Range

FORM ☐ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



|                      |        |
|----------------------|--------|
| Hit Points Permanent | Wounds |
| Current              |        |

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| Intelligence | Projects (Add. Lang)      | Current Score |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| Dexterity    | Unarmed (AC/Missile)      | Current Score |
| Constitution | Poison (HP Adj)           | Current Score |
| Charisma     | Reaction/Retainers/Morale | Current Score |

GREATER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.

LESSER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| Intelligence | Projects (Add. Lang)      | Current Score |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| Dexterity    | Unarmed (AC/Missile)      | Current Score |
| Constitution | Poison (HP Adj)           | Current Score |
| Charisma     | Reaction/Retainers/Morale | Current Score |

GREATER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.

LESSER TALENTS

☐ Str ☐ Dex  
☐ Int ☐ Con  
☐ Wis ☐ Chr

Points Mod.

Wrestling Special Attacks



Rating

Vision

Detections

Wrestling Special Attacks



Rating

Vision

Detections

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Methods of Movement Walk Fly Run Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race

Size

Difficulty Modifiers

Magic Factor Circle

Easy

Average

Difficult

x1

x8

x4

Shape/Race

Size

Recovery Rates

Friendly

Neutral

Hostile

1/round

1/turn

1/day

J. Anale

PLAYER NAME

11/10/89  
DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPAIGN # 18

Mim

CHARACTER NAME

CLASS: Thief

LEVEL: 98

RACE: Dwarf

ALIGNMENT: L.N.

PATRON DEITY: Ares

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

BKst6 x 20

CHARACTER SKETCH

ABILITIES: THACO - 35

18 Atks/rnd (+6, +8)

|    |    |                 |    |              |     |                    |     |              |    |
|----|----|-----------------|----|--------------|-----|--------------------|-----|--------------|----|
| 24 | S  | HIT ADJ         | +6 | DMG ADJ      | +12 | OPEN DOORS         | 19  | BEND BARS    | 95 |
| 18 | I  | ADD LANG        | 7  | % KNOW SPELL | 95  | MIN # SPELLS       | 0   | MAX # SPELLS | 18 |
| 18 | W  | MAGICAL ATK ADJ | +4 | SPELL BONUS  | 4th | % SPELL FAILURE    | 0%  |              |    |
| 18 | D  | REACTION ADJ    | +2 | MISSILE ADJ  | +2  | DEFENSE ADJ        | -4  |              |    |
| 18 | C  | HIT POINT ADJ   | +2 | SYSTEM SHOCK | 59  | RESURRECT SURVIVAL | 100 |              |    |
| 19 | CH | MAX # MENCHMEN  | 10 | LOYALTY BASE | +6  | REACTION ADJ       | +6  |              |    |

CHARISMA

SAVING THROW ADJUSTMENTS:

| CONDITION | CONDITION |
|-----------|-----------|
|           |           |
|           |           |
|           |           |

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATL STL DEF STL ATTACK MODES DEFENSE MODES

SAVING THROWS:

Paralyzation/Poison (2)

Petrification/Polymorph (2)

Rod, Staff or Wand (2)

Breath Weapon (2)

Spells (2)

## \*COMBAT\*



Bracers AC/2

Armor worn

AC BASE

CONDITION OF ARMOR

AC

-4

+4

SHIELDLESS AC

REAR AC

258

HIT POINTS

Wounds:

SURPRISE

DEX ADJUST.

REAR ATTACKS ADJUST.

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals:

TO HIT ADJ.

DAMAGE ADJ.

CONDITION

CONDITION

CONDITION

## WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

PUNNELING

GRAPPLING

OVERHANGING

GUILD/ORDER: Derek's / 1st Master Thief

MORALE

MODIFIER

SUPERIOR: Derek

Rank in Guild/Order: #2

CONTACTS:

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

DISGUISES: All

## THIEVING SKILLS:

PICK POCKETS

371%

OPEN LOCKS

371%

REMOVE/ FIND TRAP

371%

MOVE SILENTLY

376%

HIDE IN SHADOWS

371%

HEAR NOISE

371%

CLIMB WALLS

371%

READ LANGUAGE

371%

TRY ONLY FOR LOCK ON TRAP

THIEF ASSASSIN MONK

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

Character Common Name M7M Race & Level Dwarfven/4th  
Sphere Thought Alignment LN Hit Dice 4d  
Temporal Earth Celestial None Empyrean None Eternal None Hierarchy None

# DUNGEONS & DRAGONS

IMMORTAL CHARACTER RECORD

SAVING THROWS ROLLS

|          |    |    |    |    |    |    |    |    |    |     |
|----------|----|----|----|----|----|----|----|----|----|-----|
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Immortal |    |    |    |    |    |    |    |    |    | 4   |
| 0        | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| Mortal   |    |    |    |    |    |    |    |    |    | 2   |

Power Drain (3) Magical Spell (5) Physical Blow (2) Mental Blow (4)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA -20 Save Mod.  
20 # Affected  
ANTI-MAGIC 90%

Permanent Power Points 859,724  
Current Power Points 4,075

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS -10 AC

Hit Points Permanent 900  
Current 900

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

ARMOR CLASS -7 AC

Hit Points Permanent 2660  
Current 2660

Wounds

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY RES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| <u>100</u>   | <u>20/6</u>               |               |
| Intelligence | Projects (Add. Lang)      | Current Score |
| <u>100</u>   | <u>20</u>                 |               |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| <u>100</u>   | <u>+20</u>                |               |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| <u>100</u>   | <u>-20</u>                |               |
| Constitution | Poison (HP Adj)           | Current Score |
| <u>100</u>   | <u>+20</u>                |               |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| <u>100</u>   | <u>+10/24/(+15)</u>       |               |

GREATER TALENTS  
☐ Str ☒ Dex  
☒ Int ☐ Con  
☒ Wis ☐ Chr

Points 100 Mod. 100

LESSER TALENTS  
☒ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points 100 Mod. 100

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| <u>24</u>    | <u>16</u>                 | <u>24</u>     |
| Intelligence | Projects (Add. Lang)      | Current Score |
| <u>18</u>    | <u>+3</u>                 | <u>18</u>     |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| <u>18</u>    | <u>+3</u>                 | <u>18</u>     |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| <u>18</u>    | <u>+3</u>                 | <u>18</u>     |
| Constitution | Poison (HP Adj)           | Current Score |
| <u>18</u>    | <u>+3</u>                 | <u>18</u>     |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| <u>19</u>    | <u>2/7/10</u>             | <u>19</u>     |

GREATER TALENTS  
☐ Str ☒ Dex  
☐ Int ☐ Con  
☒ Wis ☐ Chr

Points 54 Mod. 110

LESSER TALENTS  
☐ Str ☐ Dex  
☐ Int ☒ Con  
☐ Wis ☒ Chr

Points 63 Mod. 16

Wrestling 64 Special Attacks

Rating 64

Vision

Detections

Wrestling 42 Special Attacks

Rating 42

Vision

Detections

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Methods of Movement Walk Run Fly Special

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race M7M Size Medium

Difficulty Modifiers +60 +35 110

Magic Factor Circle Threat x1 Matter x8 Energy x4

Shape/Race Dwarfven Size Medium

Recovery Rates 1/round 1/turn 1/day

J. Anale  
PLAYER NAME  
11/26/90  
DATE CHARACTER BORN

# ADVANCED D & D™

## Player Character Record

CAMPION

Pawn Quickfoot

CHARACTER NAME

CLASS: Thief

LEVEL: 97

RACE: Halfling

ALIGNMENT: Neutral

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVES

MOVE BASE

SECONDARY SKILL

VISION

LISTENING

Backstab x20

CHARACTER SKETCH

ABILITIES: THACD -35

18 Atks/rnd (16 +6)

|    |    |              |           |        |        |         |       |      |           |          |      |          |    |
|----|----|--------------|-----------|--------|--------|---------|-------|------|-----------|----------|------|----------|----|
| 24 | S  | STR          | ADJ       | 6      | CON    | ADJ     | 12    | OPEN | DOORS     | 9        | BEND | BARBS    | 95 |
| 18 | I  | ADD          | LANG      | 7      | % KNOW | SPELL   | 85    | MIN  | # SPELLS  | 0        | MAX  | # SPELLS | 18 |
| 18 | W  | MAGICAL      | ATR       | ADJ    | +4     | SPELL   | BONUS | 94   | % SPELL   | FAILURE  | 02   |          |    |
| 18 | D  | WISDOM       | REACTION  | ADJ    | +2     | MISSILE | ADJ   | +2   | DEFENSE   | ADJ      | -4   |          |    |
| 18 | C  | DEXTERITY    | HIT POINT | ADJ    | +2     | SYSTEM  | BLOCK | 99   | RESURRECT | SURVIVAL | 100  |          |    |
| 18 | CH | CONSTITUTION | MAX       | # MEND | 15     | LOYALTY | BASE  | 18   | REACTION  | ADJ      | 7    |          |    |

| SAVING THROW ADJUSTMENTS |     |
|--------------------------|-----|
| CON                      | CON |
|                          |     |
|                          |     |
|                          |     |

SAVING THROWS:

Paralyzation/Poison 2

Petrification/Polymorph 2

Rod, Staff or Wand 2

Breath Weapon 2

Spells 2

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

AVL STL DEF STL ATTACK MODES DEFENSE MODES

### \*COMBAT\*

|    |             |              |                      |                    |
|----|-------------|--------------|----------------------|--------------------|
| AC | Braces AC2  | cloak +4     | Rings +2             | CONDITION OF ARMOR |
|    | ARMOR BONUS | AC BASE      |                      |                    |
|    | -9          |              |                      |                    |
|    | SHL ARM     | MAGICAL ARM  | SHIELDLESS AC        | REAL AC            |
|    | +7          | 1d6          |                      |                    |
|    | CONST. ARM  | HIT DIE TYPE | SPECIAL ADJUSTMENTS  |                    |
|    |             |              |                      |                    |
|    | WOUNDS:     |              |                      |                    |
|    |             |              |                      |                    |
|    | SURPRISE    | DEX ADJUST.  | REAR ATTACKS ADJUST. |                    |
|    |             |              |                      |                    |

### WEAPONS OF PROFICIENCY:

| NUMBER | NON-PROFICIENCY PENALTY |
|--------|-------------------------|
|        |                         |
|        |                         |
|        |                         |
|        |                         |

| WEAPON       | MAG. ADJ. | SPACE REQUIRED RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |   |   |   |   |   |   |   |   |   | DAMAGE VS BEE B-B/L |
|--------------|-----------|----------------------|-------|-----------------------------|---|---|---|---|---|---|---|---|---|---------------------|
|              |           |                      |       | 10                          | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |                     |
| Dagger       | +5        |                      |       |                             |   |   |   |   |   |   |   |   |   | d4+4/d4+5           |
| S. Bow       |           |                      |       |                             |   |   |   |   |   |   |   |   |   | d8/d8               |
| 6 T. Daggers | +2        |                      |       |                             |   |   |   |   |   |   |   |   |   | d4+2/d4+1           |
| S. Danc'ing  | +1-4      |                      |       |                             |   |   |   |   |   |   |   |   |   | d8+1/d10+1          |
| S. Sword     | +3        |                      |       |                             |   |   |   |   |   |   |   |   |   | d6+3/d6+3           |
| Staff        | +4        |                      |       |                             |   |   |   |   |   |   |   |   |   | d6+4/d6+4           |

### WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

FUMBLING

GRAPPLING

OVERHAULING

GUILD/ORDER:

MORALE

MODIFIER

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

NAME OR PSEUDONYM

OCCUPATION

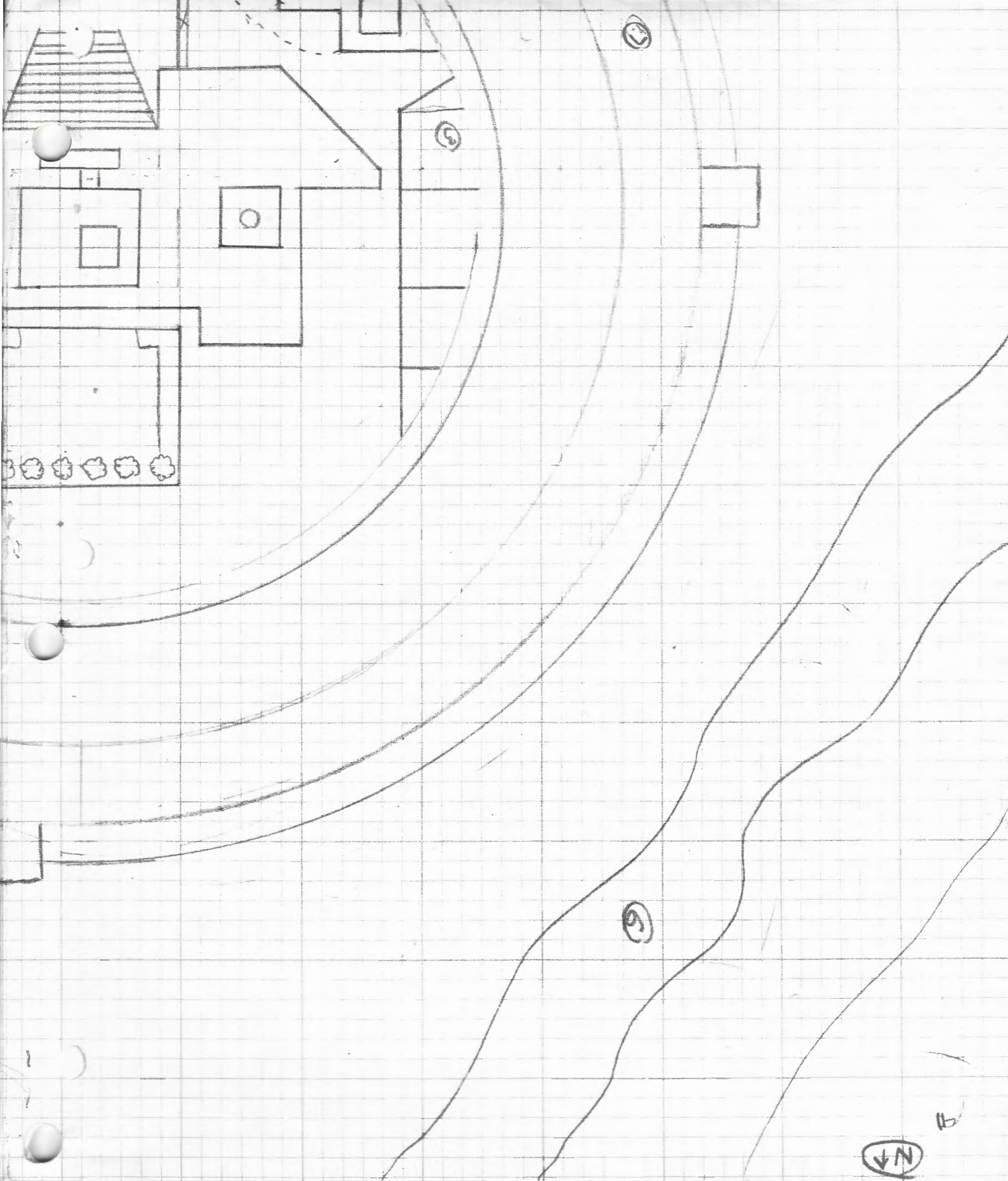
DISGUISES:

### THIEVING SKILLS:

|              |              |            |              |                   |              |               |              |                 |              |            |              |             |              |               |              |
|--------------|--------------|------------|--------------|-------------------|--------------|---------------|--------------|-----------------|--------------|------------|--------------|-------------|--------------|---------------|--------------|
| PICK POCKETS | 40%<br>07/90 | OPEN LOCKS | 39%<br>07/90 | REMOVE/ FIND TRAP | 38%<br>07/90 | MOVE SILENTLY | 40%<br>07/90 | HIDE IN SHADOWS | 40%<br>07/90 | HEAR NOISE | 39%<br>07/90 | CLIMB WALLS | 43%<br>07/90 | READ LANGUAGE | 36%<br>07/90 |
|--------------|--------------|------------|--------------|-------------------|--------------|---------------|--------------|-----------------|--------------|------------|--------------|-------------|--------------|---------------|--------------|

\*TRY ONLY ONCE PER LOCK OR TRAP\*

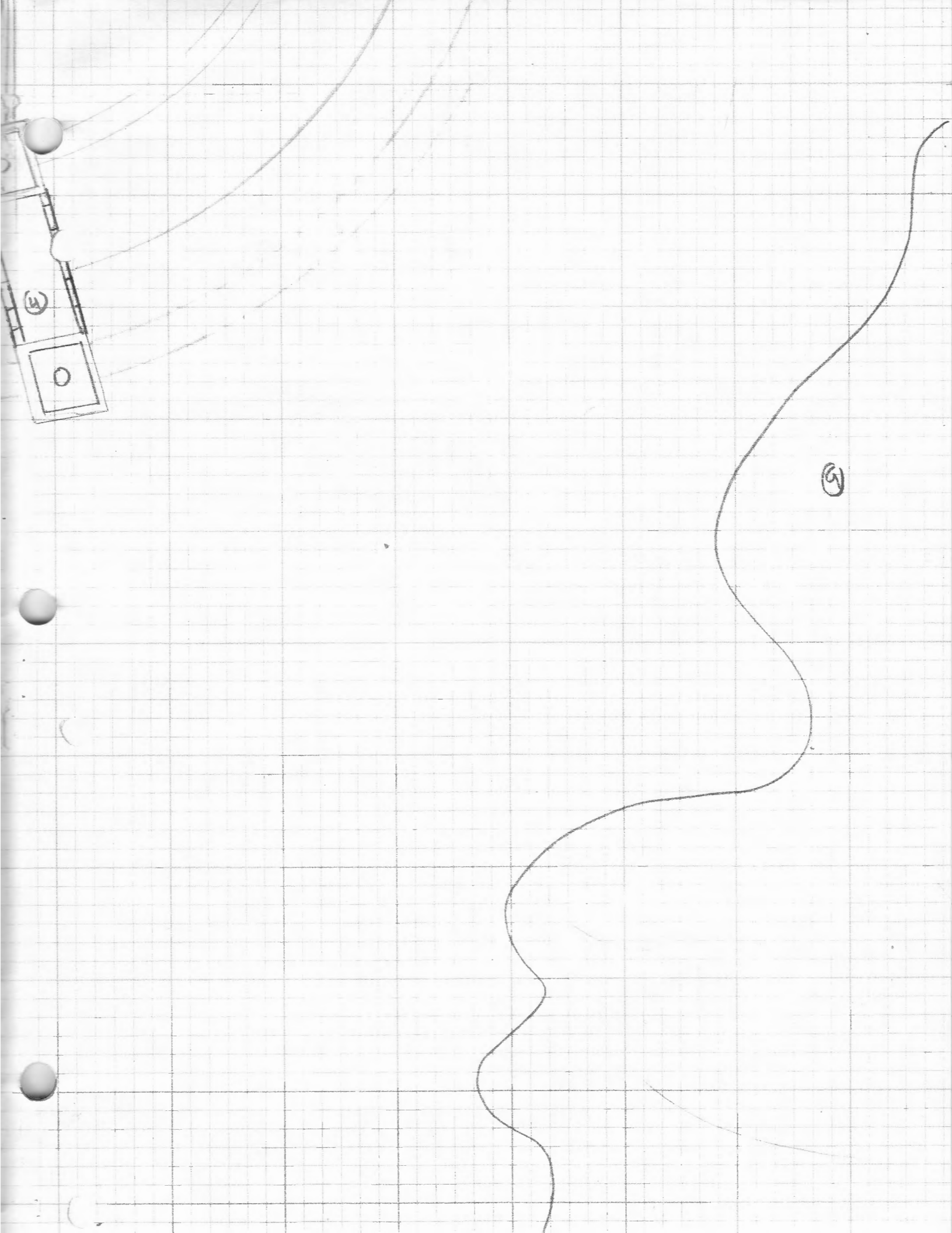
WILL: I \_\_\_\_\_ do hereby

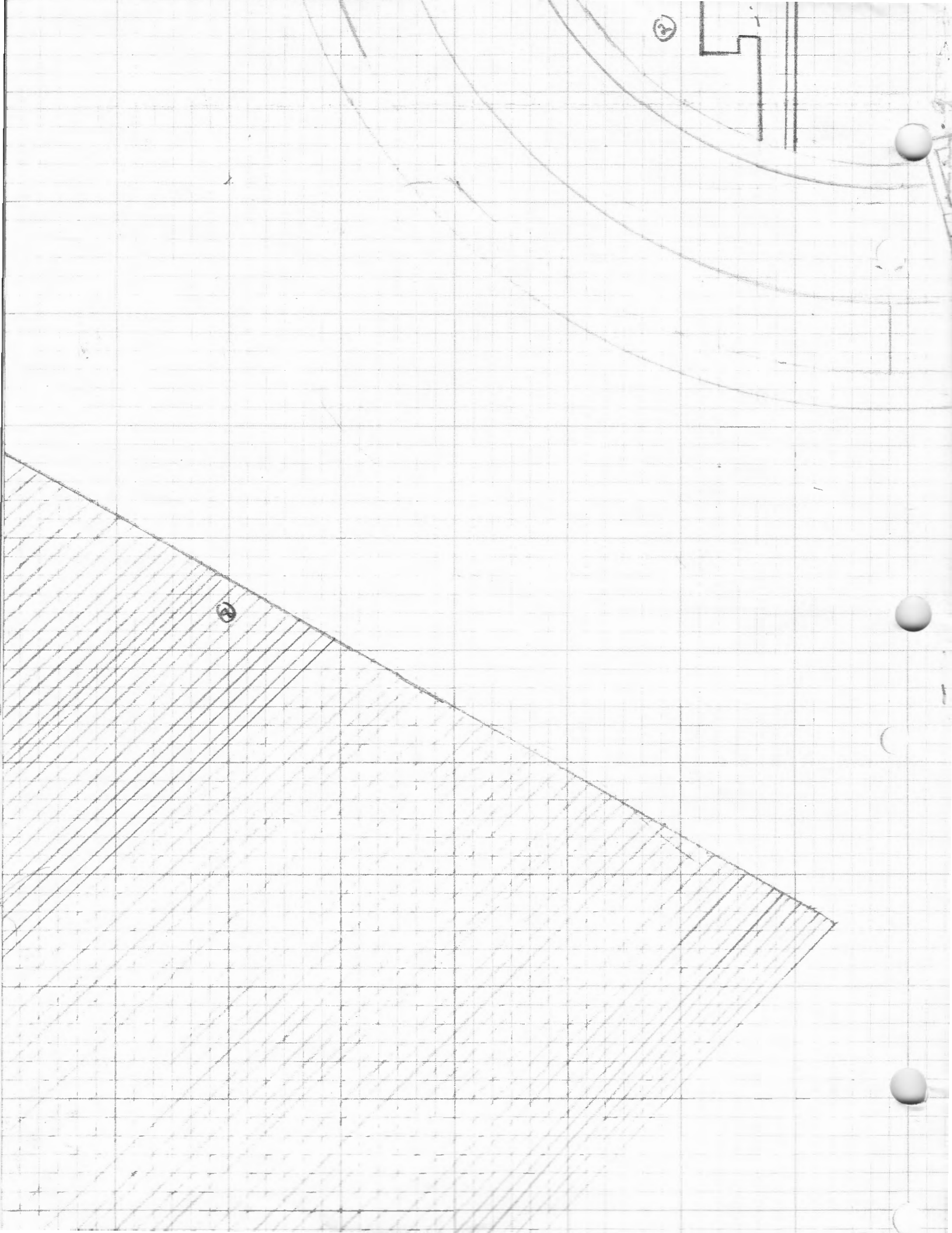


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Encounter Charts: Spring, Summer, Fall

Temperate Civilized Mountains

Very Rare

1 Displacer Beast

2 Dragon Cold

3 Giant, Storm

4

5

6

Rare

1 Giant-Kin Cyclops

2 Griffin

3

4

5

6

Uncommon

1 Goblin

2 Cave Bear

3

4

5

6

7

8

Common

1 Dwarf, Mtn

2 Rats

3 Spider

4 Toad

5 Toad

6 Blackbear

7 Boring Beetle

8

Temperate Civilized Hills

Very Rare

1 Doppelganger

2 Banshee

3

4

5

6

Rare

1 Giant-Kin Firbolg

2 Gnomes

3 Skeletons

4 Urd

5 Mobat (Huge)

6

Uncommon

1 Goblin

2 Giant Porcupine

3 Brown Bear

4

5

6

7

8

Common

1 Dwarf, Hill

2 Spider

3 Wolf

4 Fire Beetle

5

6

7

8

# Encounter Charts: Spring, Summer, Fall

## Temperate Wilderness Swamp

### Very Rare

1 Catoblepas

2 Kinn-ti

3

4

5

6

### Rare

1 Bullywug

2 Dragon, Black

3 Lizard men

4

5

6

### Uncommon

1 Hydra

2 Will o' Wisp

3 Rhinoceros Beetle

4

5

6

7

8

### Common

1

2

3

4

5

6

7

8

## Temperate Wilderness Plains

### Very Rare

1

2

3

4

5

6

### Rare

1 Ant, Giant

2 Ant Lion, Giant

3

4

5

6

### Uncommon

1

2

3

4

5

6

7

8

### Common

1

2

3

4

5

6

7

8

# Temperate Wilderness Hills

Very Rare

1 Ettin

2

3

4

5

6

Rare

1 Giant, Hill

2

3

4

5

6

Uncommon

1 Wight

2

3

4

5

6

7

8

Common

1

2

3

4

5

6

7

8

# Temperate Wilderness Forest

Very Rare

1 Pegasus

2

3

4

5

6

Rare

1 Ettin

2 Gorgon

3 Owl/bear

4 satyr

5 Yellow Musk Creeper

6

Uncommon

1 Lizard, Giant

2 Scorpion

3 Stinger

4 Wyvern

5 Stag Beetle

6

7

8

Common

1

2

3

4

5

6

7

8

# Encounter Charts Winter

## Cold Civilized Mountains

### Very Rare

1 Basilisk, Greater

2

3

4

5

6

### Rare

1 Behir

2

3

4

5

6

### Uncommon

1 Giant Kin - Verbeeg

2 Gnom

3

4

5

6

7

8

### Common

1

2

3

4

5

6

7

8

## Cold Wilderness Mountains

### Very Rare

1 Yeti

2 Aboloth

3 Beholder

4

5

6 Banderlog

### Rare

1 Ape, Carnivorous

2 Behir

3

4

5

6

### Uncommon

1

2

3

4

5

6

7

8

### Common

1 Baboon

2

3

4

5

6

7

8

## Cold Wilderness Swamp

Very Rare

1 Bulette

2

3

4

5

6

Rare

1

2

3

4

5

6

Uncommon

1

2

3

4

5

6

7

8

Common

1 Bat

2

3

4

5

6

7

8

## Cold wilderness Plain

Very Rare

1 Remorhas

2

3

4

5

6

Rare

1 Ankheg

2

3

4

5

6

Uncommon

1 Badger, Giant

2

3

4

5

6

7

8

Common

1 Animal, Herd

2

3

4

5

6

7

8

When the city of Halabard was destroyed by liches, a rift tore the very fabric that holds the planes together. The consequences of the tear were numerous and far reaching. The lich king was destroyed, and so were many of the inhabitants of the city, living or otherwise. The rift closed itself almost instantaneously, but managing to take a two mile wide swath of prime material land with it.

There is still a city visible from this plane, however anyone close enough to see, will immediately be able to tell that something is amiss. "The city that wasn't there" as it is being called now lives up to its promises.

The city is visibly deserted, upon entering the first gates of what used to be the throne city of Halabards Realm. Then as one walks down the main streets of the imperialistic ruins things begin to subtly shift. The air becomes thicker, and a visible fog begins to creep about the ankles of the party. Stagnation begins to set in as well as lethargy, and those who miss this initial save vs wands find it near impossible to stay on their feet. There are things waiting in the shadows for the party to visibly weaken. Whether or not they are human or not is left up to the gods.

The buildings about you still appear substantial albeit missing windows and doors, perhaps a top floor or two, but the buildings are still solid stone.

As the party comes closer to the area of the rift, the air becomes oppressive and the fog thickens to completely engulf the characters. Once they adjust to the murky surroundings more things become unreal to the characters. The buildings are no longer substantial and there are visible places to mark where the change took place. The sky darkens overhead to a deep blue-black color streaked with cloud lightning and energy fluxes. Random sweeps of wild magic zones cause glowing hemispheres of light to penetrate the thickening fog, and sound almost ceases to travel. A character can walk up to a stone building and sweep his or her arm through it, as if they were waving through a pool of water. There is still some resistance, though and swirls of fog will trail from every physical movement that anyone makes. The ground is soft and has the same consistency as knee thick mud. Movement is slowed to one third. Inside the are of the rift is where the most movement will be. As the party draws near, whispering voices can be heard as well as distant, mournful cries. There are many spirits here, full of hatred for what has happened to them and their homes. Obscure shapes loom in the fog all around the characters now, trying to grasp at anything real. They cannot touch the PCs, but the feeling of having an arm pass through your midsection will unnerve almost anyone.

It appears to anyone who has traveled the planes before that there is still a shadow of the city here. The characters can see the real ruins on the border ether, and the denziens of that plane can most certainly see the characters so close by.

At the heart of the zone, there is a crumbled building,

with only a standing archway. Behind the arch there is a wondrous display of dancing colours and blue lightning. The colours weave and shift without apparent rhythm, but the mesmerizing display will hypnotize anyone who does not save vs. spell until their eyes are covered for more than two successive rounds.

The voices and spirits are at their strongest here and anyone hypnotized will be subject to a possession, save vs. paralyzation, -2 to the save. If a character is possessed then they are under the DM.s control until something is done about it. There is a fifty-fifty chance of either a benign or malevolent spirit entering the body.

The curtain of vaporous colors that cloaks the arch is impassible from the prime plane. Anyone wishing to enter or go through the curtain proper must first be on the actual border ether.

Where the characters now stand is an ethereal spill over from where the city entered the border. The fog they stand in is actual ethereal material, it's just on the wrong plane. The sun will never burn it away, and it has settled into a low enough area to not roll out.

Characters may pass the crumbled arch and continue through the city, but simply passing the arch will not lead them to the border ether.

Only once the characters are on the border ether, will they be able to see what really happened here. There is a large chunk of prime plane there, but normal rules for the border ether apply, except for the fact that they are floating on an island in the middle of an apparent ocean. There is no up or down off of this island, nor north or south either. This haven of an island is just a springboard to what lies in the vastness of the inner planes.

While here the characters can see the spirits that taunted them for most of their journey. Here the spirits are very real, and can do real harm. Going back is just as easy as going forward, so the point is moot. This is where the adventure can truly begin.

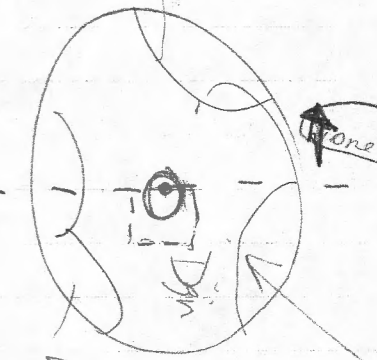
Whole center (2 mile diameter) In the Border Ether

New conditions for Haldabard City

- \* Washes of Energy Flow over the city at irregular intervals  
(d100 rounds)
- \* Wild magic zones appear and ripple away at over radius
  - diameter of zone is 2d100 yds.
  - lasts for d4 rounds

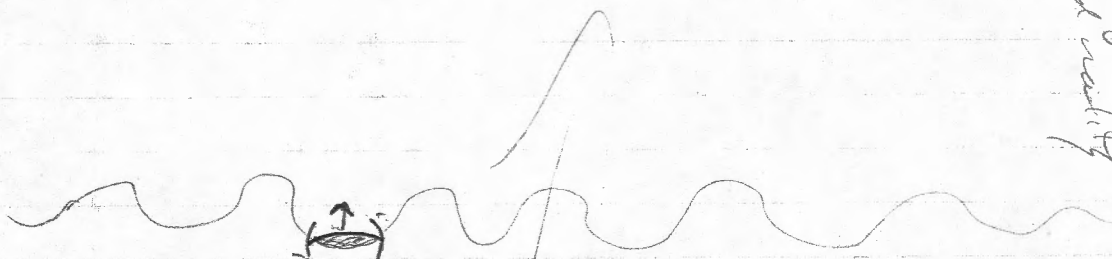
wild magic

~~one way~~



Purple

wish wish (temporal)  
limited wish  
wild magic  
altered reality



## Rouvulan

Rouvulan is a secluded town on the edge of the world most of the population here cares little of events in the common world. Rouvulan is a town of vast power. Runaways, outcasts and refugees often come here for a place to hide. For this reason, there is a village of Drow outside the city. These drow are very ancient and advanced. They venture to the city rarely, but are commonly known of. Rouvulan boasts a small system of sewers and a host of undead as its workforce. Not many live to tell of the travels through this exotic and perilous realm to the unknown....

Rouvulan is defended by a giant wall of force that encompasses the town. There is also a Stone Golem guard which patrols the town. Needless to say, there is never much trouble here. The population of the town is membered by Daemons of all sorts, creatures of the planes, high level adventurers and other high level creatures. The town is often visited by immortals looking for sights of attraction.

### The Graveyard Inn

One of the most obvious attractions in Rouvulan is The Graveyard Inn. The place is special in that it hosts undead skeletons for its cleaning help, ghouls in the kitchen, and Lich managing the bar. The Lich's name is Hellsbane and it is the proprietor of the bar. It's actual lair lies beneath in the city sewers and there is an entrance to the sewers in the pantry of the inn.

Hellsbane the Lich: MU22 hp38 Attacks: touch or spell  
Dmg: 1d10+paralysis or spell Save MU22 XP11,750

### Spells Memorized

- |                   |                   |
|-------------------|-------------------|
| 1) Charm Person   | 4) Dimension Door |
| Magic Missile     | Ice Storm         |
| Darkness          | Polymorph Self    |
| Sleep             | Cause Curse       |
| Ventriloquism     | Wizard Eye        |
| Hold Portal       |                   |
| 2) Cont. Darkness | 5) Cloudkill      |
| Invisibility      | Passwall          |
| Web               | Magic Jar         |
| Phantasmal Force  | Teleport          |
| Levitate          | Wall of Stone     |

- |                          |                        |
|--------------------------|------------------------|
| Detect Good              | 6) Weather Control     |
| 3) Lightning Bolt        | Death Spell            |
| Infravision              | Reincarnation          |
| Fireball                 | Invisible Stalker      |
| Haste                    | 7) Reverse Gravity     |
| Protection from Good 10' | Delayed Blast Fireball |
|                          | Power Word Stun        |
| 8) Clone                 | 9) Power Word Kill     |
| Create Magical Monsters  | Wish                   |

**Skeletons (10)** AC7 hp 5 1HD Attack: 1 weapon  
Save: F1 no sleep or charm spells

**Ghouls (5)** AC6 2HD hp 10 Attack: 2claws/bite  
Dmg: 1d3/1d3/1d3+paralysis (save) Save: F2

A visitor ordering food here might find a ghoul's finger in there food and want to investigate, but most will leave if they are smart. The Graveyard Inn is a safe spot for the night and it costs 10gp/person. People who fail to pay suffer Hellsbane's wrath by becoming a permanent member of his skeleton crew.

### The Magic Shoppe

Simply named, this small store is run by a high level Drow Elf Mage named Whisper. No one knows just how Whisper eludes the Lich across the way, but most agree the Lich fears the Drow. It seems the two once had a scuffle and the Lich nearly died.

The Magic Shoppe is stocked with your basic magic items. The prices are overrated but what does one ask for when stranded at the end of world? Special items can be put on order and most are picked up in 10+ 1d10 weeks. The place is subject to many life threatening traps and there are several magic jars containing former thieves upon a mantle that reads "Thou shalt not steal". The place is also guarded by Gargoyles, Golems, and the like.

### Rattleberry House

Bernard Rattleberry is said to be the most eccentric man in town. He spends most of his time within his mansion as a recluse and only comes out a few times a week to visit The

Graveyard Inn. In truth, Rottleberry is a vampire and we can all pity the fool thief attempting to pilfer within his mansion. The grounds of the estate are occupied by Dire Wolves and the mansion is a giant structural maze of traps and surprises for the unwanted guest, including several former guests turned "batty".

#### Other Sites

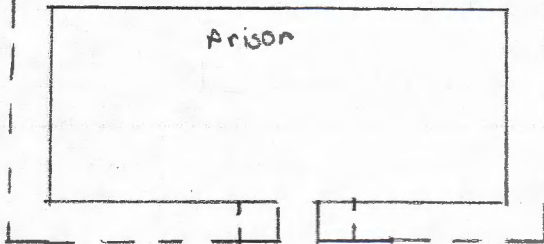
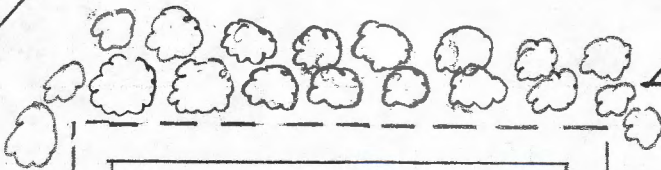
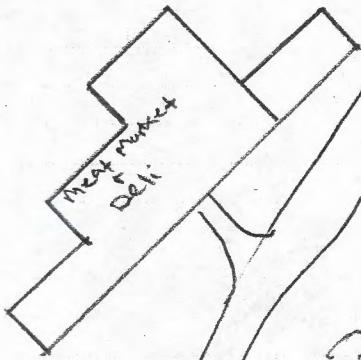
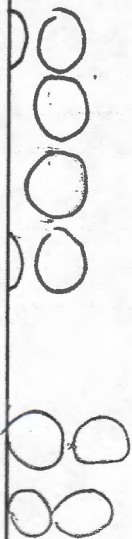
Rouvulon isn't a completely dangerous place. There is a Golem Blacksmith by the name of Ironforge and a temple where all can pray. General supplies are rare here Rouvulan makes an excellent site of attraction.

#### The Sewers

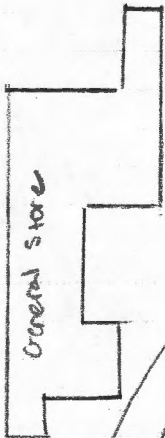
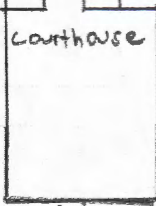
The city sewers are a dangerous place. Zombie crews maintain the place that is home to Hellsbane's lair. There is also a 1000' tunnel which leads straight down into a Giant Ant lair. There is another 1000' tunnel leading to the surface occupied by thousands of Giant Bats.



1344100R



Carthorse



S. Road

"One for the Road"  
Hotel & Pub

Appraiser

Pawn Shop

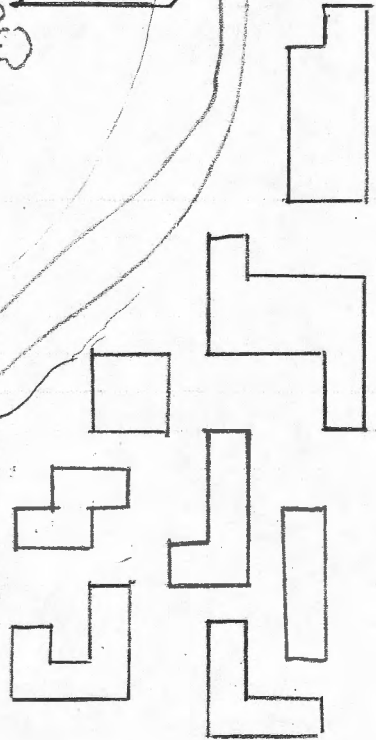
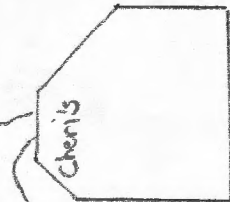
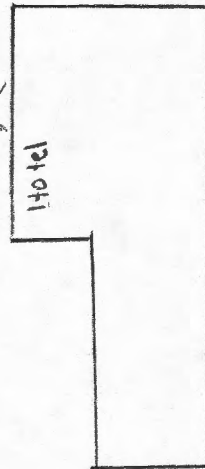


blacksmith

S. Road

Hotel

Chen's



Bithur

Grave site outside in the Citterdust Hills:

4th Jul Illus. "Swivelwind"

Main mining is silver mine name are "moonhides"

Krull line of R.T.

Purpose to restore the line

Put down Halbard, Ehenas, /Carnation



SUBJECT

HAZEL City

WOODS

Barn

Silo

TRADER

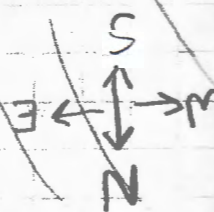
Bar

Smithie

General Store

INN

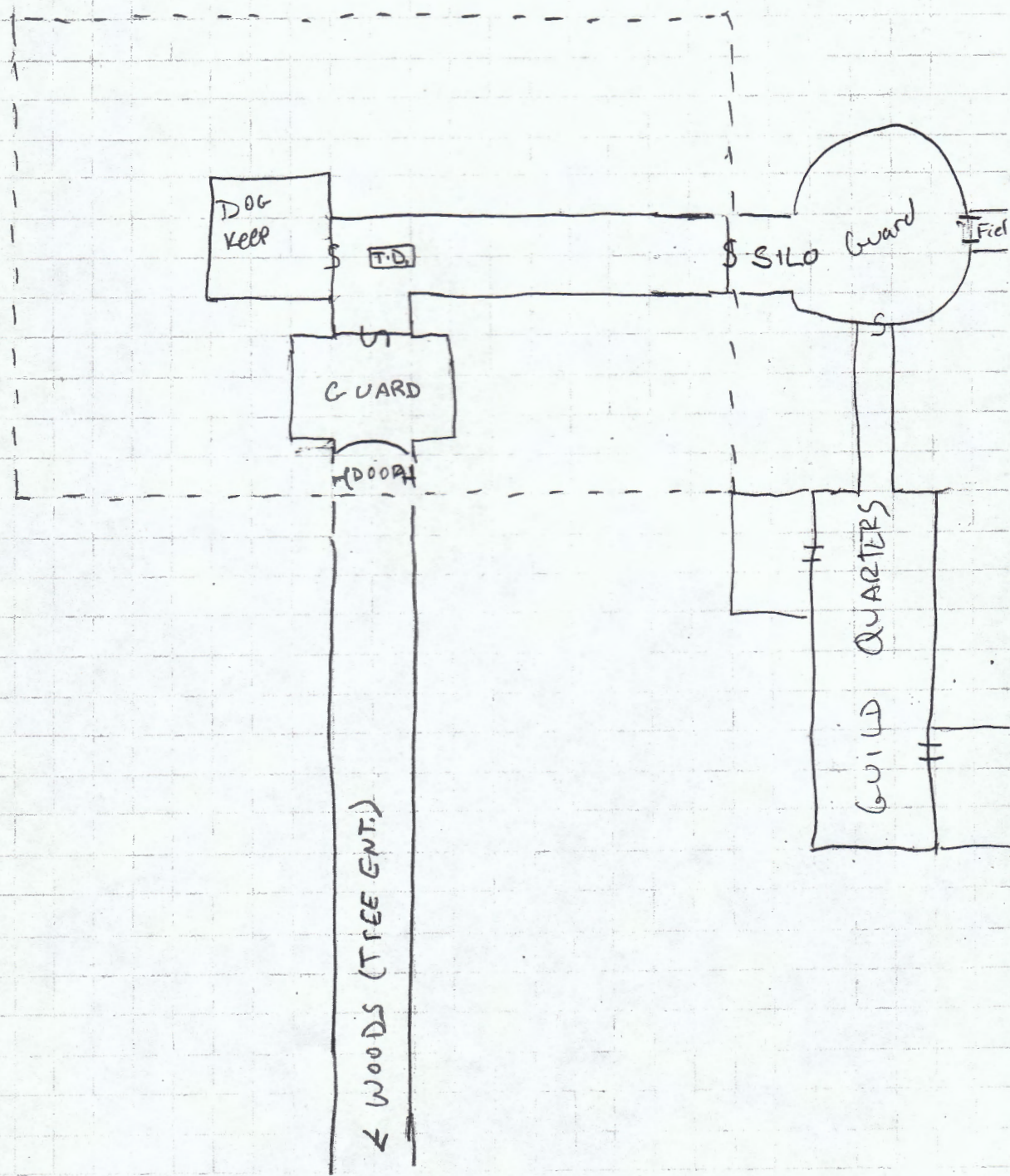
Ruff Campsites



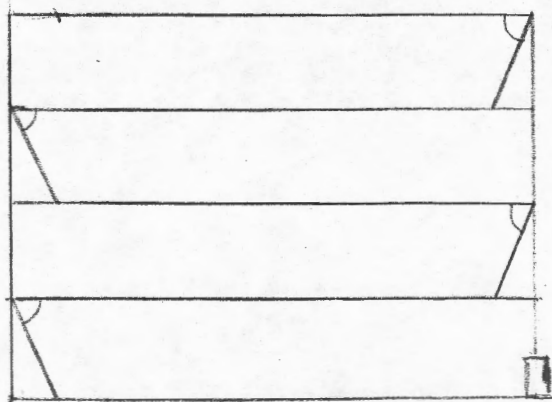
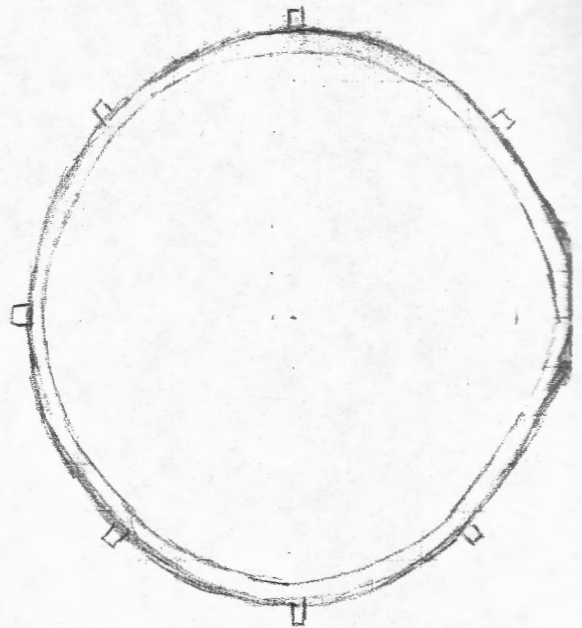
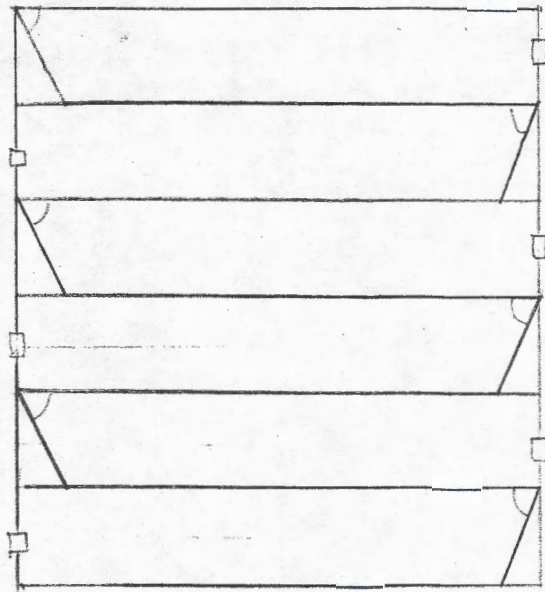
1" = 15'

SUBJECT

Hazel City



1/4" = 5'



□ = 6'

Notes on Tower

5 middle floors gone: misty and vague

Outer lattice of magic  $1\frac{1}{2}$ ' diamonds

Forcefields (Wells of force cast at  $70^\circ$  (4) 20' from roof

Guards and wards on all windows. Explosive Runes cast on frames

A = Gargoyle 14 HP AC 5 (mv 10) + track = 17 4 atks 1/3 x2 1d6 1d4  
 B Gargoyle 33 hp AC 2 ( mv 12 ) track 15 4 atks 1d6 x2 2d4 x2

C = Stone form 59 hp (Nil) AC 5 (mv 6) Thaco 7 1 ATK 3d8 dmg <sup>Treasure = n</sup>

D = Invisible Stalker 39 hp (Nil) AC 3 (mv 12, Fl 12) Thaco 13 1 ATK 4d4 dmg  
 Surprise, Invisibility, 30% MR

large deer gone → E = Mimic 30 hp AC 7 (mv 3) Thaco 13 1 ATK 3-12 smash <sup>SA:</sup> Blue/Camo-Flange

F = Red Dragon 6th age Body 80'-99' Tail- 63'-37' Treasure = HST  
 AC - 5 Breath wp - 12d10 +6 Spells - Wzd - 2/1 MR 35%

| Potions                   | Scrolls            | Wizard              | Magic Items                             |
|---------------------------|--------------------|---------------------|---|
| Diminution 300            | 1/ Remove Fear     | 3/ Wizard           | ✓ Ring of Truth 1,000                   |
| Philter of Libration 500  | 2/ Withdraw        | 4/ Remove Curse     | ✓ Periapt of Proof Against Poison 1,500 |
| Oil of Slipperiness 400   | 2/ Silence 15'     | 8/ Binding          | ✓ Rod of Splendor 2,500                 |
| Inulnerability (F) 350    | 4/ Produce Fire    | 6/ Globe of Involn. | ✓ Plate +3 1,500                        |
| Fire Breath 400           | 3/ Meld into Stone | 2/ Blur             |   |
| Oil of Disenchantment 750 | 4/ Prot. Lightning |                     |   |
| Elixir of Madness *       | 5/ wall of Fire    |                     |   |
| Treasure Finding 600      | 6/ wall of Thorns  |                     |   |
| Vitality 300              |                    |                     |   |

Affect normal fires 3X day

Anti Metal 3X day

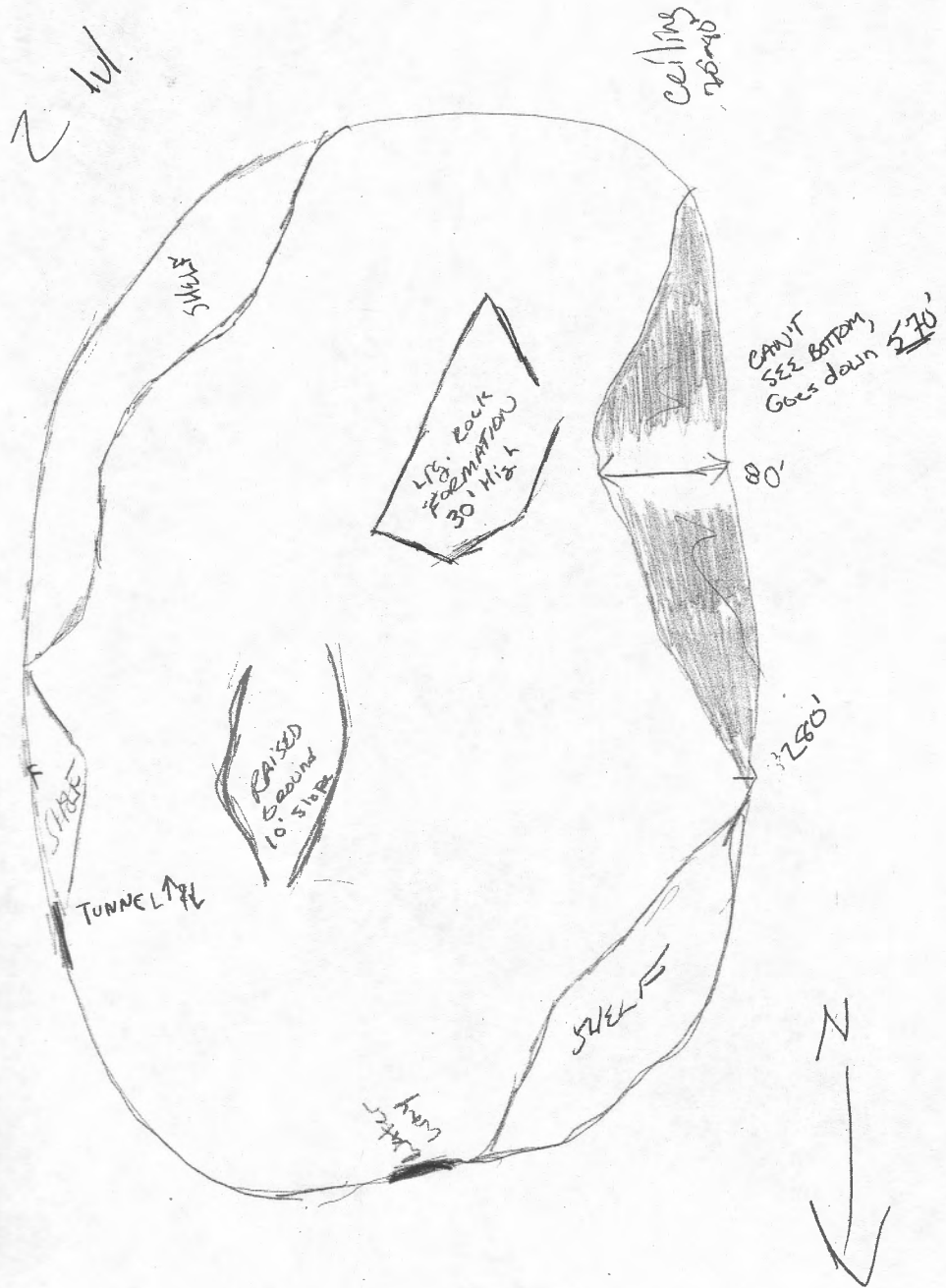
G Flying Displacers

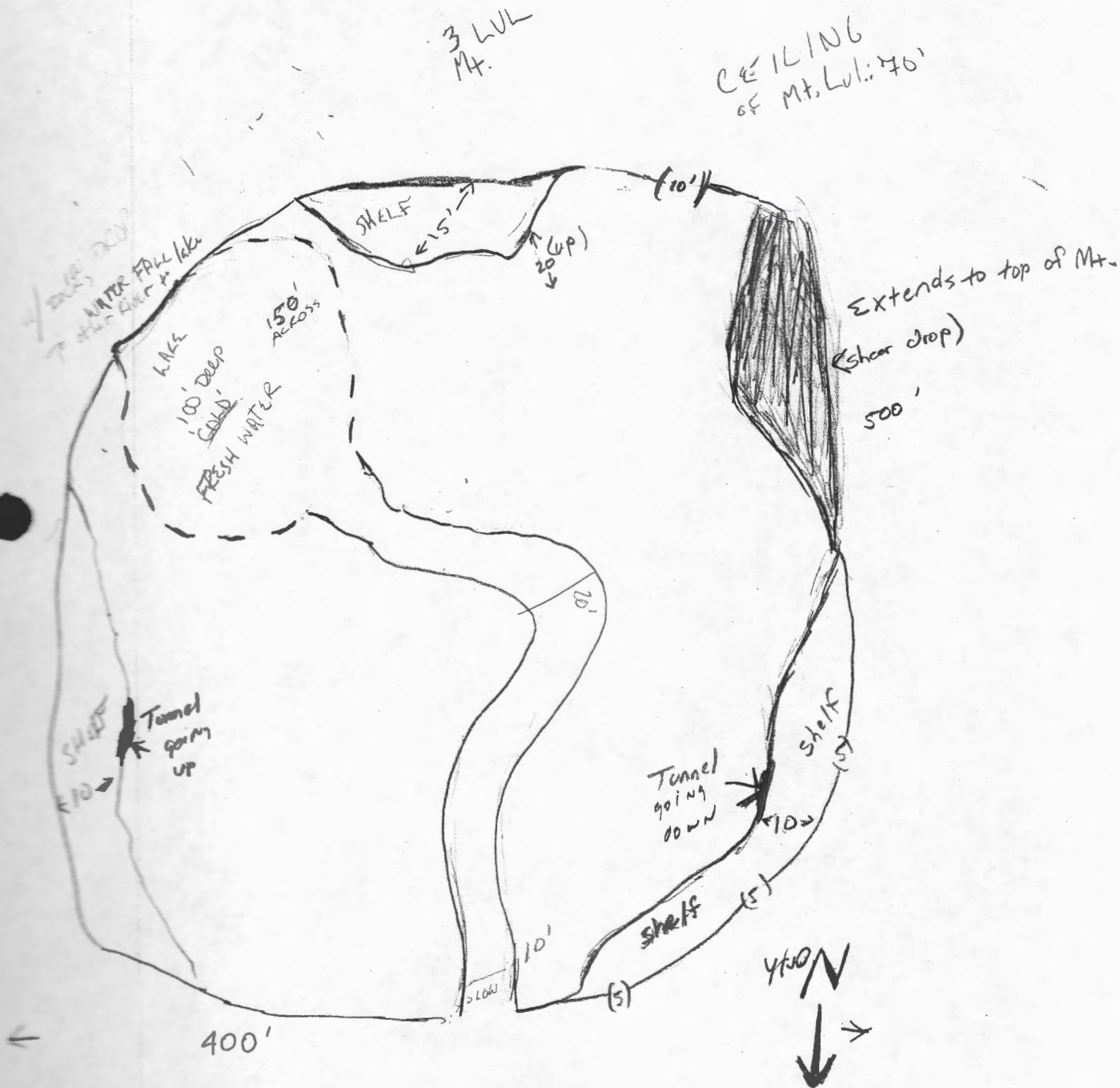
8,000 gp chest

7,000 gp urn

Mimic chest

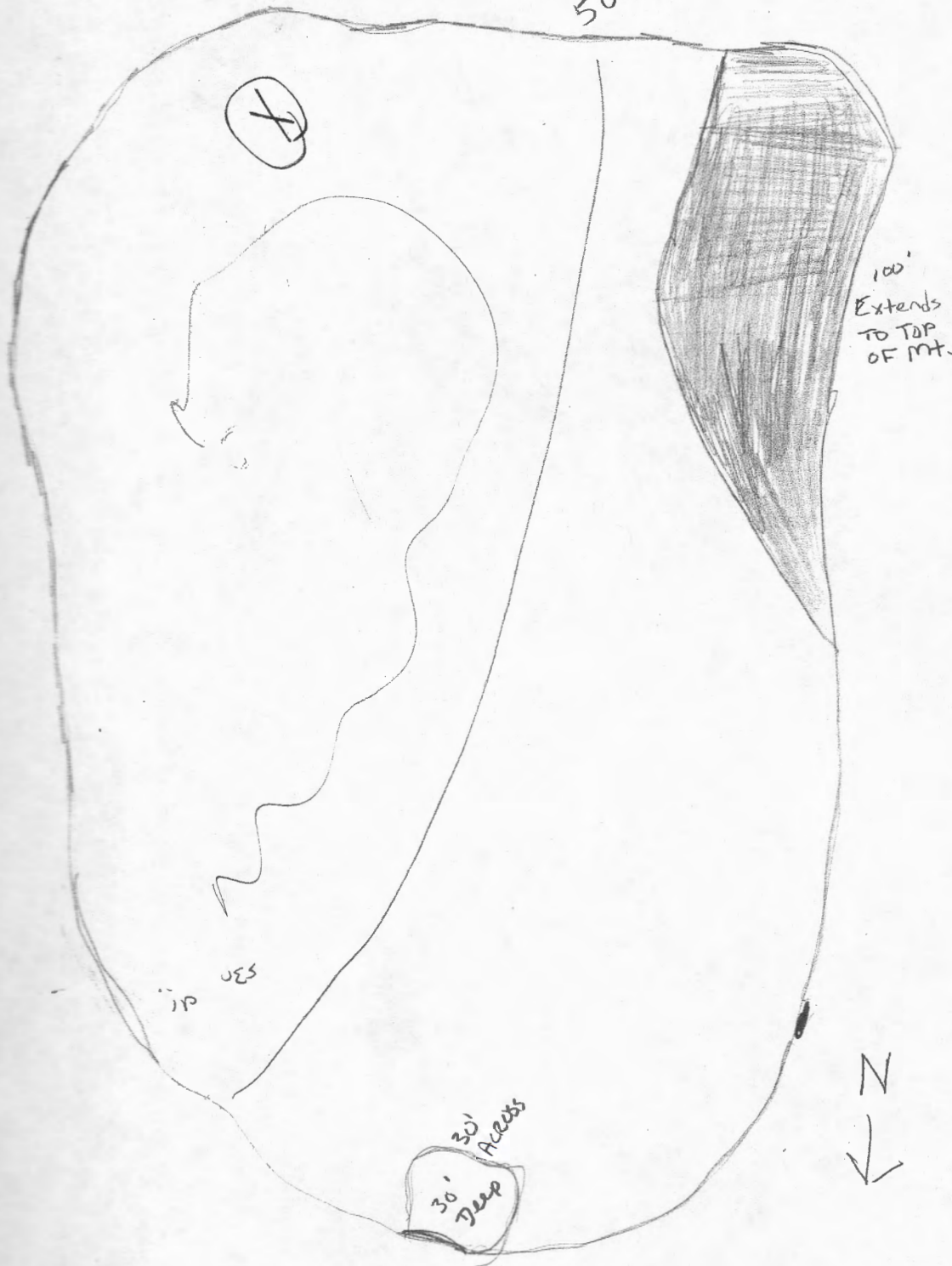
↳ encounter E moved

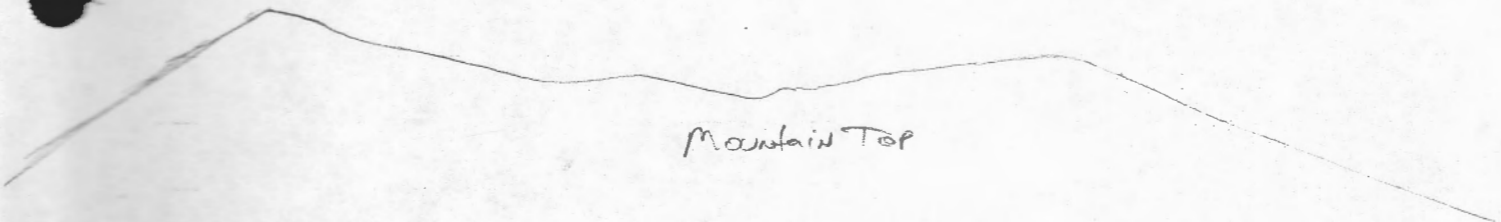




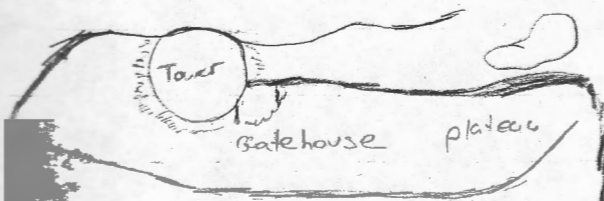
4161.

ceiling  
500'





Mountain Top



Tower

Gatehouse

plateau

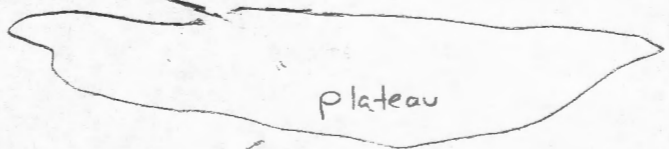
Trail



rock

rock

Cave  
(70')



plateau

Timeline of Hobbit's Return

Sauron and Denethor Shadowwalkers meet the 4 (2705)

Death of Balin-Karath (2715)

Lance & Aragorn settle, Alwin starts (2725)

Thorin Born (2670)

Halbarad Separates

2697

2672

2697

2722

2705

Gandalf & Galadriel born (2652)

Mim's Recognition (Thorin Slays B. Dragon)

Arwen, Theoden & Aragorn, Sam & Legolas

Karandor, Melkor, Isildur is found (2640)

Re-build Karandor (2716)

First Age (178 years long)

All six go to Karandor (2706)

Gandalf meets Thorin, Aragorn, Lance (2665)

Derek Starts The Guild & Makes The Claw

Poacher catches Kenderon (2768)

1 Starts, Gandalf & Fourman  
Wizards (2753)

Dirk, mfm, Penn, Hecrow  
Go to Kenderon (2760)

Battle with Asmodeus (15)

(2800)

0025

Tarnaque slain (2755)

Gandalf and Galadriel reach

Immortality (0001)

End of  
First Age  
Start of  
Second  
Age  
(390 years later)

Charleworth

Gandalf Disposes of Melkor (78)

0075

0050

0100

2724

2724

Derek Shadowwalker reaches Immortality (50)

Sebas

on

Trouble at Thorin's Mine, Illwind destroyed, Balin leaves

Immortal (160)

Gandalf, Galadriel + Derek make Urdun; blow Karandor (175)

Mormegil Born (179)

Red's pub built (181)

Old one bottle of Red's Amazon gets Orcaist (215)

Derek + crew go after Thor's books (219)

Draeden Hunts continue (223)

Thorin's Mine Founded (127)

Kelbi is born (140)

Gandalf's 2nd M.

Megallith Hunts

Phlegant

Draeden #1 killed

Devils and Dwarf in Karandor (131)

Volundil and Valmor are born (123)

Clarence, Rhodogast

2nd fire start (100)

Slaying of Tarent (180)

Guild moves to Karandor (177)

Cirion + Garion Amraia

Asmodeus Escapes + Reg

Land in Hazel + Watcher

Raistlin, M'm, Pann G., Harrow T. Deagol,

and Dirk L. reach Immortality.

arts (115)

125

150

175

200

225

250

Mr. Pearly Plough discover square dragon (279)

Derek's guild disbanded (282)

Discovery of Shimmers (290)

ility and Immortality

1)

is his Island (245)

venture in Exile (242)

and (225)

red (220)

the (218)

2001

THANK JOHN!!

Empires attack Karandor/Dragon Riders (273)

Thorin and others settle down (265)

Infinite Castles & Helms (260)

Statue of Balin begins (280)

Castle of Forlorn (315)

Grandalf & Galadriel become mortal for 3rd time (340)

Samuel Gilgiss moves to Desert Tower (331)



Charonath builds Eternal Haven (04)

Phlegas and Harrow T. become Nixia (29)

Deo. the Wise Empties Water (34)

Araxion reaches Immortality (49)

Naxorath reaches Immortality (51)

Sewers dug for Karandow (40)

Dragon war threat over (32)

Chiron and Crew start (18)

The Demon Runs (390)

End of  
Second Age  
Start of  
Third Age  
(103 years long)

Derek Shadowwalker Resurges (103)

(390)

01

25

50

75

100

12

- 01 Discovery of Superior Races
- 75 Dorian Blackhawk appears
- 80 Aragorn Isildor
- 100 Demon Run Destroys Karandor for 2<sup>nd</sup> time
- 105 Karandor Rebuilds as Throne City
- 108 Dorian gains Immortal Power thru Artifact
- 118 Dorian, Derek, Sûl, Aragorn Isildor and Charcharoth gain Immortality
- 120 Robin and Saron in Sigil (Jared)
- 122 Denethor, Darn, Malificent and Izen - Raft & Boat in Hazel
- 123 Robin, Darn, Felony, Izen on the raft adventure
- 128 Undead invasion & the IRS
- 125 Hummer, Robin and Tamar
- 130 Drogo Breaks into rangers house in Melcal
- 137 Stadium built, gypsies
- 142 Tim, the "Barfing Bard", Khaisanth, Aragon + Dorian punished. Discovery of sup. conductor.
- 145 Beastland Castle
- 150 PRESENT
- 160 Black Dragon Pool

- 150 Bastards  
160 Undead (liches, vampire, mummy enter the realm)  
170 Cathedral Built by Undead  
185 Tinker Gnomes enter realm  
275 War with Halabard/Kroll family → undead move into Halabard  
290 Undead attempt take over of realm (Undead lose.)  
300 Karandor on edge of ruin  
301 10/4/95 ???  
302 Karandor Back to life 10/15/95  
"Bards Keep"  
02 Reign of Kroll  
16 11/17/95  
17 1/28/96

Reborn  
w/ 5

~~2nd~~  
a little before 0078, Deathlok was born  
at the time 0078, Deathlok was  $\approx$  5th lvl

Slaying of Tiamat - 180 Deathlok helps defeat  
the bitch and is 44th lvl at the time

215 - Enebor gets Yandruth  $\approx$  15th lvl  
between 200 and 215, Enebor born

185 - Melcor the Assassin Born

215 - During Old One Battle - Melcor Earns  
Immortality  $\approx$  42 lvl at time

220 - Deathlok finds Samuel Gilgas -  
100th lvl mage

\* by 222 he was immortal

240 Nimrais + Longbattana meet Min + Pann  
disguised as dwarves

242 - Nimrais goes to Enki - almost  
killed

260 - Thron WhiteCrown Adventured in Korandon

268 - Sets up Outpost in Doriath Mtns.

275 - WhiteCrown is founded

280 - 1st son is born

30 - twins are born, of WhiteCrown son

Dragon  
Adventures  
→

135 - Eldanaph Born

200 Eldanaph becomes a mage

240 - Wulf Seidung - House adventure in  
Cinion + Gannon

250 - Wulf Seidung joins Guild

120 - March's Robinson starts

213 - Blackstone caught stealing from Kelon

200 Blackstone is born wheedled!!

227 - Gilgus B, Mimm, Melcon first & then  
Big Daddy - 'Red Dragon'

260 - Big Daddy is agreed by Melcon -

Both are Immortal

270 - Big Daddy becomes the Sun Dragon

Not being

off-balance chart Base 50%

+5% per level

+20% if Demihuman

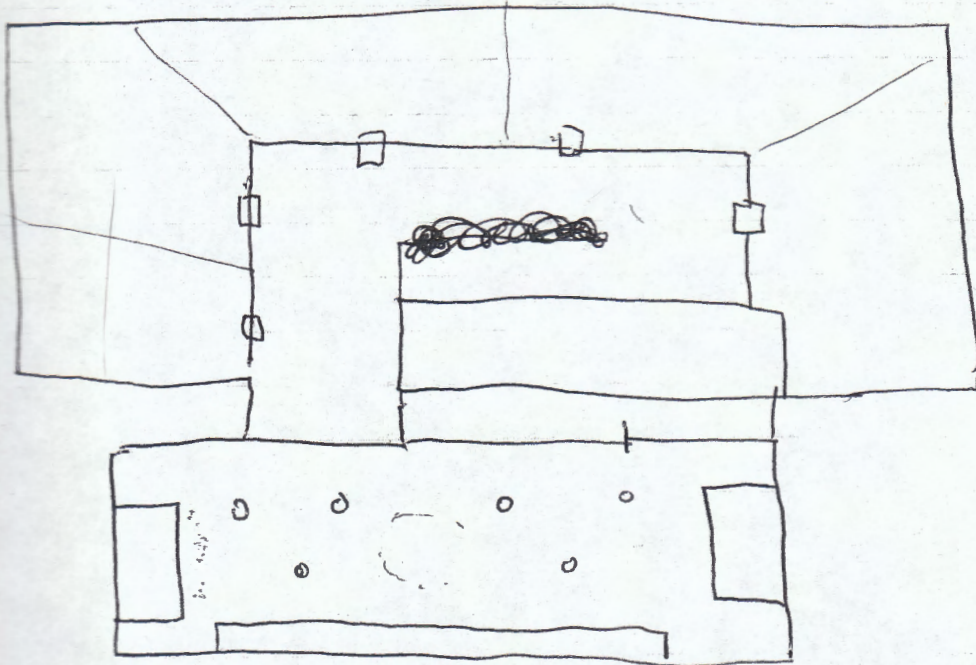
-15% if Raining/Snowing

-15% if Terrain (Rocks, moss, stairs, etc.)

-10% if being attacked

+5% if on higher ground

Ten-Towns  
Icewind Inn



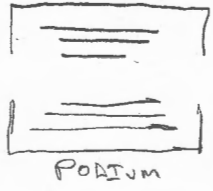
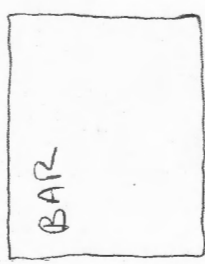
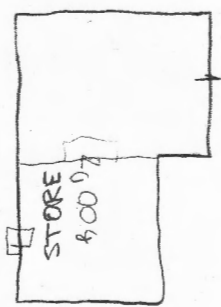
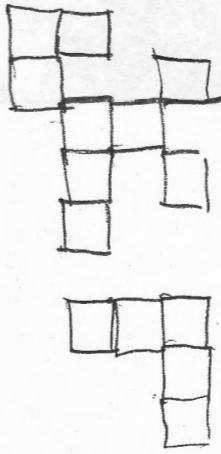
4

Inner Boundries of Arknor Forest;  
Local of City limits.

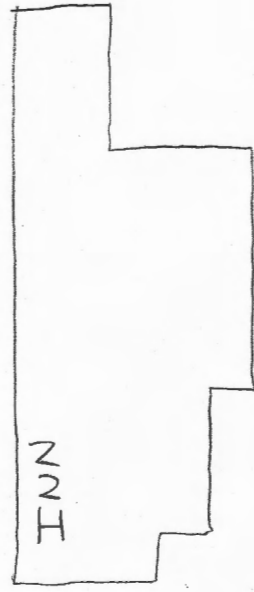
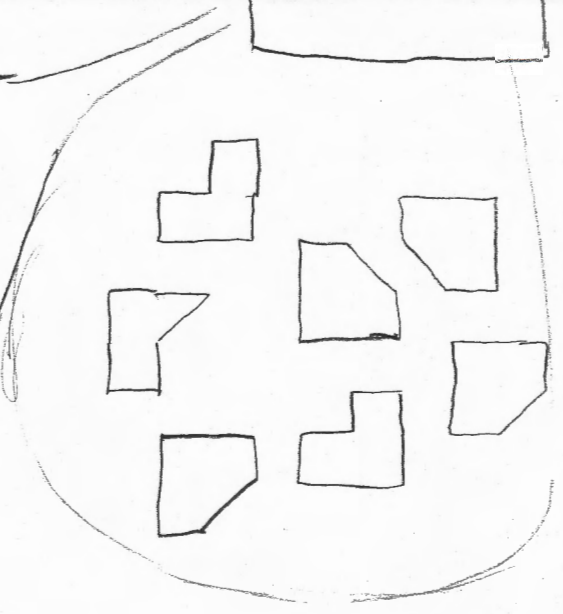
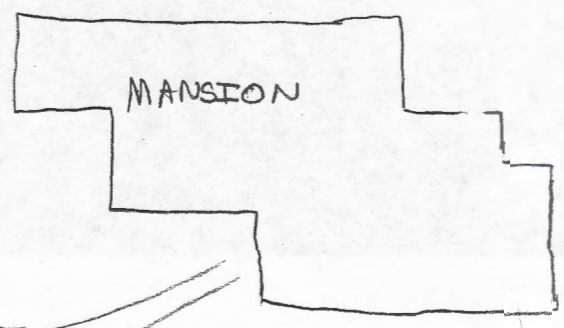
Arknor  
11-17-95  
J. Davies



20' N



X



EHADRAS

Ehadras

Run Totally by the guild

Elder the Dark faceds as mayor

The guards are really thieves

The people are living in a small tyranny.

### Generalities

- 1) Whole complex is rigged by dwarves to cave in upon itself by vocal command (Eldar's) This takes 1d3 rounds
- 2) Upon crash 5 earth elementals appear in rubble (d3 rounds) to clean-up.
- 3) Eldar has word of recall cast upon him to safe-haven in Melcal.

### Specifics

#### Main Hall

- Lavishly Functional sparse furniture; curtain portions.
- 1) The darkened corridor is magically Dark (spell 18<sup>th</sup> lvl dispell)  
One dispell will only cause 15 feet to become light or dim again.
- Criling entrance - 8 foot drop - No ladders. Trapped on outside - sounds alarm if tripwire is not found.

#### Treasury

- 1) This treasury contains 15 common (8HD mimics.)  
(8 HD; 60 HP, AC 7, THAC0 13, # ATKs 1, dmg 3d4 bludge, immune to acid, 1400 xp each)

#### Office

- 1) Contains 2 illusioned Iron Golems.  
(18 HD, 80 hp, AC 3, THAC0 4 # ATKs 1, dmg 4d10+14, Gas cloud every 7 rounds, immune to +3 or less, electricity slows for 3 rounds, 15,000 xp each)

#### Armory

This is an illusion that doubles as a temporary pen. The gate has magical triggers to drop a porticullis and lock into place (50 str.) if anyone save Eldar enters.

### Holding Pits

#### 1) Lord of the Pits:

(Giant Kin: Fomorian HD 13+3, HP 127, AC 3, THAC0 9, # Attacks 2, dmg 2d6+8 Vargosnath)  
(6000 xp)

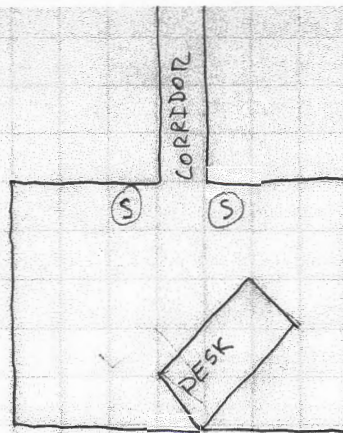
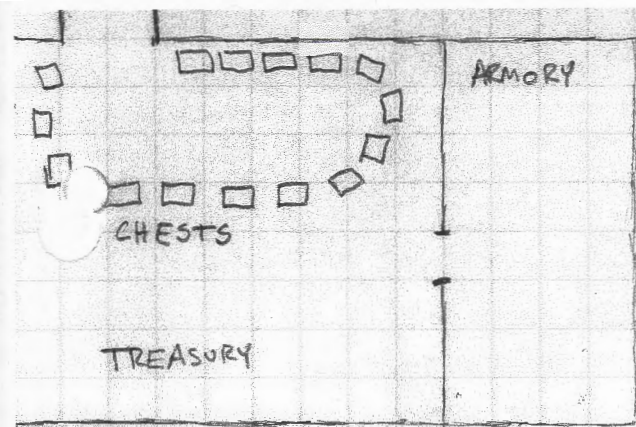
These pits were designed to hold and shortly torture up to ten inhabitants.

25% chance there are 1d4 prisoners, strapped or shackled to the floor of any given cell. There is a 5% chance it is a guild member.

Vargos fights with a maul, -2 to initiative due to its size. if punching damage lowers to 2d4+8, but gains 3/2 attacks.)

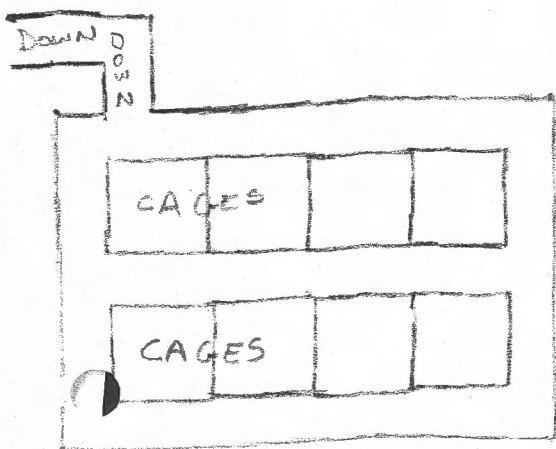
#### • Earth Elementals (5)

(HD 12, HP 132, AC 2, THAC0 3, # Attacks 1 dmg 4d8+12 (second swing - 4)  
+12 or better to hit. 6000 xp)



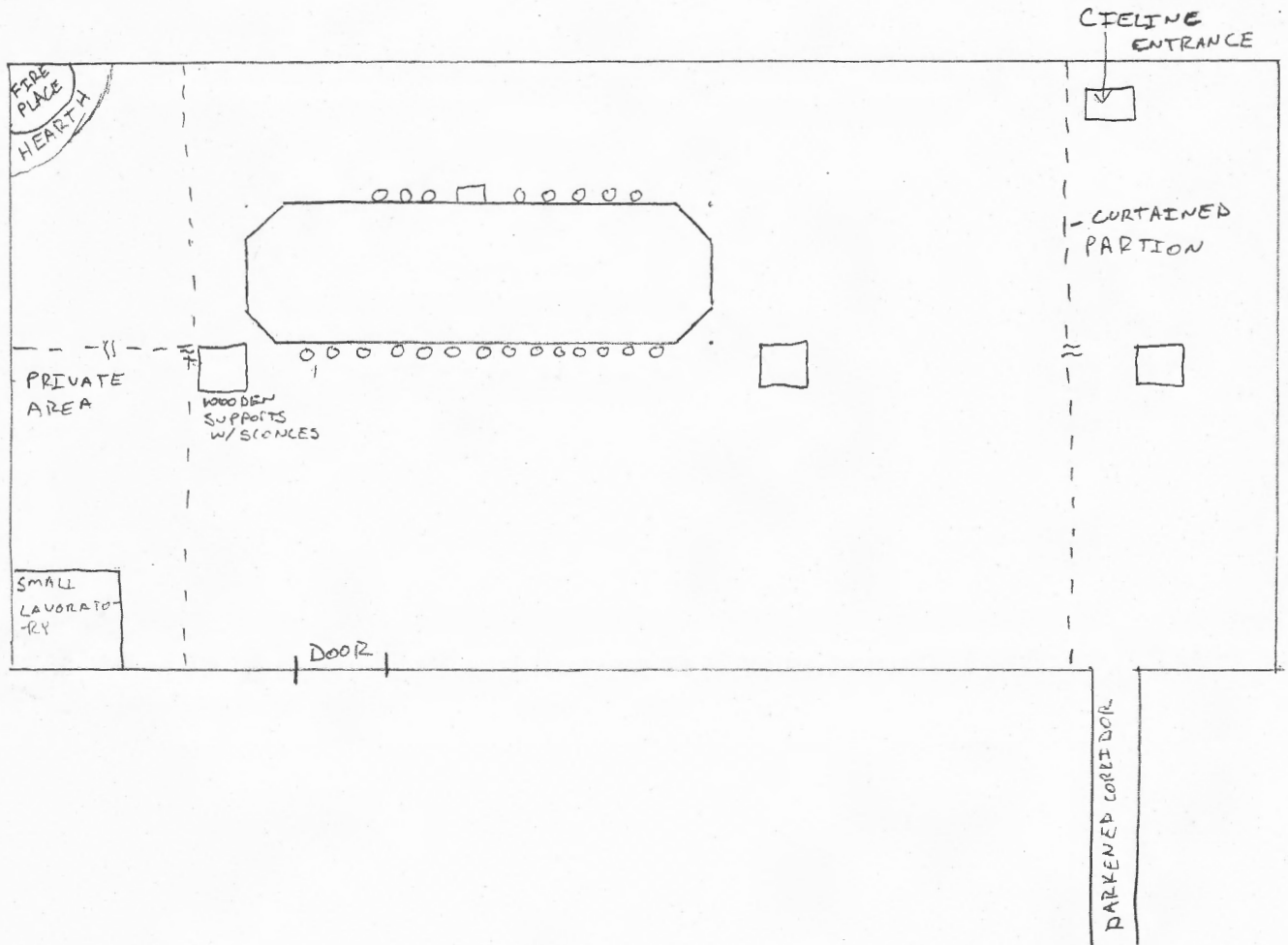
• = S'

③



5'

MAIN HALL



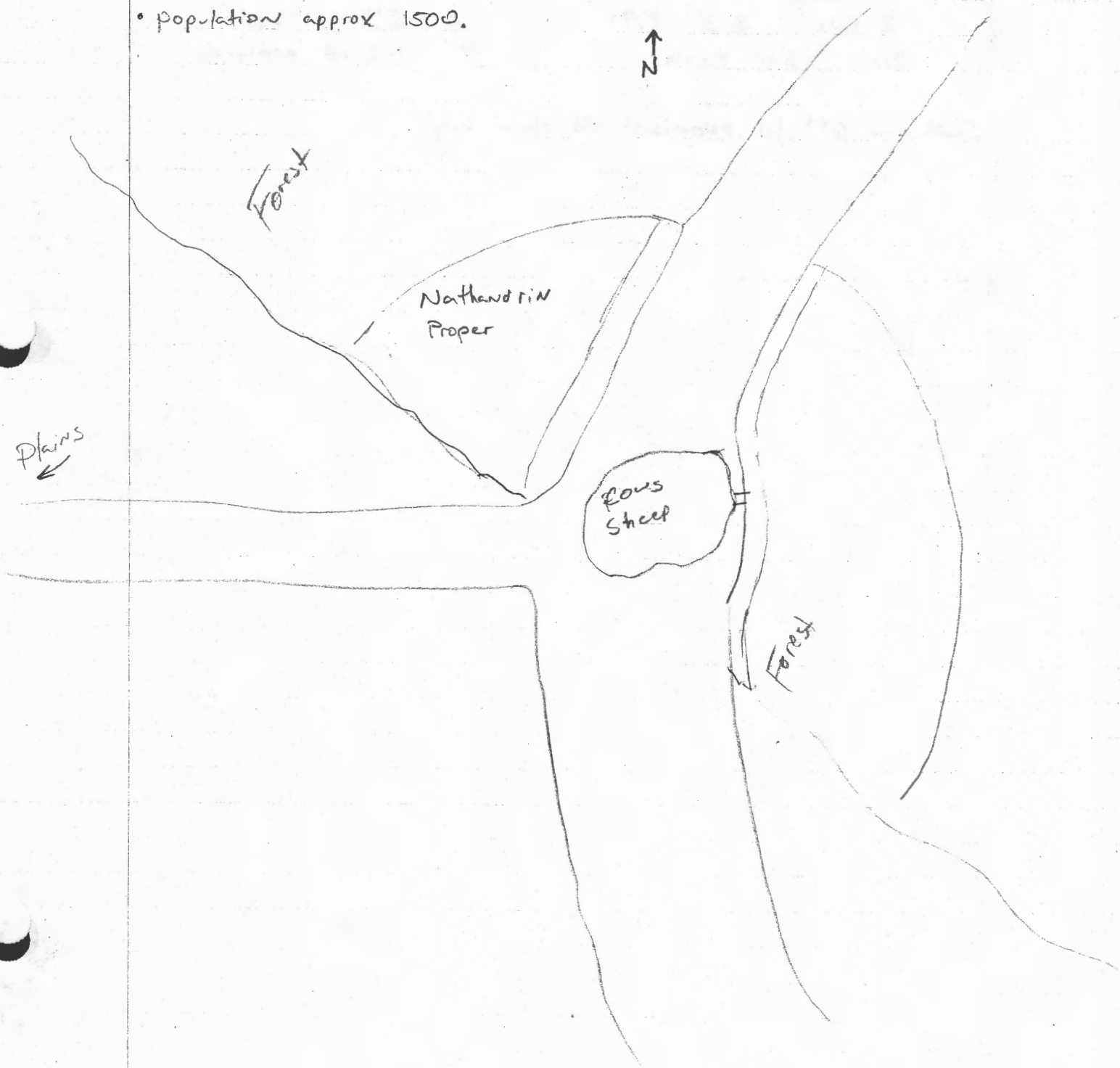
5' = 5'

## Nantathrin - City of Willows -

Home to elves, half-breeds and open-minded humans.

Most of the populace lives in giant willow trees above the commerce oriented section of the city proper. This city's main exports are lumber and unfinished furnishings with small amounts of finely crafted jewelry (mostly copper). The elves are very traditional and conservative, preferring to hire help to travel for them.

• population approx 1500.



Lord Niendel - Lord of city  
Chancellor Arborton - Chancellor of Commerce  
Capitan- Thaldrin - Capitan of the "Nightwind"-the ship-

### City Guard

2 Squads of Hunters (20 Each)

Capitan 5th F/M

2 Spts 3/3 F/M

20 1-3rd Fighters

Clerics of various Elven Dieties

1 7th lvl priest

2 5th lvl assts

9 1-3rd acolytes

Soothsayer 6th lvl psionist old elven lady

Cog - Base Move = 3mph      Seaworthiness = 65%

1st leg  $41 \times 22.5 = 922.5$  miles = 13 days + 2 days port

2nd leg  $59 \times 22.5 = 1327.5$  miles = 19 days + 3 days port

3rd leg  $43 \times 22.5 = 967.5$  miles = 14 days + 2 days port

4th leg  $20 \times 22.5 = 450$  miles = 6 days + 1 day port

5th leg  $21 \times 22.5 = 472.5$  miles = 7 days + 1 day port

59 days    9 days port = 68 days total

Boat Dimens. 80' x 20'

Sea

port

3x yr.

Crew is 20

Cargo is 150 tons

Start with lumber → trade lumber for spice/rugs → trade rugs for refined furniture/clothing → trade refined furniture/clothing for pelts/lumber → trade lumber for gems → take gems back to original city

1 Nantathrin (Elves, humans) Land of Willows

2 D'Ambalkah (Human)

3 Greywood (Humans)

4 Dragon (Human Barbarians, gnomes, Dwarves)

5 Ard-Galen Falls (Dwarves, Gnomes, Human)

## Plot outline

- PC's get hired on as guards for shipping Route.
- Find Druid woman Aradehl. Convinces party to go meet w/ Öl Azzhall or "Ozzy" for short.
- Ozzy sends party north to Ard-Galen Falls to intercept an item from Hador, a human wiseman there [Efretti Bottle]
- [Hador has been killed and the bottle is travelling back to Gothmog (red Dragon)]
- Gothmog is aware of this and will send henchmen and other nasties to the party.
  - Henchmen include
    - 1 tribe ogres (9)
    - 1 tribe kobolds (41)
    - 5 verbeens - in lair
    - 1 5<sup>th</sup> lvl wizard } 15 thieves/thuss that killed Hador and are
    - 1 8<sup>th</sup> lvl priest } transporting the bottle back to Gothmog

## I Get hired onto boat

- Adventure downstream
- meet Aradehl + Blink Dogs

## A. Meet Öl Azzhall

Get sold of necessary adventure

## B Get to Ard Galen Falls

- Find Hador dead
- Find thieves who killed
- Retrieve bottle before it gets to Gothmog

## C Return bottle to Ozzy

### Additions

Bar in Nantathrin-

- Character: drunkenness
- Develop streets (possibilities)

Other possible encounters

- Wights

Greywood is Melcal with a port

### Plot thinkers

#### Part 1

Party runs across Aradehl \* Embellish \*

Party runs across Ozzy

Big explanation (don't know the form) \* Embellish \*

#### Time line

Party talks w/ Ozzy

\* Hador has bottle / sends message to Ozzy

Ozzy has not gotten message in long time; is anxious prepares for worst

By the time party finds Hador he is dead 1-2 days

Bad guys out of the city that night

Race to catch

Forest Encounter #12

d10 roll wandering monster roll

- 1 Chimera
- 2 Manticore
- 3 Ogre
- 4-5 Hyena
- 6 Jackal
- 7 Orc
- 8 Oblivion
- 9 Wight
- 10 Lammasu, Lesser

|          | <u>Lammasu, Lesser</u> | <u>Wight</u> | <u>Obliviah</u> | <u>Orc</u> |
|----------|------------------------|--------------|-----------------|------------|
| # Appear | 3                      | 11           | 10 (Big Patch)  | 40         |
| AC       | 6                      | 5            | 10              | 6/10       |
| HD       | 7+7 (50 hp)            | 4+3 (21)     | (20 hp)         | 1 (5)      |
| THAC0    | 12                     | 15           | 20              | 19         |
| # Atk    | 2                      | 1            | -               | 1          |
| Dmg      | d6/d6                  | d4           | -               | d8         |
| MR       | 30%                    | -            | -               | -          |
| XP       | -                      | 975          | 35              | 15/35      |

|       | <u>Jackal</u> | <u>Hyena</u> | <u>Ogre</u> | <u>Mandrill</u> | <u>Chimera</u>            |
|-------|---------------|--------------|-------------|-----------------|---------------------------|
| # Ap  | 5             | 6            | 11          | 1               | 2                         |
| AC    | 7             | 7            | 5           | 4               | 6/5/2                     |
| HD    | 1/2 (3)       | 1 (6)        | 4+1 (25)    | 6+3 (25)        | 9 (39)                    |
| THAC0 | 20            | 19           | 17          | 13              | 11                        |
| # Atk | 1             | 1            | 1           | 3               | 6                         |
| Dmg   | d2            | d4           | d10         | d3/d3/d8        | 2x d3 / 2x d4 / 2d4 / 3d4 |
| MR    | -             | -            | -           | -               | -                         |
| XP    | 7             | 20           | 650         | 1400            | 5000                      |

### Mountain Encounter / Slopes

Cats, Greater

Disphar Beast

Ettercap

Firbolg

Goblin

Hobgoblin

Kobold

Owlbear

Spider

Sting

Treant

Wyvern

### Up the Mountain

Deer

Giant Frost

Giant Stone

Galeb Duhr

### The Ship

Capitan: Tb'lok Mnarr (3300 xp)

Fighter/Mage

7/6

AC-3 Chain +2 / Shield +1 (dex-4)

HP 58

Lawful Evil

Spells: 4/2/2

Favors: Web, Horung, Banefl Deflector, L. Bolt + F. Ball

Psionics: As 7th lvl Psionist; 220 psp's

3 Disciplines 4 sciences 13 Devotions, 4 Def. Modes

Favors: All-Range Vision, Displacement, Dimension Door, Time-shift

### Weapons:

Longsword +2

THAC0

12

#Att/Rnd

2/1 1/1

Dmg s-m / L

d8+5 / d12+5

### First Mate

Fighter

6th

AC 2 Chain + Shield (Dex. 3)

HP 45

Psionics: As 6th lvl. Psionist; 242 psp's

3 Dis. 4. Sci 11 Dev. 4 Def. moves

Favors: Chameleon Power, Displacement, Heightened Senses

### Weapons:

S. Sword +1

THAC0

13

#Att/Rnd

2/1

Dmg s-m / L

d6+3 / d6+3

## PROTECTIVE MEASURES

270 m-r

1 in 6 chance of spell turning

cannot passwall nor travel through (phase door, dimension door project)

5 feet of solid Adamantite form for cages.

Each cage only accesable from hatch in capitans quarters.

hatch opens a contingency gate into the cell.

Each cell only has 2 occupants: maximum

[Hatch] is illusioned and wizard locked (25th lvl)

only opened by a rod of cancellation found in <sup>capitans</sup> ~~capitans~~ quarters.

Cells are replicas of specific places in the underworld for holding Yugoloths, Batezus and other nasties

1) Black Pits in Gehenna: Utter and complete blindness and uncomfortable heat stench save vs. pois. at -3 (every turn) or vomit for d4-1 rnds. darkness will fizzle light spells and all sights and -visions.

2) Blazing Hell: Classic from Dante's Inferno: searing flames ignites all combustibles; save vs. breath weapon or burst into flame. 2d12 every round until dead. Fire resistance lasts per potion. Rings negate until removed, then destroyed

3) Chaos Winds: Replicates the plane of Pandemonium

4) The Frigid Wastes: Replicates the plane of Caine (2nd plane of Hell)

- 5) Grey Waste: Just That
- 6) Eternal Light: Mimicks the positive material plane
- 7) Jungle Room: Beastlands
- 8) Water Rm: Elemental Plane of Water
- 9) Elysium Rm: Just that
- 10) Regular old Holding Cell - Just that
- 11) Fog Room - Elemental Plane of Air

Pit 1

Darkwaver

AC -4

HP 26

THACD 15

# Atks 6

dmg d2 (Spells)

MR

MR 50% or 10%

XP

8,000

Pit 2

Cornugon

-2

60

11

4 or (1+weapon)

dmg d4/d4/d4+1/d3

(d3+1)(+6)

50%

10,000

Pit 3

Bebilith

-5

102

9

3

2d4/2d4/2d6

50%

13,000

Pit 4

Gelugon

AC -3

HP 84

THACD 9

# Atks 4

dmg 2x d4+1/2d4/3d4

MR 50%

XP 19,000

4  
17  
6  
102

1  
13  
5  
75

| Pit 5      | Pit 6       | Pit 7              | Pit 8              |
|------------|-------------|--------------------|--------------------|
| Bloodthorn | Astral Deer | Orangutan 12th M-U | Water Mephrit (11) |
| AC 3       | -5          | 5                  | 5                  |
| HP 64      | 128         | 18                 | 16                 |
| #Atk       | 2           | 2                  | 2                  |
| Dmg/Atk 8  | 306         | d4 + 6             | d3                 |
| 8x1d6      |             |                    |                    |
| XP 1,400   | 15,000      | 6000               | 420                |
| MR 50%     | 70%         | 8.30               | Nil                |

| Pit 9      | Pit 10 | Pit 11 |
|------------|--------|--------|
| Hollyphant | Empty  | Mortai |
| AC -4      |        | -5     |
| HP 39      |        | 370    |
| #Atk 2     |        | 1      |
| Dmg/Atk d3 |        | 10d6   |
| XP 9,000   |        | 25,000 |
| MR 60%     |        | 80%    |

4  
16  
8  
128

### Demon Shackles

Made from Adamantite, can be thrown like boos, THAC0 10

Treated as +5 weapons for what they can hit

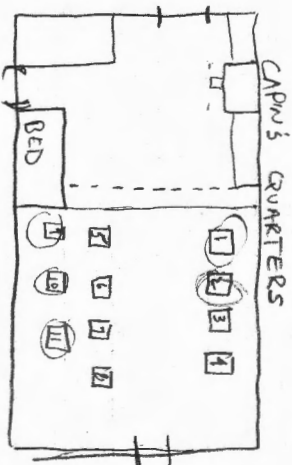
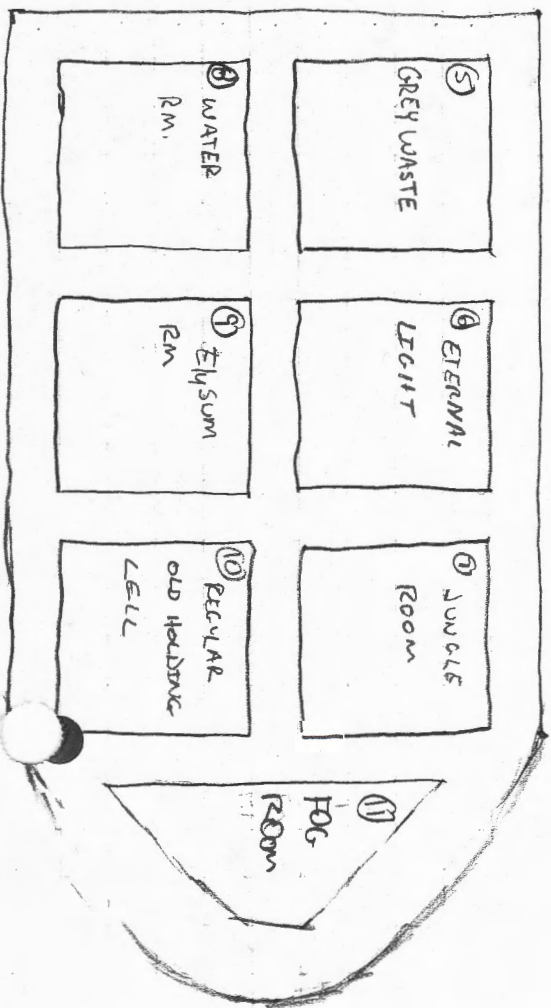
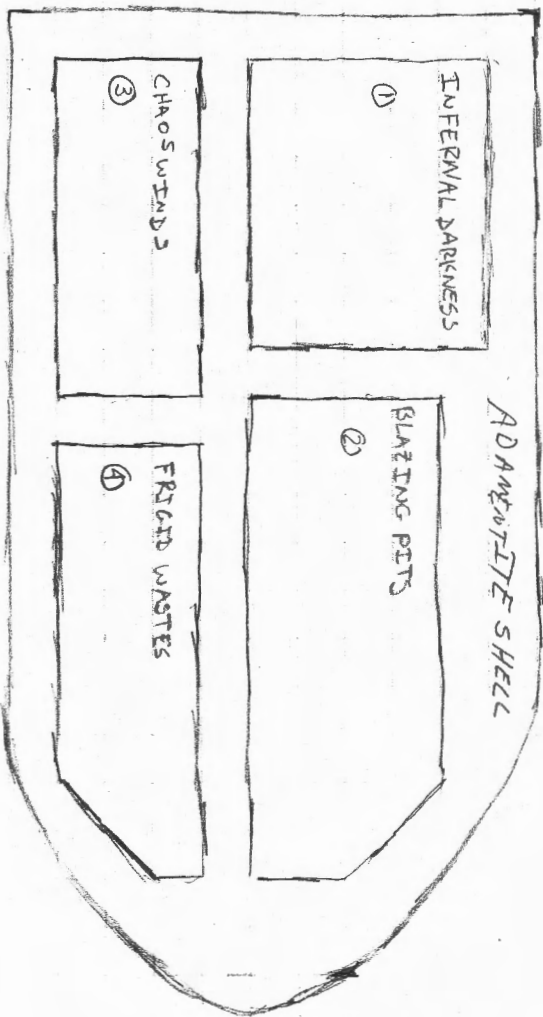
When they strike a creature, on a successful to hit, they attach themselves to either wrists or ankles. They then release the psionic ability of Time/Space Anchor. This ability usually stops the victim cold. No travelling ability, either innately or spellwise is possible.

An effective strength of 40 is needed to ~~has~~ break the shackles apart. They remain fastened to the individual even through shapeshifts and polymorph spells.

There are 15 pairs of these on board

5'

Bottom Halls



# Henchmen/Animal Companions

| Name       | AC   | Race/Class | HD/Lvl | #AT THAC0 | Dmg/Effects  | hp  | Skills/Abilities |
|------------|--|------------|--------|-----------|--------------|-----|------------------|
| Gary       | 73   | gare (Tan) | 19/19  | 1/sp      | special 7d10 | 217 | move 24/48/66    |
| Background | gaze red. / ray-en / ca. ruy / pha. hi / adv. ill / true see / prism spray / mind blank / impris / |            |        |           |              |     |                  |
| Background |  |            |        |           |              |     |                  |
| Background |  |            |        |           |              |     |                  |

|                |    |     |     |   | Damage (D12/L) | Range | Weight | Size | Type | Speed |
|----------------|----|-----|-----|---|----------------|-------|--------|------|------|-------|
| Kopesh (2) +5  | 6  | +14 | +19 | 0 | 2d4 / d6       | —     | 7/14   | M    | S    | 9     |
| Daggers (6) +5 | 16 | +14 | +19 | 0 | d4 / d3        | —     | 1(6)   | S    | P    | 9     |
| Whip +5        | 6  | +19 | +19 | 0 | d2 / d1        | —     |        |      |      |       |
|                |    |     |     |   | /              |       |        |      |      |       |
|                |    |     |     |   | /              |       |        |      |      |       |
|                |    |     |     |   | /              |       |        |      |      |       |

#### Special Attacks

#### Ammunition:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

#### Special Abilities

|                   |      |                            |
|-------------------|------|----------------------------|
| Pick Pockets      | 100% | Big BUI!                   |
| Open Locks        | 100% | MR -95%                    |
| Find/Remove Traps | 100% | ABILITIES x2               |
| Move Silently     | 100% | 3/DOV                      |
| Hide/Shadows      | 100% | last round of round sequel |
| Detect Noise      | 100% | 10 level                   |
| Climb walls       | 100% |                            |
| Read languages    | 50%  |                            |
| Backstab          | x6   | Shapeshift +/- 75%         |
| Spells 1/day      |      | 5/kill lightning           |
| 1/Phase door      |      | 1/cure/care series         |
| 5/Teleport        |      | 2/control weather          |
| 1/Prismatic wall  |      | 6/blade barrier            |
| 3/Trip the Soul   |      | 4/Divinations              |

#### Proficiencies/Skills/Languages

|        |          |                 |           |
|--------|----------|-----------------|-----------|
| Weapon | (6 / -2) | Nonweapon       | (10 / )   |
| Kopesh | (6 / -2) | Reading Lips    | (4 / INT) |
|        | ( / )    | Bowyer/Fletcher | (2 / DEX) |
|        | ( / )    | Blind Fighting  | (2 / -)   |
|        | ( / )    | Maintainance    | (2 / -)   |
|        | ( / )    |                 | ( / )     |
|        | ( / )    |                 | ( / )     |
|        | ( / )    |                 | ( / )     |
|        | ( / )    |                 | ( / )     |
|        | ( / )    |                 | ( / )     |
|        | ( / )    |                 | ( / )     |
|        | ( / )    |                 | ( / )     |

D. Credak

PLAYER NAME

## ADVANCED D &amp; D™

CAMPAIGN

DATE CHARACTER BEGAN

## Player Character Record

Derek Shadowwalker

CHARACTER NAME

CLASS: Barbarian/Assassin

LEVEL: 96/96

RACE: Mordikai

ALIGNMENT: LE

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES: +5 magical creatures

23 S HIT ADJ +5 DAM ADJ +11 OPEN DOORS 16 BEND BARS 90

STRENGTH

17 I ADD LANG 6 % KNOW SPELL 75 MIN # SPELLS - MAX # SPELLS 14

INTELLIGENCE

15 W MAGICAL ATK ADJ -1 SPELL BONUS 7nd % SPELL FAILURE 0

WISDOM

19 D REACTION ADJ +3 MISSILE ADJ +3 DEFENSE ADJ -4

DEXTERITY

16 C HIT POINT ADJ +2 SYSTEM SHOCK 95 RESURRECT SURVIVAL 96

CONSTITUTION

17 CH MAX # HENCHMEN 10 LOYALTY BANE +6 REACTION ADJ +6

CHARISMA

| SAVING THROW ADJUSTMENTS: |           |
|---------------------------|-----------|
| CONDITION                 | CONDITION |
|                           |           |
|                           |           |
|                           |           |

SAVING THROWS:

Paralyzation/Poison— (2)

Petrification/Polymorph— (5)

Rod, Staff or Wand— (4)

Breath Weapon— (6)

Spells— (5)

RESISTANCES:

DETECTION: 55% bakstbt illusions 80% Det Magic

LANGUAGES: Oriental, Dwarven, Elven

PSIONICS: 262 - 262 All All

MAJOR DISCIPLINES: Prob. Travel, Disintegrate, Sup. Invis, Mind B-r, Mind/magic

MINOR DISCIPLINES: Inthear, All-round vision, cat fall, Astral Project

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

\*COMBAT\*

Bracers AC 3 cloak +4 Ring +5

ARMOR WORN

AC BANE

CONDITION OF ARMOR

AC -18

DEX ADJ

MAGICAL ADJ

SHIELDLESS AC

REAR AC

CONST. ADJ

HIT DIE TYPE

SPECIAL ADJUSTMENTS

Wounds:

COMBAT ADJUSTMENTS:

Totals:

+6

+6

TO HIT ADJ

DAMAGE ADJ

+6

+6

CONDITION

CONDITION

SURPRISE

DEX ADJUST.

REAR ATTACKS ADJUST.

HIT POINTS

WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ

DAMAGE ADJ

DEFENSE ADJ

PUSHING

GRAPPLING

OVERBEARING

# ATTACKS

PATRON:

MORALE MODIFIER

SPECIAL ABILITIES: X4 spec. w. Desert

S. sword

MAGIC COMPONENTS: Thieves picks

TURNING UNDEAD:

WARRIOR

ROBE

GRILL

THROW

WIGHT

GHOST

LICH

SPECIAL

PICK POCKETS

OPEN LOCKS

REMOVE/FIND TRAP

MOVE SILENTLY

HIDE IN SHADOWS

HEAR NOISE

CLIMB WALLS

READ LANGUAGE

TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD

**POSSESSIONS:**[illegible]

|                     |                            |            |                    |            |             |      |                             |         |      |
|---------------------|----------------------------|------------|--------------------|------------|-------------|------|-----------------------------|---------|------|
| <b>ENCUMBRANCE:</b> | <b>LOAD VS. MOVE RATE:</b> |            |                    |            |             |      | <b>Total Weight Carried</b> |         |      |
| SUPPLY              | STR. ADJ.                  | NORMAL = T | HEAVY = %          | LOADED = % | MAXIMUM = % |      |                             |         |      |
| Provisions          | SUPPLY                     | USED       | CARRYING CAPACITY: | CONTAINER  | MAX VOL     | LOAD | CONTAINER                   | MAX VOL | LOAD |
| Water               | SUPPLY                     | USED       |                    | CONTAINER  | MAX VOL     | LOAD | CONTAINER                   | MAX VOL | LOAD |
|                     |                            |            |                    |            |             |      |                             |         |      |
|                     |                            |            |                    |            |             |      |                             |         |      |
|                     |                            |            |                    |            |             |      |                             |         |      |
|                     |                            |            |                    |            |             |      |                             |         |      |
|                     |                            |            |                    |            |             |      |                             |         |      |

| WEALTH:   |  | TOTAL WEIGHT |  | TOTAL VALUE    |  | EXPERIENCE POINTS: |  | NEXT LEVEL GOAL |  |
|-----------|--|--------------|--|----------------|--|--------------------|--|-----------------|--|
|           |  |              |  |                |  | TREASURE—          |  | COMBAT—         |  |
|           |  |              |  |                |  |                    |  | OTHER           |  |
|           |  |              |  |                |  |                    |  | TOTAL: +        |  |
| COPPER—   |  |              |  | COIN—          |  | 1,403,911,167      |  |                 |  |
| GOLD—     |  |              |  | JEWELS—        |  |                    |  |                 |  |
| SILVER—   |  |              |  | MISCELLANEOUS— |  |                    |  |                 |  |
| PLATINUM— |  |              |  |                |  |                    |  |                 |  |

DEBTS OWED/OBLIGATIONS

DESCRIPTION: AGE            APPARENT AGE            UNNATURAL AGING            COLOR OF: B/K HAIR Bright Green  
GENERAL APPEARANCE: tanned EYES o/wd pupils  
DISTINGUISHING MARKS:             
MANNERISMS:             
STANDARD #           

[illegible]

|                   |                       |                |                 |                       |                |
|-------------------|-----------------------|----------------|-----------------|-----------------------|----------------|
| <u>DISCUSSION</u> | <u>TIME/CONDITION</u> | <u>DETAILS</u> | <u>LOCATION</u> | <u>TIME/CONDITION</u> | <u>DETAILS</u> |
|                   |                       |                |                 |                       |                |
| <u>NOTES</u>      | <u>LOCATION</u>       | <u>DETAILS</u> |                 |                       |                |
|                   |                       |                |                 |                       |                |

do hereby \_\_\_\_\_

Player Name

4/28/89

DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPAIGN # 924

Character Name: Gandalf

CHARACTER NAME

CLASS: Favored M-U

LEVEL: 2026

RACE: Favored Elf

ALIGNMENT: None

PATRON DEITY: -

RELIGION: -

PLACE OF ORIGIN: -



CONCEALED

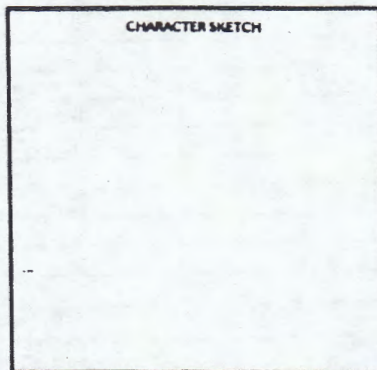
CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING



## ABILITIES: Minimum\*

|    |    |                  |              |                    |              |
|----|----|------------------|--------------|--------------------|--------------|
| 36 | S  | HIT ADJ.         | DAM ADJ.     | OPEN DOORS         | BEND BARS    |
| 50 | I  | ADD LANG.        | % KNOW SPELL | MIN # SPELLS       | MAX # SPELLS |
| 36 | W  | MAGICAL ATK ADJ. | SPELL BONUS  | % SPELL FAILURE    |              |
| 39 | D  | REACTION ADJ.    | MISSILE ADJ. | DEFENSE ADJ.       |              |
| 38 | C  | HIT POINT ADJ.   | SYSTEM SHOCK | RESURRECT SURVIVAL |              |
| 32 | CH | MAX # HENCHMEN   | LOYALTY BASE | REACTION ADJ.      |              |

CHARISMA

| SAVING THROW ADJUSTMENTS |           |
|--------------------------|-----------|
| +/=                      | CONDITION |
| +/=                      | CONDITION |

## SAVING THROWS:

Paralyzation/Poison— ☐

Petrification/Polymorph— ☐

Rod, Staff or Wand— ☐

Breath Weapon— ☐

Spells— ☐

RESISTANCES: All

DETECTION: All

LANGUAGES: All

PSIONICS: - Nil

ATL. STR./DEF. STR. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

## \*COMBAT\*

AC: 1 Favored Elf AC/2

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

CONST. ADJ. HIT DIE TYPE SPECIES ADJUSTMENTS

Wounds: 2300

HIT POINTS

SURPRISE / DEX. ADJUST. REAR ATTACKS ADJUST.

## WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## COMBAT ADJUSTMENTS:

Totals: -

"TO HIT" ADJ. DAMAGE ADJ.

+/= CONDITION +/= CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:

ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

FORRELLING

GRAPPLING

OVERRECORDING

| WEAPON | MAG.<br>ADJ. | SPACE REQUIRED/<br>RANGE | SPEED | ADJUSTED TO HIT ARMOR CLASS |      |      |      |      |      |      |      | DAMAGE VS SIZE |       |
|--------|--------------|--------------------------|-------|-----------------------------|------|------|------|------|------|------|------|----------------|-------|
|        |              |                          |       | 10                          | 9    | 8    | 7    | 6    | 5    | 4    | 3    |                | 2     |
| Any    |              |                          |       | Auto                        | Auto | Auto | Auto | Auto | Auto | Auto | Auto | Auto           | S-M/L |
|        |              |                          |       |                             |      |      |      |      |      |      |      |                |       |
|        |              |                          |       |                             |      |      |      |      |      |      |      |                |       |
|        |              |                          |       |                             |      |      |      |      |      |      |      |                |       |
|        |              |                          |       |                             |      |      |      |      |      |      |      |                |       |



## SPILLS MEMORIZED PER LEVEL:

| 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |
|     |     |     |     |     |     |     |     |     |

MOBILE MASTER: -

MODIFIER SCHOOL: -

FAMILIAR/PET: -

SPECIAL ABILITIES: -

## MAGIC COMPONENTS

-

-

-

-

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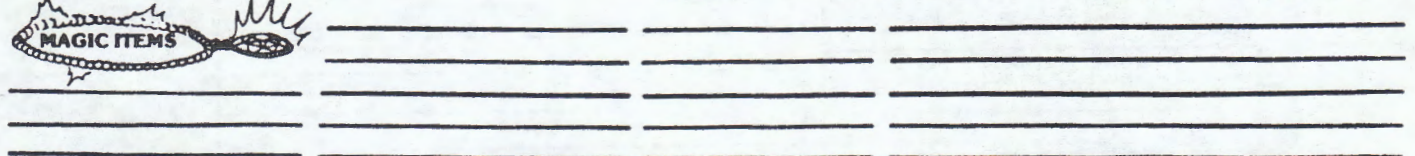
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-

MAGIC-USER ILLUSIONIST

[illegible]

| STK. REAS.  |        | HOUSEHOLD |                    | HEAVY DUTY |         | COMMER. DUTY |           | INDUSTRIAL DUTY |      |
|-------------|--------|-----------|--------------------|------------|---------|--------------|-----------|-----------------|------|
| Provisions: | SUPPLY | USED      | CARRYING CAPACITY: | CONTAINER  | MAX VOL | LOAD         | CONTAINER | MAX VOL         | LOAD |
| Water:      | SUPPLY | USED      |                    | CONTAINER  | MAX VOL | LOAD         | CONTAINER | MAX VOL         | LOAD |



| WEALTH:   | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS:                          | NEXT LEVEL GOAL |
|-----------|--------------|----------------|---|-----------------|
| COPPER-   |              | GENS-          | TREASURE-                                   | COMBAT-         |
| SILVER-   |              | JEWELS-        |   | OTHER           |
| ELECTRUM- |              | MISCELLANEOUS- | TOTAL: +                                    |                 |
| GOLD- 100 |              |                | 7500 1500<br>3.690410239 x 10 <sup>72</sup> |                 |
| PLATINUM- |              |                |   |                 |

**DEBTS OWED/OBLIGATIONS** \_\_\_\_\_

**DESCRIPTION:** AGE                      APPARENT AGE                      UNNATURAL AGING                      COLOR OF:                      HAIR                      EYES                     

SEX                      GENERAL APPEARANCE:                     

WEIGHT                     

                     DISTINGUISHING MARKS:                     

HEIGHT                      MANNERISMS:                     

SOCIAL CLASS (if any)                      STANDING (if any)                      WEAKNESSES/FLA

[illegible]

| LOCALS FREQUENTED/RESIDENCE |                |         |
|-----------------------------|----------------|---------|
| LOCATION                    | TIME/CONDITION | DETAILS |
| RESIDENCE                   | LOCATION       | DETAILS |
| NOTES:                      |                |         |

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D™ Player Character Record

CAMPAIGN

# 9

Character Name: Gandalf

CHARACTER NAME

CLASS: Magic-User

LEVEL: 727

RACE: Elven

ALIGNMENT: Chaotic Good

PATRON DEITY: Frey

RELIGION:

PLACE OF ORIGIN:



HOUSE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

ABILITIES:

THAC -20 162

|    |    |                     |                  |                    |              |     |
|----|----|---------------------|------------------|--------------------|--------------|-----|
| 12 | S  | HIT ADJ. +2         | DAM ADJ. +5      | OPEN DOORS         | BEND BARS    | 35  |
| 25 | I  | ADD LANG. 20        | % KNOW SPELL 100 | MIN # SPELLS       | MAX # SPELLS | 1   |
| 18 | W  | MAGICAL ATK ADJ. +9 | SPELL BONUS      | % SPELL FAILURE    |              |     |
| 17 | D  | REACTION ADJ.       | MISSILE ADJ.     | DEFENSE ADJ.       |              |     |
| 19 | C  | HIT POINT ADJ. +1   | SYSTEM SHOCK     | RESURRECT SURVIVAL |              | 100 |
| 16 | CH | MAX # HENCHMEN      | LOYALTY BASE     | REACTION ADJ.      |              |     |

CHARISMA

SAVING THROW ADJUSTMENTS:

| CONDITION | CONDITION |
|-----------|-----------|
|           |           |
|           |           |
|           |           |

SAVING THROWS:

Paralyzation/Poison (2)

Petrification/Polymorph (2)

Rod, Staff or Wand (2)

Breath Weapon (2)

Spells (2)

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

ATL. STL./DEF. STL. ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

\*COMBAT\*



AC

ARMOR WORN AC BASE CONDITION OF ARMOR

DEX. ADJ. MAGICAL ADJ. SHIELDLESS AC REAR AC

CONST. ADJ. HIT DIE TYPE SPECIAL ADJUSTMENTS

Wounds:

SURPRISE

DEX. ADJUST.

REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS:

|               |           |           |
|---------------|-----------|-----------|
| Total:        |           |           |
| "TO HIT" ADJ. |           |           |
| DAMAGE ADJ.   |           |           |
| CONDITION     | CONDITION | CONDITION |



WEAPON IN HAND

WEAPONLESS COMBAT:  
ATTACK ADJ. - DAMAGE ADJ. - DEFENSE ADJ.

POUNCEING

GRAPPLING

OVERHEARING

MORALE MODIFIER

MASTER:

SCHOOL:

FAMILIAR/PET:

SPECIAL ABILITIES:

MAGIC COMPONENTS

SPILLS KNOWN

SPILLS MEMORIZED PER LEVEL:

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH

|  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|
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MAGIC-USER  
ILLUSIONIST

**POSSESSIONS:**

[illegible]

|                     |                   |                   |                           |                   |                    |                             |                  |
|---------------------|-------------------|-------------------|---------------------------|-------------------|--------------------|-----------------------------|------------------|
| <b>ENCUMBRANCE:</b> | <b>LOAD VS.</b>   |                   |                           |                   |                    |                             |                  |
| <b>STR. ADJ.</b>    | <b>MOVE RATE:</b> | <b>NORMAL = T</b> | <b>HEAVY = %</b>          | <b>LOADED = %</b> | <b>MAXIMUM = %</b> | <b>Total Weight Carried</b> |                  |
| <b>Provisions:</b>  | <b>SUPPLY</b>     | <b>USED</b>       | <b>CARRYING CAPACITY:</b> | <b>CONTAINER</b>  | <b>MAX VOL</b>     | <b>LOAD</b>                 | <b>CONTAINER</b> |
| <b>Water:</b>       | <b>SUPPLY</b>     | <b>USED</b>       |                           | <b>CONTAINER</b>  | <b>MAX VOL</b>     | <b>LOAD</b>                 | <b>CONTAINER</b> |
| <b>MAGIC ITEMS</b>  |                   |                   |                           |                   |                    |                             |                  |
|                     |                   |                   |                           |                   |                    |                             |                  |
|                     |                   |                   |                           |                   |                    |                             |                  |
|                     |                   |                   |                           |                   |                    |                             |                  |
|                     |                   |                   |                           |                   |                    |                             |                  |

| WEALTH:   |  | TOTAL WEIGHT   | TOTAL VALUE | EXPERIENCE POINTS: |         |       | NEXT LEVEL GOAL |
|-----------|--|----------------|-------------|--------------------|---------|-------|-----------------|
| COPPER-   |  | GEMS-          |             | TREASURE-          | COMBAT- | OTHER | TOTAL + _____   |
| SILVER-   |  | JEWELS-        |             |                    |         |       |                 |
| ELECTRUM- |  | MISCELLANEOUS- |             |                    |         |       |                 |
| GOLD- 100 |  |                |             | 272625000          |         |       |                 |
| PLATINUM- |  |                |             |                    |         |       |                 |

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE 30 **APPARENTAGE** UNNATURAL AGING **COLOR OF:** HAIR EYES

**SEX** GENERAL APPEARANCE:

**WEIGHT** DISTINGUISHING MARKS:

**HEIGHT** MANNERISMS:

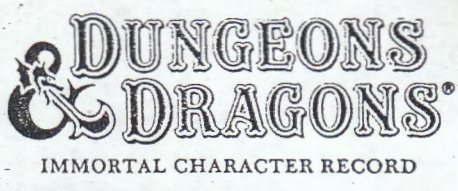
**SOCIAL CLASS (if any)** STANDING (if any) WEAKNESSES:

[illegible]**LOCALS FREQUENTED/RESIDENCE**

| LOCATION |  |  | TIME/CONDITION |  |  | DETAILS |  |  |
|----------|--|--|----------------|--|--|---------|--|--|
|          |  |  |                |  |  |         |  |  |
|          |  |  |                |  |  |         |  |  |
| NOTES:   |  |  |                |  |  |         |  |  |

WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

Character Common Name: Chronic God Race & Level: Elf / Full 45  
Sphere: Temporal Alignment: Chaotic Good Hit Dice: 45  
RUE AGE: 45 Temporal Celestial Empyrean Eternal Hierarch



**HIT SAVING THROWS ROLLS**

|          |   |   |   |   |   |   |   |   |   |    |
|----------|---|---|---|---|---|---|---|---|---|----|
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Immortal | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  |
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Mortal   | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2  |

Power Drain (3) Magical Spell (5) Physical Blow (2) Mental Blow (4)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

**AURA** -16 Save Mod. 20,933  
**ANTI-MAGIC** 16 Affected 90%  
Permanent Power Points 20,933  
Current Power Points 20,933

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

**ARMOR CLASS** -1 AC  
Hit Points Permanent 1000 Current 1000  
Wounds

**ATTACK**

| #AT        | Dmg/Effect               | Def. | Special/Range |
|------------|--------------------------|------|---------------|
| Physical 2 | 1/HP Decrease Time/Spill |      | 1/By weapon   |
| Magical 1  | 1/By Effort Cure Spell   |      | 1/By Effort   |
| Power 1    | 1/PP Decrease Time/PP    |      | 1/Sight       |
| A. Score 1 | 1/AS Decrease Time/Pand  |      | 1/Sight       |

**ABILITY SCORES**

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 35           | +8                        | 35            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 90           | +16                       | 90            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 35           | +8                        | 35            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 35           | +8                        | 35            |
| Constitution | Poison (HP Adj)           | Current Score |
| 90           | +16                       | 90            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 90           | +8 24/400                 | 90            |

**GREATER TALENTS**  
☐ Str ☐ Dex ☒ Int ☒ Con ☐ Wis ☒ Chr  
Points Mod. 270 +10  
**LESSER TALENTS**  
☒ Str ☐ Dex ☐ Int ☐ Con ☒ Wis ☐ Chr  
Points Mod. 105 +10

Wrestling 64 Rating 64 Vision 64  
Special Attacks  
Detections

Methods of Movement: Walk Fly 120 ft Run 240 ft Special 240 ft  
Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race: Size: Difficulty Modifiers: Easy -10 Average -35 Difficult -60  
Magic Factor Circle: Energy x1 Matter x2 Thought x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

**ARMOR CLASS** -1 AC  
Hit Points Permanent 7165 Current 7165  
Wounds

**ATTACK**

| #AT        | Dmg/Effect     | Def.    | Special/Range |
|------------|----------------|---------|---------------|
| Magical 2  | Special        | Special | By Spell      |
| Physical 2 | Special/HP Dec | Special | Constrict     |

**ABILITY SCORES**

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 18           | +3                        | 18            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 25           | +6                        | 25            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 18           | +3                        | 18            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 17           | +2                        | 17            |
| Constitution | Poison (HP Adj)           | Current Score |
| 19           | +4                        | 19            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 16           | +1/670                    | 16            |

**GREATER TALENTS**  
☐ Str ☐ Dex ☒ Int ☒ Con ☐ Wis ☒ Chr  
Points Mod. 62 +6  
**LESSER TALENTS**  
☒ Str ☒ Dex ☐ Int ☐ Con ☒ Wis ☐ Chr  
Points Mod. 60 +6

Wrestling 31 Rating 31 Vision 31  
Special Attacks  
Detections

Methods of Movement: Walk Fly Run Special  
Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race: humanoid/elf Size: M Recovery Rates: Friendly 1/round Neutral 1/turn Hostile 1/day



**POSSESSIONS:**

[illegible]

|              |        |                     |                    |            |             |                      |      |           |         |      |
|--------------|--------|---------------------|--------------------|------------|-------------|----------------------|------|-----------|---------|------|
| ENCUMBRANCE: |        | LOAD VS. MOVE RATE: |                    |            |             | Total Weight Carried |      |           |         |      |
| STRL ADJ.    |        | NORMAL = T          | HEAVY = N          | LOADED = N | MAXIMUM = N |                      |      |           |         |      |
| Provisions:  | SUPPLY | USED                | CARRYING CAPACITY: |            | CONTAINER   | MAX VOL              | LOAD | CONTAINER | MAX VOL | LOAD |
| Water:       | SUPPLY | USED                |                    |            | CONTAINER   | MAX VOL              | LOAD | CONTAINER | MAX VOL | LOAD |

| MAGIC ITEMS                |  | Secret | Secret From | What does it do? |
|----------------------------|--|--------|-------------|------------------|
| wand / Frost               |  |        |             |                  |
| wand / Magic/ no scales    |  |        |             | Transfiguration  |
| Ring / Fire resistance     |  |        |             |                  |
| Ring / Telekinesis (small) |  |        |             |                  |
| Ring / Water walking       |  |        |             |                  |

| WEALTH:   |         | TOTAL WEIGHT | TOTAL VALUE    | EXPERIENCE POINTS: |        |       | NEXT LEVEL GOAL | TOTAL: + |
|-----------|---------|--------------|----------------|--------------------|--------|-------|-----------------|----------|
|           |         |              |                | TREASURE           | COMBAT | OTHER |                 |          |
| COPPER-   |         |              | GENS-          |                    |        |       |                 |          |
| SILVER-   |         |              | JEWELS-        |                    |        |       |                 |          |
| ELECTRUM- |         |              | MISCELLANEOUS- |                    |        |       |                 |          |
| GOLD- 100 | 125,000 |              |                |                    |        |       |                 |          |
| PLATINUM- |         |              |                |                    |        |       |                 |          |
|           |         |              |                | 487,125,000        |        |       |                 |          |

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE— 34.5 70 APPARENT AGE Immortality UNNATURAL AGING White COLOR OF: HAIR Green EYES

M GENERAL APPEARANCE: \_\_\_\_\_  
5'7" \_\_\_\_\_  
150 \_\_\_\_\_  
WEIGHT \_\_\_\_\_

DISTINGUISHING MARKS: \_\_\_\_\_

5'7" MANNERISMS: \_\_\_\_\_  
HEIGHT \_\_\_\_\_

SOCIAL CLASS (if any) \_\_\_\_\_ STANDING (if any) \_\_\_\_\_ WEARABLES (if any) \_\_\_\_\_

[illegible]**LOCALS FREQUENTED/RESIDENCE**

| LOCATION  | TIME/CONDITION | DETAILS | LOCATION | TIME/CONDITION | DETAILS |
|-----------|----------------|---------|----------|----------------|---------|
| REFERENCE | LOCATION       | DETAILS |          |                |         |
| NOTES:    |                |         |          |                |         |

WILL: I Grandale do hereby leave all my inheritance to All the people of

Character Name: Scardalf Race & Level: Elf Full  
Sphere: Elf Alignment: Chaotic Good Hit Dice: 45  
TRUE NAME: Olorin Cerol Embar Ellessar Saeress  
Temporal Celestial Empyrean Eternal Heirarch

# DUNGEONS & DRAGONS®

IMMORTAL CHARACTER RECORD

HIT ROLLS  
SAVING THROWS

|          |   |   |   |   |   |   |   |   |   |    |
|----------|---|---|---|---|---|---|---|---|---|----|
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Immortal | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 4  |
| 0        | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Mortal   | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2  |

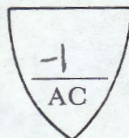
Power Drain (3) Magical Spell (5) Physical Blow (2) Mental Blow (4)  
Poison or Death Ray (2) Magic Wands (2) Petrify or Paralysis (2) Breath Weapon (2) Spell or Rod/Staff (2)

AURA -16  
Save Mod.  
16  
# Affected  
90%

Permanent Power Points  
17149  
Current Power Points  
17149

FORM ☒ Normal ☐ Avatar ☐ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



Hit Points Permanent 1200  
Current 1000  
Wounds

ATTACK #AT Dmg/Effect Def. Special/Range  
Physical 2 1 hp decrease Time/Spell 1 By weapon  
Magical 1 1 By effect Cure spell 1 By effect  
Power 1 1 P.P. decrease Time, Rg. 1 Sight  
A.S. Score 1 1 A.S. decrease Time/Power 1 Sight

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 35           | +8                        | 35            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 90           | +16                       | 90            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 35           | +8                        | 35            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 35           | +8                        | 35            |
| Constitution | Poison (HP Adj)           | Current Score |
| 90           | +16                       | 90            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 90           | +8/24/11                  | 90            |

## GREATER TALENTS

☐ Str ☐ Dex  
☒ Int ☒ Con  
☐ Wis ☒ Chr

Points Mod.  
270 +10

## LESSER TALENTS

☒ Str ☒ Dex  
☐ Int ☐ Con  
☒ Wis ☐ Chr

Points Mod.  
105 +10

Wrestling 64  
Rating  
Vision  
Detections

Methods of Movement Universal, Teleport Walk 120' / round Run 240' / round  
Dimensional Fly

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Elf 4 limbs silk shorts / skin  
Impressively built elf with black hair  
blue eyes, wearing only, finger, golden, glass

Shape/Race humanoid / Elf Size L (17')

## Difficulty Modifiers

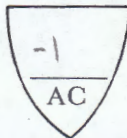
Easy -10  
Average -35  
Difficult -60

## Magic Factor Circle

Energy x1  
Time x8  
Thought x4

FORM ☐ Normal ☐ Avatar ☒ Original ☐ Identity ☐ Beast ☐ Construct

ARMOR CLASS



Hit Points Permanent 1522  
Current 1522  
Wounds

ATTACK #AT Dmg/Effect Def. Special/Range  
Magic 2 special special by spell  
Physical 2 2 2 Atp. decrease special contact

ABILITY SCORES

|              |                           |               |
|--------------|---------------------------|---------------|
| Strength     | Punch (To Hit/Dmg)        | Current Score |
| 18           | +3                        | 18            |
| Intelligence | Projects (Add. Lang)      | Current Score |
| 25           | +6                        | 25            |
| Wisdom       | Aura (Mental Save Adj)    | Current Score |
| 18           | +3                        | 18            |
| Dexterity    | Unarmed (AC/Missiles)     | Current Score |
| 17           | +2                        | 17            |
| Constitution | Poison (HP Adj)           | Current Score |
| 19           | +4                        | 19            |
| Charisma     | Reaction/Retainers/Morale | Current Score |
| 16           | +16/9                     | 16            |

## GREATER TALENTS

☐ Str ☐ Dex  
☒ Int ☒ Con  
☐ Wis ☒ Chr

Points Mod.  
62 +10

## LESSER TALENTS

☒ Str ☒ Dex  
☐ Int ☐ Con  
☒ Wis ☐ Chr

Points Mod.  
60 +10

Wrestling 21  
Rating  
Vision  
Detections

Methods of Movement Universal, Teleport Walk 120' / round Run 240' / round  
Dimensional Fly

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Elf 4 limbs, 8 taken robes  
Wise and clever elf with black hair  
blue eyes, wearing only, finger, golden, glass

Shape/Race humanoid / Elf Size M

## Recovery Rates

Friendly 1/round  
Neutral 1/tur  
Hostile 1/da

# Smeagols Followers

| Name | Class         | Race     | lvl   | HP | AC |
|------|---------------|----------|-------|----|----|
|      | Thief/Mage    | Human    | 8/8   |    |    |
|      | Assassin      | Halfling | 7     |    |    |
|      | Thief         | Human    | 7     |    |    |
|      | Thief         | Dwarf    | 6     |    |    |
|      | Assassin      | Gnome    | 6     |    |    |
|      | Assassin      | Dwarf    | 6     |    |    |
|      | Thief         | Elf      | 6     |    |    |
|      | Thief         | Halfling | 5     |    |    |
|      | Thief/Fighter | Halfling | 3/4   |    |    |
|      | Fighter/Thief | Dwarf    | 3/3   |    |    |
|      | Thief/ILL     | Gnome    | 3/3   |    |    |
|      | T/F/M-U       | Elf      | 3/2/3 |    |    |
|      | Thief         | Gnome    | 3     |    |    |
|      | Fighter/thief | Dwarf    | 2/1   |    |    |

# Dirk Lightshadow's Followers

| Name | Class         | Race     | Lvl   | HP | AC |
|------|---------------|----------|-------|----|----|
|      | Thief         | Human    | 8     |    |    |
|      | Thief         | Human    | 8     |    |    |
|      | Assassin      | Human    | 8     |    |    |
|      | Assassin      | Human    | 6     |    |    |
|      | Thief         | Elf      | 6     |    |    |
|      | Assassin      | Gnome    | 5     |    |    |
|      | Thief         | Dwarf    | 5     |    |    |
|      | Thief         | 1/2 Elf  | 5     |    |    |
|      | Thief/Fighter | 1/2 Elf  | 4/4   |    |    |
|      | Thief/Mage    | Human    | 4/3   |    |    |
|      | Thief/Mage    | Human    | 4/3   |    |    |
|      | T/F/M-U       | Elf      | 3/3/3 |    |    |
|      | Thief         | Human    | 3     |    |    |
|      | T/F/M-U       | 1/2 Elf  | 2/2/2 |    |    |
|      | Thief/Fighter | Halfling | 2/2   |    |    |
|      | Thief         | Elf      | 2     |    |    |
|      | Assassin      | Human    | 1     |    |    |

# Raistlin's Followers

| Name | Class         | Race  | lvl | HP | AC |
|------|---------------|-------|-----|----|----|
|      | Assassin      | Human | 8   |    |    |
|      | Thief         | Human | 7   |    |    |
|      | Assassin      | Elf   | 6   |    |    |
|      | Thief         | Human | 6   |    |    |
|      | Thief         | Gnome | 5   |    |    |
|      | Fighter/Thief | Dwarf | 4/4 |    |    |
|      | Thief/Fighter | Gnome | 4/4 |    |    |
|      | Thief/Fighter | Gnome | 4/4 |    |    |
|      | Thief/Fighter | Gnome | 4/3 |    |    |
|      | Thief/Mage    | Elf   | 4/3 |    |    |
|      | Thief         | Gnome | 4   |    |    |
|      | Thief/Mage    | Elf   | 3/2 |    |    |
|      | Thief/Fighter | ½ Elf | 2/2 |    |    |
|      | Thief/Fighter | ½ Elf | 2/1 |    |    |
|      | Thief/Fighter | ½ Elf | 2/1 |    |    |

# Harrow's Followers

|    | Name              | Class         | Race     | lvl            | AC | HP |
|----|-------------------|---------------|----------|----------------|----|----|
| 1  | Garet Jax         | Thief         | Human    | 9              | 6  | 57 |
| 2  |                   | Thief         | Elf      | 6              |    |    |
| 3  |                   | Thief         | Elf      | 5              |    |    |
| 4  | Sirian Edoras     | Thief/Illus.  | Gnome    | 9/3            | 2  | 13 |
| 5  |                   | Thief         | Gnome    | 4              |    |    |
| 6  | Ed                | Thief         | Human    | 4              |    |    |
| 7  |                   | Thief         | Elf      | 4              |    |    |
| 8  | Telchar           | Fighter/Thief | Gnome    | 4/5            | 0  | 46 |
| 9  | Anclaeon          | Thief/Fighter | Halfling | <del>3/4</del> | 7  | 45 |
| 10 | Targon Ecarindill | Thief / Mage  | Elf      | 4/3            | 4  | 18 |
| 11 |                   | Thief         | Elf      | 4              |    |    |
| 12 |                   | Thief         | Human    | 3              |    |    |
| 13 |                   | Thief         | Human    | 3              |    |    |
| 14 |                   | Thief         | Elf      | 2              |    |    |

# Pann's Followers

|    | Name                   | Class         | Race     | Lvl   | AC | HP |
|----|------------------------|---------------|----------|-------|----|----|
| 1  | Beren Andros           | Thief         | Human    | 10    | 7  | 65 |
| 2  | <del>W. L. P. A.</del> | Thief         | Human    | 8     |    |    |
| 3  |                        | Thief         | Human    | 8     |    |    |
| 4  |                        | Thief         | Halfling | 7     |    |    |
| 5  | Amon Celon             | Thief/Fighter | Halfling | 6/6   | 4  | 49 |
| 6  | Sammath-Nar            | Thief/Fighter | Halfling | 6/5   | 0  | 48 |
| 7  |                        | Thief         | Human    | 6     |    |    |
| 8  |                        | Thief         | Elf      | 5     |    |    |
| 9  | Telerian               | Thief/ILL     | Gnome    | 5/4   | 3  | 32 |
| 10 | Taleparion             | Thief/Fighter | 1/2 Elf  | 5/4   | 0  | 42 |
| 11 | Cil-Marilian           | Thief/Fighter | 1/2 Elf  | 5/4   | 3  | 39 |
| 12 | Tel-Corian             | Thief/Fighter | Halfling | 3/4   | 5  | 34 |
| 13 | Kellian-Norath         | Thief/Fighter | Dwarf    | 3/4   | 0  | 49 |
| 14 | Kheled-Naz             | F/M-U/T       | 1/2 Elf  | 4/4/5 | -2 | 46 |
| 15 |                        | Thief         | Human    | 3     |    |    |
| 16 |                        | Thief         | Human    | 3     |    |    |
| 17 |                        | Thief         | Gnome    | 3     |    |    |
| 18 | Khezed-Lar             | Thief/ILL     | Gnome    | 4/3   | 1  | 22 |
| 19 | Ark-Cortan             | Thief/Fighter | Halfling | 5/4   | 2  | 32 |
| 20 |                        | Thief         | Human    | 1     |    |    |

## Mim's Followers

|    | Name               | Class         | Race    | lvl | AC | HP |
|----|--------------------|---------------|---------|-----|----|----|
| 1  | Tar-Calmac         | Thief         | Human   | 8   | 5  | 42 |
| 2  | Dor-Lowmann        | Thief/Fighter | 1/2 Elf | 7/7 | 1  | 78 |
| 3  |                    |               |         | 7   |    |    |
| 4  |                    |               |         | 7   |    |    |
| 5  | Calementhor        | Thief/Mage    | Elf     | 6/5 | 2  | 27 |
| 6  |                    |               |         | 6   |    |    |
| 7  |                    |               |         | 6   |    |    |
| 8  | Edain Echathlian   | Thief/ILL     | Gnome   | 5/4 | 71 | 29 |
| 9  | Valakar Arkenstone | Thief/Fighter | 1/2 Elf | 5/4 | 1  | 45 |
| 10 | Elros Imranzor     | Thief/Fighter | 1/2 Elf | 5/4 | 1  | 30 |
| 11 | Erchamion Eldor    | Thief/Illus.  | Gnome   | 4/4 | 2  | 14 |
| 12 | Haltacor Tarnas    | Fighter/Thief | Dwarf   | 4/4 | 2  | 59 |
| 13 | Galen Elros        | Thief/Fighter | Gnome   | 4/3 | 0  | 27 |
| 14 |                    |               |         | 3   |    |    |
| 15 |                    |               |         | 3   |    |    |
| 16 |                    |               |         | 2   |    |    |
| 17 |                    |               |         | 2   |    |    |
| 18 |                    |               |         | 1   |    |    |