

Player Name: Johanna Davies  
Date Character Began: \_\_\_\_\_

# ADVANCED D & D™

## Player Character Record

Campaign: \_\_\_\_\_

Character Name: Jorn Noquan

Class: Fighter/Magic Level: 6/6

Race: Dwarf Alignment: L-N

Patron Deity: Tharion Religion: Secret

Place of Origin: \_\_\_\_\_



Move Base: 60% Concealed: 55% Climbing: 55% Special Move: 55%  
Secondary Skill: Secret Vision: 55% Listening: 55%

CHARACTER SKETCH  
Spec. Chart  
(+1, +2) Spec. +1 atks/rnd  
(+3, +3) X2  
(+4, +5) X3 +2 atks/rnd  
(+6, +6) X4  
At 7th = 3/rnd  
At 13th = 5/rnd

ABILITIES: THAC 15 12

18	S	90	HIT ADJ. +2	DAM. ADJ. +5	OPEN DOORS 15%	BEND BARS 35%
19	I	ADD LANG. 7	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS	
17	W	MAGICAL ATK ADJ. +3	SPELL BONUS	% SPELL FAILURE		
20	D	REACTION ADJ. +3	MISSILE ADJ. +3	DEFENSE ADJ. -4		
14	C	HIT POINT ADJ.	SYSTEM SHOCK 88%	RESURRECT. SURVIVAL 92%		
15	CH	MAX # HENCHMEN 7	LOYALTY BASE +3	REACTION ADJ. +3		
CHARISMA						

SAVING THROW ADJUSTMENTS:	
CONDITION	CONDITION

SAVING THROWS:  
Paralysis/Poison 13  
Petrification/Polymorph 12  
Rod, Staff or Wand 11  
Breath Weapon 15  
Spells 16

RESISTANCES: \_\_\_\_\_  
DETECTION: Infravision  
LANGUAGES: Common, Gold, Dragon, Nothing  
PSIONICS: \_\_\_\_\_  
ATK. STR./DEF. STR. ATTACK MODES DEFENSE MODES  
MAJOR DISCIPLINES: Flesh Armor

### \*COMBAT\*

6	Plate +4 of 2	8	Guard
AC	ADJ. WORN	AC BASE	CONDITION OF ARMOR
36	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
HIT POINTS 30	CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS
SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.	

WEAPONS OF PROFICIENCY: \_\_\_\_\_  
NUMBER NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:	
TOTALS	

WEAPON	MAG. ADJ.	SPACE REQUIRED	RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
S. sword	+2				10 9 8 7 6 5 4 3 2	10 d6+6/8+6
L. sword	+2					10 d8+8/12+8
lock blade	+1	2 slashes				

WEAPONLESS COMBAT: \_\_\_\_\_  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

WEAPON	MAG. ADJ.	SPACE REQUIRED	RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
S. sword	+2				10 9 8 7 6 5 4 3 2	10 d6+6/8+6
L. sword	+2					10 d8+8/12+8
lock blade	+1	2 slashes				

WEAPONLESS COMBAT: \_\_\_\_\_  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

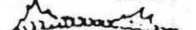
WEAPON	MAG. ADJ.	SPACE REQUIRED	RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
S. sword	+2				10 9 8 7 6 5 4 3 2	10 d6+6/8+6
L. sword	+2					10 d8+8/12+8
lock blade	+1	2 slashes				

WEAPONLESS COMBAT: \_\_\_\_\_  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

WEAPON	MAG. ADJ.	SPACE REQUIRED	RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
S. sword	+2				10 9 8 7 6 5 4 3 2	10 d6+6/8+6
L. sword	+2					10 d8+8/12+8
lock blade	+1	2 slashes				

**POSSESSIONS:**

[illegible]

ENCUMBRANCE:		LOAD VS. MOVE RATE:				Total Weight Carried				
STE. ADJ.		NORMAL = 1	HEAVY = 2	LOADED = 3	EXCESSIVE = 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>Dist of Apparatus</div>								
<div>IRING OF FINGER</div> <div>TOOILL PROACID</div>										

WEALTH:		TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:		NEXT LEVEL GOAL
				TREASURE	COMBAT	OTHER
COPPER-				37829	37829	
SILVER-	1003				2800	
ELECTRUM-					40629	
GOLD-	1000 214	230				
PLATINUM-						
				TOTAL: 0		

DEBTS OWED/OBLIGATIONS

**DESCRIPTION:** AGE 190 27 APPARENT AGE + UNNATURAL AGING COLOR OF: White HAIR Red EYES

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

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

5'6 HEIGHT MANNERISMS: Quiet does what he sees requires

SOCIAL CLASS (if any) STANDING (if any) leather WEAPONS/ARMOR

KNIFE/POLE COMBAT/NOTES: 1 silver/1 bronze Assault/Defensive DESIRE/COVER

#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL	RACE	NOTES

LOCALS FREQUENTED/RESIDENCE:

LOCATION TIME/CONDITION DETAILS LOCATION TIME/CONDITION DETAILS

RESIDENCE LOCATION DETAILS

NOTES:

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



# Ganon Barnabus's Followers

Name	Class	Race	lvl	HP	AC
	Thief/mage	Human	8/6		
	Thief/cleric	Human	8/6		
	Assassin	Human	7		
	Assassin	Human	7		
	Thief/Fighter	Halfling	6/5		
	Assassin	Dwarf	5		
	Thief/Fighter	Elf	4/4		
	Thief/Fighter	Gnome	4/3		
	Thief/mage	Elf	4/3		
	Monk	Human	4		
	Thief	Halfling	3		
	Thief/Fighter	1/2 Elf	2/2		
	Thief/Fighter	Gnome	2/1		
	Assassin	Human	2		

1A



[illegible]

MAGIC ITEMS		MAGIC SPELLS	
Gloves/Missile Snaring	Dust/Dryness		
Roll/cancellation	Horse shoes of speed		
Time/Understanding	Ring/Glittering		
Ward/Magic Detection	Disseminator (18)		
Book/Vile Darkness	Bobit (18)		
powder (6)			

DEBTS OWED/OBLIGATIONS

[illegible]

WILL. I \_\_\_\_\_ do hereby \_\_\_\_\_





[illegible]

STRA. ADJ.		NORMAL = 1		HEAVY = 2		LOADED = 4		MAXIMUM = 8	
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		B. by its #s		Comments		Notes	
Amulet of Proof/Det. & Loc.							
Folding Grid							
Wand/Size Alteration							
Gizmo/magic Pouches							
Gauntlets/Pass Ward							

WEALTH:		TOTAL WEIGHT _____ TOTAL VALUE _____		EXPERIENCE POINTS:		NEXT LEVEL GOAL	
				TREASURE—	COMBAT—	OTHER	TOTAL + _____
COPPER—		GEMS—		1,220,992			
SILVER—		JEWELS—					
ELECTRUM—		MISCELLANEOUS—					
GOLD—	8740						
PLATINUM—							

DEBTS OWED/OBLIGATIONS \_\_\_\_\_

DESCRIPTION: AGE— 45 27 APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

SEX: 120  
WEIGHT: \_\_\_\_\_

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

5'6"  
HEIGHT: \_\_\_\_\_

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

SOCIAL CLASS (if any) \_\_\_\_\_ STANDING (if any) \_\_\_\_\_ WEAKNESSES/FEAR \_\_\_\_\_  
 HATRED/PHOBIA \_\_\_\_\_

[illegible][illegible]

<u>LOCATION</u>	<u>TIME/CONDITION</u>	<u>DETAILS</u>	<u>LOCATION</u>	<u>TIME/CONDITION</u>	<u>DETAILS</u>

SOURCE		DATE/CONDITION	LEVEL
NOTES:	LOCATION	DETAILS	

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



POSSESSIONS:

[illegible]

ENCUMBRANCE:		LOAD VS. MOVE RATE:		Total Weight Carried			
STR. ADJ.		NORMAL = 1	HEAVY = %	LOADED = %	MAXIMUM = %	2160	
Provisions:	SUPPLY	USED	CARRYING CAPACITY:		CONTAINER	MAX VOL	LOAD
Water:	SUPPLY	USED			CONTAINER	MAX VOL	LOAD

MAGIC ITEMS	
Ward of Fire + Resistance	Places of Sounding
Eyes of minute Seeing	Scrolls / Find Traps
Cloak / Pant	Speak w/ Plants, Halli, Forest
	Wall / Fire, Stone Test

WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:	NEXT LEVEL GOAL	
			TREASURE—	COMBAT—	OTHER
COPPER—		GEMS—			
SILVER—		JEWELS—			
ELECTRUM—		MISCELLANEOUS—			
GOLD— 9789					
PLATINUM—					
					TOTAL: + ____ %

DEBTS OWED/OBLIGATIONS \_\_\_\_\_

DESCRIPTION: AGE— 29 29 APPARENT AGE UNNATURAL AGING COLOR OF: HAIR EYES

M GENERAL APPEARANCE:

SEX  
150

WEIGHT	
DISTINGUISHING MARKS	

571

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

SOCIAL CLASS (if any)	STANDING (if any)	WEAKNESSES/FEARS

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HATRED/HOES	DEATHS/LOVES
COMBATANTS	

[illegible]

NAME	CLASS	LEVEL	RACE	NOTE	N	NAME	CLASS	LEVEL	RACE	NOTES
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**LOCALS FREQUENTED/RESIDENCE:**

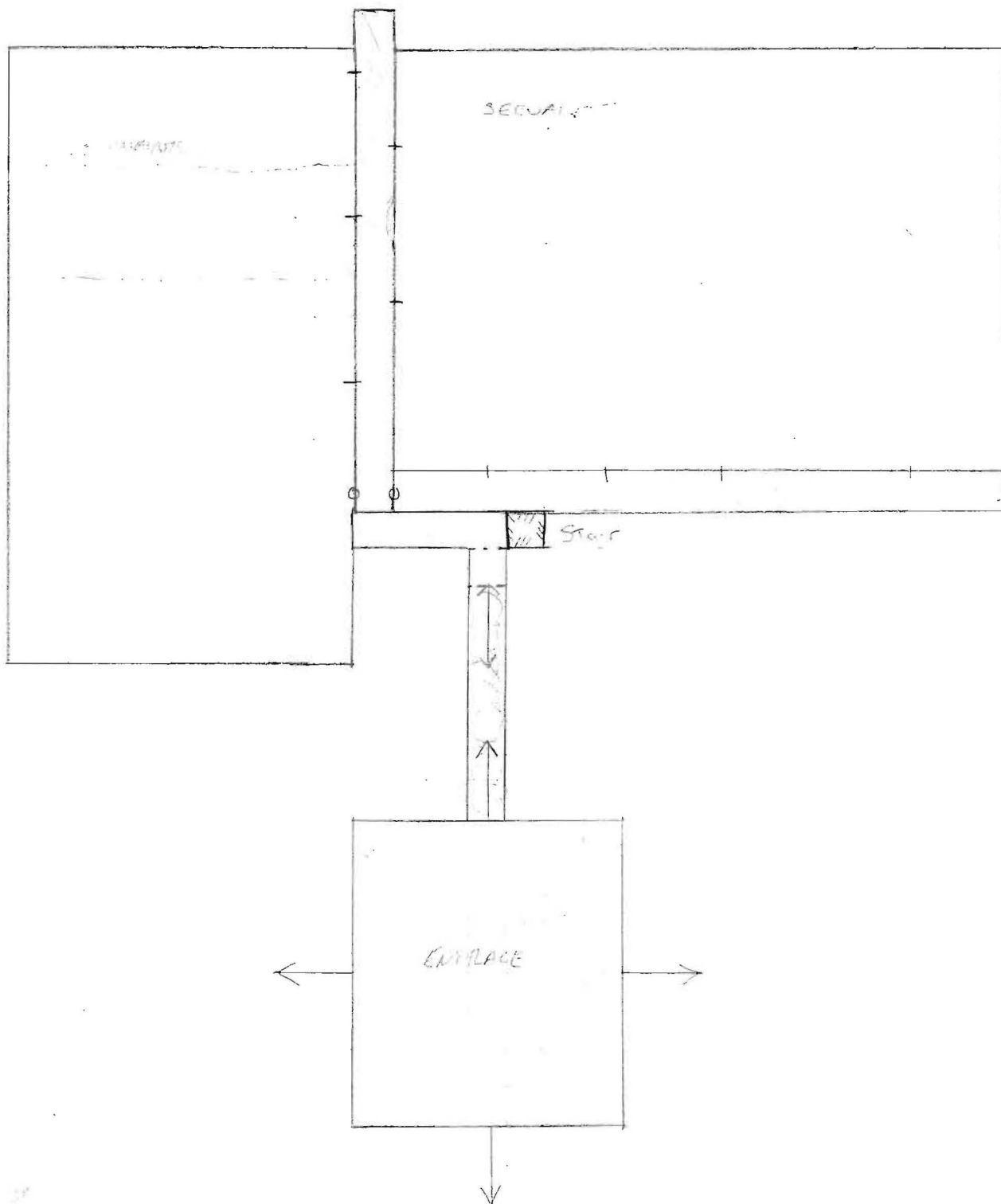
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RESIDENCE	LOCATION	DEYAMA
NOTES		

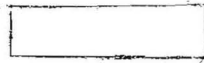
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\_\_\_\_\_ NO. 12259

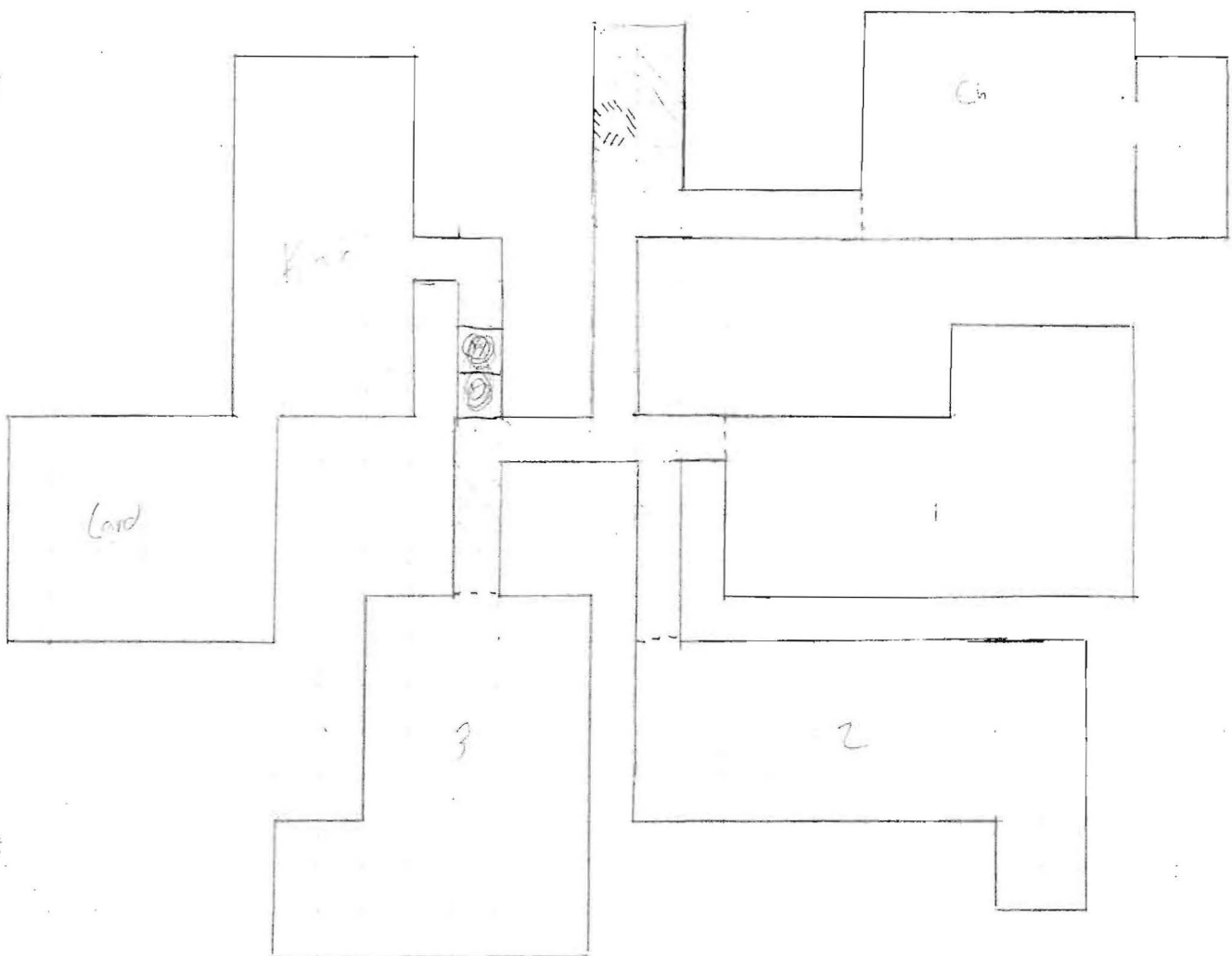






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### Gear

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.

### Supplies

Water/Wine									
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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"/>
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<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"/>
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<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

1,133,125

### Treasure

#### Coins

100

#### Gems

#### Other Valuables

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

Eyes of Minute Seeing

Scabbard of Poison

Dust of Illusion

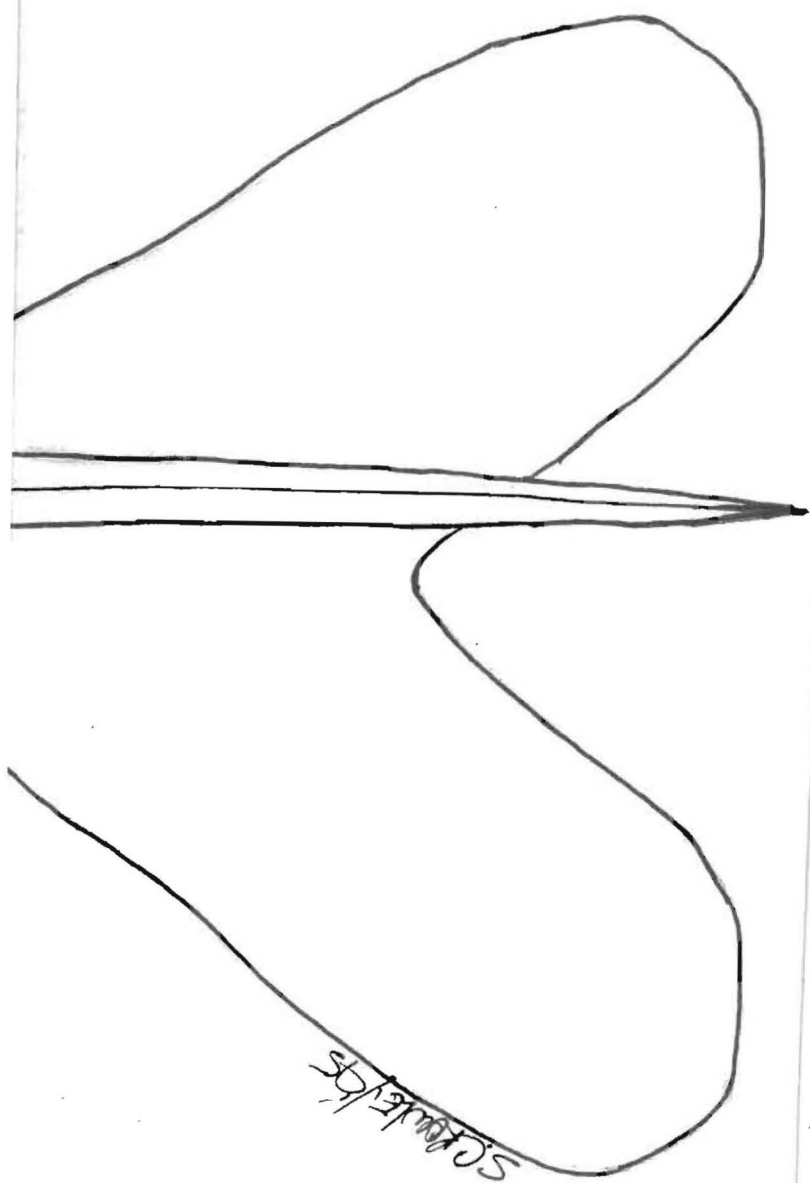
Rope of Climbing

Staff of Withering

Carpet of Flying

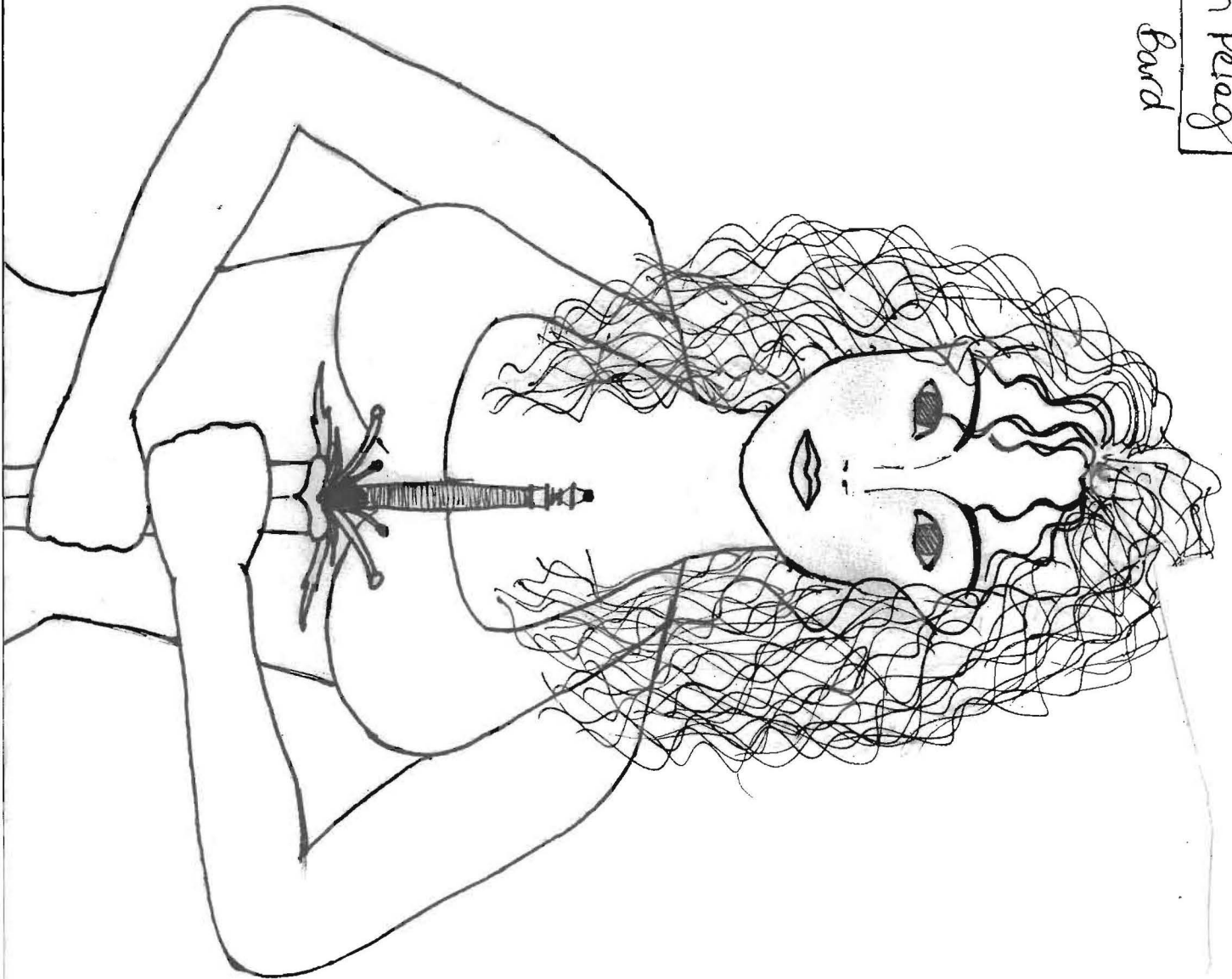
### Henchmen/Animal Companions

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





Shafsan Pelag  
Half Elf Bard



Name: <u>Damien "Crotch" Loranow</u>	Hair: <u>Scrag, Black</u>	Eye: <u>Brn</u>
Race: <u>1/2 Grey Elf</u>	Ht: <u>5'6"</u>	Wt: <u>140</u>
Class: <u>Alchemist</u>	Kit: _____	Sex: <u>M</u>
Date: <u>9/30/96</u>	Age: <u>26</u>	
Align: <u>Neutral Evil</u>	Appearance: <u>Dim</u>	
Lvl: <u>3</u>	Demonstr: <u>Dim</u>	

Siblings: X  
 Soc. Class: X  
 Personality Quote: X  
 Patron Disc: \_\_\_\_\_

S 15 st. 13 mu. 17 4 h 21 d \_\_\_\_ w.a. \_\_\_\_ m.p. \_\_\_\_ o.d. \_\_\_\_ bbig

D 16 aim 18 bal 14 \_\_\_\_ m.s. \_\_\_\_ re. \_\_\_\_ def.

C 15 Hlth. 14 fit. 16 \_\_\_\_ s.s. \_\_\_\_ hd \_\_\_\_ R/S

I 14 rea. 13 kn 15 \_\_\_\_ il.im \_\_\_\_ sp.lvl. \_\_\_\_ %l.s.

W 10 Int. 8 w.p. 12 \_\_\_\_ m.d.a. \_\_\_\_ %sp.fail \_\_\_\_ sp.im.

CH 12 Lead 10 app. 14 \_\_\_\_ reac. \_\_\_\_ h.m. \_\_\_\_ try.base

[illegible]

SAVING THROWS		S.T. ADJ.'S
<u>13</u>	PPDM	<u>+4</u>
<u>14</u>	R.S.W.	_____
<u>12</u>	PET./POLY.	_____
<u>16</u>	Breath Weapon	_____
<u>5</u>	SPELL	_____

COMBAT: THAC0 \_\_\_\_\_  
AC: 6 Nat. AC: 10  
HD: 3 Armor worn: 14 Clock  
HP: 23 magic bonus?: 14

[illegible]

Weapon	speed	#atks	Thac0	dmg s-m	dmg lrg.
Long (L)+3:	1	2	13	18+4	18+4
Dagger	1	1	18	14+1	14
	1	1			
	1	1			
	1	1			
	1	1			
	1	1			

Bow Bonus (+1 to hit)  
 Intuition 60'  
 Less Sleep  
 Weapon Spec. in Longbow  
 Weapon of Choice is Longbow (+1 to hit)  
 Weapon Expertise

[illegible]

# CHARACTER SHEET

Name: Camabough  
 Race: Half-Elf (High)  
 Class: Thief  
 Date: 4/17/97  
 Align: N/E  
 Lvl: 3

Hair: Black Eye: Green  
 Ht: 5'9" Wt: 134 lbs.  
 Sex: Male Age: 16  
 Appearance: Scar, Runing  
left face; eye to jaw  
 Demeanor: Quiet, Anti-Social

Siblings: Conys  
 Soc. Class: Poor  
 Personality Quote: \_\_\_\_\_  
 Patron Deity: \_\_\_\_\_

S 14 st. 12 mi. 16 = h 4 d  
 D 18 aim 19 bal 17 +3 m.s. 12 re. -3 def.  
 C 14 Hlth. 13 fit 15 85 s.s. 4 hd 14 R/S  
 I 13 rea. 12 kn 14 = = sp.lvl. 3 bonus#prf = %kn.sp.  
 W 15 Int. 14 w.p. 16 +2 m.d.a. = %sp.fail  
 CH 10 Lead. 8 app 12 = reac. 4 h.m.

SAVING THROWS S.T. ADJ.'S  
13 PPDM \_\_\_\_\_  
14 R.S.W. \_\_\_\_\_  
12 PET./POLY. \_\_\_\_\_  
14 Breath Weapon \_\_\_\_\_  
15 SPELL \_\_\_\_\_

COMBAT: THAC0 19  
 AC: 5 Nat. AC: 5  
 HD: 3 Armor worn: leather  
 HP: 19

## N-W PROFICIENCIES:

n-w prof.	check d20
Cooking	7
Jumping	12
Rope Use	13
Reading/Writing	9
Tightrope Walking	9
Disguise	6
Throwing	13

10 G in Gemms

WEAPON:	Thaco:	atks./rd.	s-m	1
<u>Thaco 19</u>	<u>15/14</u>	<u>3/2</u>	<u>12d4(2)</u>	<u>11d6+3(3)</u>
<u>13 Hand C. Bow</u>	<u>14</u>	<u>1/1</u>	<u>1</u>	<u>1</u>
<u>10 H/Bo/Sp</u>	<u> </u>	<u> </u>	<u>1d3+1</u>	<u>1d7+1</u>

Abilities by Race or Kit: <u>Detect Secret Doors,</u> <u>Infravision 60', Stealth Bonus</u> <u>Backstab x2, Slight Empathy</u>
<u>W.O.C/W.E. Throwing Knives</u>
<u>Dis: Tongue Tied; Hates Dwarves</u>

## SPELLS:


X.P. 4260

R.P.'s: 4  
 C.P.'s: \_\_\_\_\_

2 5000 GP Gem  
2 5000 GP 154 PL

# Cirion and Gari's Followers

Name	Class	Race	10/1	AL	HP
	• Monk	Human	8	3	
	• Monk	Gnome	6	4	
	• Assassin	Mordorane	6	5	
	• T/M	Shā	4/4	10	
	T/F/M	Elf	3/3/2	14	
	T/M	Elf	3/3	15	
	• Assassin	Mordika:	8		
	Mystic	Human	8	2	
	• Assassin	Human	8	1	
	Monk	Human	5		
	• T/M	Elf	3/4		
	T/M	Elf	4/2		
	T/F/M	Elf	3/3/2		
	T/M	Elf	2/3		
	Monk	Gnome	2		
Delros	T	Elf	4	4	10
Wulf Seidring	• Assassin	Gnome	13	4	77
Andur Ninnos	• Assassin	Elf	10	4	61
Celeste	Thief	Elf	8	5	44
Selena Blackburne	Thief	Halfing	6	5	31
Wetwyn	• Thief/Archer	Gnome	5	6	21
	• Thief	Elf	6	6	
	• Thief	Elf	6	7	
	• Thief	Dwarf	6	8	
	Thief	Halfing	6	9	
	• T/F	Gnome	4/4		
	• T/F	Gnome	4/4	12	
	T/F	Halfing	4/4	13	
	T/N/A/Archer	Elf	2/3		
	• T/M	Elf	1/2		

1952-4  
1092



S	15	-	Name Khezad-Liar	Saves	
I	18		Race Gnome	Paralyzation, Poison	13
W	13		Class Thief/III.	Petrification, Polymorph	11
D	17	(-3)	Level 4/3	rod, staff, sword	8 (12) (-4)
C	17	(+2)	Alignment Neutral Evil	Breath weapon	15
CH	18		Patron Dety	spells	8 (12) (-4)
AC	1		Cloak +4		

HP 22

Adjusted To Hit Armor Class

Weapons 10 9 8 7 6 5 4 3 2 1 0

Dagger

S. Bow

S. sword

20/20

Equipment

magic

Portable Hole

S 17 (+1, +1) Name Taleparion Saves  
 I 15 Class Thief/Fighter Paralyzation, Poison 112 T  
 W 14 Race 1/2 Elf Petrification, Polymorph 12 V  
 D 17 (-3) Level 5/4 Rod, Staff, wand 11  
 C 17 (+3) Alignment N.E. Breath weapon 15  
 CH 16 Poison Driety Spells 13  
 AC 0 Ring +4

HP 42

## Adjusted To Hit Armor Class

weapons	10	9	8	7	6	5	4	3	2	1	0
S. sword											17/16
Battle axe +3											14/13
Bow (s.)											

Equipment	Magic
Rope (100')	Dust of Illusion
Grappling hook (4)	Rod of Cancellation
Backpack	
Iron spikes (20)	
oil (4)	
Thieves picks	

S	17 (+1)+1)	Name	Edain Eckthilion		
I	18	Class	Thief/Illusionist	Saving	Throws
W	16	Race	Gnome	Paralyzation, Poison	12 T
D	17 (-3)	Level	5/4	Petrification, Polymorph	11 T
C	17 (+2)	Alignment	L.E.	Red, Staff, wand	11 M
CH	14	Patron	Diety	Breath weapon	15 M
WC	7			spells	12 M

HP AC ~~29~~ 29

Adjusted to Hit Armor class

Weapons  
dagger

10 9 8 7 6 5 4 3 2 1 0  
18/19

Equipment

Rope 50'

Spikes (20)

Torches (4)

Oil (3)

belt/pouches (6)

Sack large

Magic

Staff of Power (25) (5th level used)

Potion of water breathing

Crystal Ball (w/Telepathy)

Wand/Polymorphing

m3m  
9

S	17 (+1, +1)	Name Valakar - Arkensstone		
I	17	class Thief / Fighter	Saving Throws	
W	14	Race $\frac{1}{2}$ Elf	Paralyzation, Poison	9 T
D	18 (-4)	level 5/4	Petrification, Polymorph	9 T
C	16 (+2)	Alignment N/E	Red, staff, wand	9 T
CH	14	Patron Dcery	Breath Weapon	12 T
(-3) AC	1	Leather	Spells	10 T
		Cloak +3		
HP	40			

Adjusted To Hit Armor Class

Weapons	10	9	8	7	6	5	4	3	2	1	0
Dagger	8/7	9/8	10/9	11/10	12/11	13/12	14/13	15/14	16/15	17/16	18/17
S.S./Quickness (+2)											16/15
(23) Stave/Withering (+1)											17/16

Equipment	Magic	Spells
Rope 50'	Stave of Withering	
Torches (4)	Bag of Holding	
L. Sack (2)	Ring of Invis.	
S. Sack (2)		
B. Bunch (6)		
Iron Spikes (8)		
Rations (2 wks)		
O.I. (4)		

PLAYER NAME

DATE CHARACTER BEGAN

# ADVANCED D & D™ Player Character Record

Home #4

CAMPAIN

#

CHARACTER NAME

CLASS: Thief / Illusionist

LEVEL: 4/3

RACE: Gnome

ALIGNMENT: Neutral Evil

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



MOVIE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

17	S	HIT ADJ. +1	DAM ADJ. +1	OPEN DOORS 10	BEND BARS 13
17	I	ADD LANG 6	% KNOW SPELL 75	MIN # SPELLS 1	MAX # SPELLS 14
15	W	MAGICAL ATK ADJ. +1	SPELL BONUS 200	% SPELL FAILURE 0	
18	D	REACTION ADJ. +3	MISSILE ADJ. +3	DEFENSE ADJ. -4	
12	C	HIT POINT ADJ. 0	SYSTEM SHOCK 80	REARREST SURVIVAL 85	
17	CH	MAX # HENCHMEN 10	LOYALTY BASE +6	REACTION ADJ. -5	

CHARISMA

## \*COMBAT\*

AC	ARMOR WORN	AC BASE	CONDITION OF ARMOR
13	DETL ADJ. 0	MAGICAL ADJ. 0	SHIELDLESS AC
	CONST. ADJ. 0	HIT DIE TYPE	SPECIAL ADJUSTMENTS
	SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.

SAVING THROW ADJUSTMENTS	
CONDITION	CONDITION
CONDITION	CONDITION
CONDITION	CONDITION

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

MAJOR DISCIPLINES:

MINOR DISCIPLINES:

## SAVING THROWS:

Paralyzation/Poison— (9)

Petrification/Polymorph— (8)

Rod, Staff or Wand— (7)

Breath Weapon— (11)

Spells— (6)

## WEAPONS OF PROFICIENCY:

NUMBER	NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS: Totals:		TO HIT ADJ.		DAMAGE ADJ.	

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE

WEAPONLESS COMBAT:

ATTACK ADJ. — DAMAGE ADJ. — DEFENSE ADJ.

PURSUING —

GRAPPLING —

OVERHEARING —

# ATTACKS

PATRON:

MORALE MODIFIER

SPECIAL ABILITIES:

MAGIC COMPONENTS:

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

TURNING UNDEAD:

WRAITH — HUNTER — SPECTER — VAMPIRE — GHOST — LICH — SPECIAL

PICK POCKETS 60%

OPEN LOCKS 50%

REMOVE/FIND TRAP 50%

MOVE SILENTLY 50%

HIDE IN SHADOWS 50%

HEAR NOISE 50%

CLIMB WALLS 50%

READ LANGUAGE 50%

TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD

POSSESSIONS:

[illegible]

ENCUMBRANCE: \_\_\_\_\_ LOAD VS. MOVE RATE: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ Total Weight Carried \_\_\_\_\_

**Provisions:**

STR. ADJ.		NORMAL = 1	HEAVY = 2	LOADED = 3	MAXIMUM = 4
SUPPLY	USED	CARRYING CAPACITY	CONTAINER	MAX VOL	LOAD
			CONTAINER	MAX VOL	LOAD

Water:  $\frac{\text{SUPPLY}}{\text{USED}}$  CAPACITY:  $\frac{\text{CONTAINER}}{\text{CONTAINER}} - \frac{\text{MAX VOL}}{\text{MAX VOL}} \text{ LOAD}$

## Word / Illusion

### Ultimate Solvent

in cos / life trapping

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

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE— 40 27 APPARENT AGE UNNATURAL AGING COLOR OF: Silver Green HAIR EYES

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

\_\_\_\_\_

Distinguishing Mark:

MAINTENANCE

REIGHT MANNEUSMS: \_\_\_\_\_

SOCIAL CLASS (if any)	STANDING (if any)	WEAKNESSES/STRENGTHS

DATE: 11/11/68  
PAGE: 1

[illegible]

DATE	TIME	PLACE	NOTES

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

\_\_\_\_\_

NOTES:	LOCATION	DETAILS

1000

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

\_\_\_\_\_

Spion Edoras

Psionic Ability 254

Psionic Strength 126

(4) Attack 126

Psionic Blast 20

Ego Whip 7

Id Insinuation 10

Psychic Crush 9

(5) Defense 126

Mind Blank

Thought Shield 2

Mental Barrier 3

Intellect Fortress 5

Tower of Iron Will 10

(4th) (4) Minor

Detect Magic (3/rnd)

Invisibility (3/twr)

Cell Adjustment (1/twr/2/rnd)

Levitation 2/rnd

Major (2)

Molecular Manipulation 50

Probability Travel (10/world) (5/extra person)



Player Name  
12/26/90  
DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

Page #1

CAMPAIGN  
#1

Character Name  
Beren Andros

CLASS: Thief LEVEL: 10  
RACE: Human ALIGNMENT: Neutral Evil  
PATRON DEITY: Hermes RELIGION:  
PLACE OF ORIGIN:

Sketch x4

CHARACTER SKETCH



CONCEALED CLIMBING SPECIAL MOVE  
SECONDARY SKILL VISION LISTENING

## ABILITIES:

15	S	HIT ADJ.	-	DAM ADJ.	-	OPEN DOORS	84	BEND BARS	72
12	I	ADD LANG	3	% KNOW SPELL	50	MIN # SPELLS	0	MAX # SPELLS	7
13	W	MAGICAL ATH ADJ.	0	SPELL BONUS	14	% SPELL FAILURE	0		
17	D	REACTION ADJ.	+2	MISSILE ADJ.	+2	DEFENSE ADJ.	-2		
18	C	HIT POINT ADJ.	+2	SYSTEM SHOCK	99	RESURRECT SURVIVAL	1003		
17	CH	MAX # HENCHMEN	10	LOYALTY BANE	+6	REACTION ADJ.	+6		

SAVING THROW ADJUSTMENTS	
STR	CONDTION
CONDTION	CONDTION

SAVING THROWS:

Paralyzation/Poison	11
Petrification/Polymorph	10
Rod, Staff or Wand	10
Breath Weapon	14
Spells	11

RESISTANCES:  
DETECTION:  
LANGUAGES: Elven, Dwarven, Halfling, Orc  
PSIONICS: ATE STR, DEF, STR, ATTACK MODES, DEFENSE MODES

MAJOR DISCIPLINES:  
MINOR DISCIPLINES:

## \*COMBAT\*

AC	7	ARMOR WORN	None	AC BANE		CONDITION OF ARMOR	
HIT POINTS	65	DEATH ADJ.	-3	MAGICAL ADJ.		SHIELDLESS AC	REAR AC
SURPRISE	/	CONST. ADJ.	+2	HIT DIE TYPE		SPECIAL ADJUSTMENTS	
DEATH ADJUST.		WOUNDS		REAR ATTACKS ADJUST.			

WEAPONS OF PROFICIENCY:

NUMBER	NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

TOTALS:	"TO HIT" ADJ.	DAMAGE ADJ.

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													14	d4-1/d4
6.5' sword													14	d6/d6
Dart	+4												10	d3/d2

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

FUMELING

GRAPPLING

OVERHEARDING

GUILD/ORDER:

MORALE MODIFIER SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PSEUDONYM OCCUPATION

NAME OR PSEUDONYM OCCUPATION NAME OR PSEUDONYM OCCUPATION

DISGUISES:

SPECIAL TOOLS: Images, picks

SPECIAL ABILITIES:

SPECIAL IMMUNITIES:

THIEVING SKILLS:

PICK POCKETS	74%	OPEN LOCKS	79%	REMOVE/ FIND TRAP	59%	MOVE SILENTLY	59%	HIDE IN SHADOWS	59%	HEAR NOISE	49%	CLIMB WALLS	10%	READ LANGUAGE	55%
--------------	-----	------------	-----	-------------------	-----	---------------	-----	-----------------	-----	------------	-----	-------------	-----	---------------	-----

TRY ONCE ONLY PER LOCK OR TRAP

THIEF ASSASSIN MONK

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

Module Ideas

6-12<sup>th</sup> / 1/1

Adventure party: Good

Waylaid by thieves

End up in cavern underneath lake

Bumble into monsters

\* Find thieves' tunnels & Malux the Rat \*

Find door

Whole new adventure

Get to the top of city

Find what was stolen

Find NPCs

Alarion, City Guard

Nym, B16

Get it back

---

Bad

Timepiece of Kor gets stolen

Priests think bad party stole it

They didn't, but want to

Find who stole

Possibly demon

Possibly powerful NPC

Big ceremony time limit

Get artifact.

Beren Andros' followers

	Name	Class	Race	lvl	AC	HP
1	Aldarian	Assassin	Human	7	6	28
2		Assassin	Human	6		
3		Assassin	½ Elf	5		
4		Thief	Human	5		
5	Paelerion	Thief/Fighter	½ Elf	4/3	2	20
6		Thief	Gnome	4		
7	Ar-Limzeal	Thief/Ill.	Gnome	5/4	9	20
8		Assassin	Human	3		
9		Thief	Dwarf	3		
10		Thief/Mage	Elf	3/2	4	13
11		Fighter/Thief	Dwarf	2/1	10	8
12		Thief	Human	1		
13		Assassin	Elf	1		

3) Mental Resistance + 2 on all saving throws  
against charm, illusion, & hold.

4) Blind fighting - 1 when in darkness fighting

Grappling Hooks & 50' of hemp rope  
Kasana

Throwing knives + 2 (20)

		Human	8	36	
		Human	8	44	5
	/Mage	Human	7/7		
Raveric	f. Cleric	Human	7/7		
Selina Blackborne	Thief	Halfling	6		
Warfriend	Thief/Fighter	$\frac{1}{2}$ Elf	9/3		
Zurgash	Thief/Fighter	Halfling	3/4		
Walwyn	Assas.	Gnome	4		
Elkhorn	Thief/Fighter	$\frac{1}{2}$ Elf	3/3		
	Thief/Fighter	$\frac{1}{2}$ Elf	3/2		
	Thief/Fighter	Gnome	2/3		
	Thief/Fighter	$\frac{1}{2}$ Elf	2/3		
Zarkon	Thief/Mage	Elf	2/3		
Boris	Thief/Fighter	Gnome	2/3		
Ilona	Monk	Gnome	3		
	Assassin	Human	3		

11

Dwimor

Evil Pegasus

109 HP (19 HD) - up to 22 (08's)

Atks: 4d10 (front Hooves) 5d10 (back hooves) +14 str. (+7 to hit)

Fire = to max HP. Increases w/HD, Rear Hooves 5d10 + 4, 19 or 20 severs

THAC0 2 as father

Natural AC - 2

Spell ability as M.U. level = HD, Immune to Fire, 22 hooves tall

\*For every 40 HD of lawful Good creatures consumed gains 1 HD





Thor White Crown



Character Thror white Crown  
Lawful Good Human Paladin 8  
Alignment Race Class Level

# Advanced Dungeons & Dragons®

PLAYER CHARACTER RECORD

## ABILITIES

23	STR	Hit Adj +5	Dmg Adj +11	Wt Adj 0	Open Doors 11	Bend Bars 10%
17	INT	Add Lang. 6	Know Spell 95%	Min Spells 8	Max Spells 14	
17	WIS	Mental Save +2	Spell Failure 0%	Bonus Spells 3rd		
18	DEX	Surprise Adj +2	Missile Adj +2	Defense Adj -4		
17	CON	HP Adj +3	System Shock 97%	Resource Survival 98%		
17	CHR	Max # Heach. 10	Loyalty Base +3	Reaction Adj +3	Cms Adj	
	CMS	Response				

## HONOR

Base  
0

Reaction Adj

Resistances

## SAVING THROWS

Modifiers:

Paralyze/  
Poison

Petrify/  
Polymorph

Rod, Staff,  
or Wand

Breath  
Weapon

Spells

Dexterity

Mental Save

Cause

Modifier

Vision  
Detections

Languages

## MOVEMENT

Hvy (1%) 3

Run (10) 120

Day 12

Special Move

12

Base Rate

Load (1%) 6

Normal (15) 60

Hidden/Hazard (1%) 6

Max (1%) 3

Crawl (1%) 6

Swim

## ARMOR



Adjusted AC

Armor Type(Pieces)

AC Adj

Surprised

Platemail

3

Shieldless

Ring +1

1

Rear 4

## HIT POINTS

50

## Wounds

34

## Defenses

## WEAPON COMBAT

Weapon	#AT	To Hit Adj/Dmg Adj	TH AC0	10	9	8	7	6	5	4	3	2	1	0	Damage vs Size	Range/Special
Bastard Sword	3/2	+5/+11	12	2	3	4	5	6	7	8	9	10	11	12	1d8/1d12	
Defender	3/2	+5/+11	8					1	2	3	4	5	6	7	1d6/1d12	34
Long Sword	3/2	+5/+11	11												1d6/1d12	
Hammer of Thunderbolts	1/2	+5/+11													1d6/1d12	1d6 180'

## Special Attacks

Ammunition:

□□□□□

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## UNARMED COMBAT

Style	Attack Form	AC Adj	#AT	To Hit Adj/Dmg Adj	TH AC0	Damage/Effect	Special Maneuvers
Cloud Giant	Rock Hurl		1	+5 / +11	12	14' range 1d10	Rock Hurl 184
				/			
				/			
				/			

## Magic Items

potion of human influence  
girdle of cloud giant strength  
Hammer of Thunderbolts  
Defender  
Longsword +1

## Proficiencies/Skills

Defender	(-1)	(-1)
Bastard Sword	(-1)	(-1)
Long Sword	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)

## Special Abilities




Name Thior White Crown Family \_\_\_\_\_ Race/Clan Human  
 Homeland \_\_\_\_\_ Liege/Patron Athena Religion \_\_\_\_\_  
 Sex Male Age 25 Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht 5'9 Wt 185 Birth Rank \_\_\_\_\_ #Siblings \_\_\_\_\_  
 Hair Blond Eyes Gray Appearance \_\_\_\_\_  
 Personality (Mannerisms/Fears/Dislikes/Desires) \_\_\_\_\_ History (Events that shaped life) \_\_\_\_\_

## Gear

Item	Location	Size	Item	Location	Size	Item	Location	Size
Sword +1	waist		Cloak	Body		Defender +1	waist	
Ring +1	hand		Platemail	Body		Bastard Sword	over Back	
			Backpack	Back				
			girdle of clondgonat	waist				
			brooch of shielding	cloak				
			pot of human influence	backpack				

## 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"/>
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"/>
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"/>

## Experience

251,092

## Treasure

### Coins

GP-43

### Gems

14/1000 GP

3/100 GP

### Valuables

### Size Worth

## Family

Name/Relation	Age	Status	Profession	RX	Name/Relation	Age	Status	Profession	RX

## Henchmen/Animal Companions

Name	AC	Race/Class	HD/LVL	#AT	TH	ACO	Dmg/Effects	hp	Skills/Abilities
Evil Slayer									
Sword +1									
Background									
Talk, Read, Telekinesis, Translate									
Int-17 ego-17									
Lawful good purpose - overthrow chaos									
Glandring Defender +1									
Background									
Detect items, kind and #, Detect Good/Evil									
Int-14 ego-19									
Neutral Good									
Background									

Noteworthy Events: 5 defense 3 attack 332 strength

Domination

Molecular Rearrangement

Body hypnosis



# CHARACTER SHEET

Name: Ashlin  
 Race: High Elf  
 Class: Thief/Mage  
 Date: 9/95  
 Align: N-NE  
 Lvl.: 7/6

Hair: Dirty Blond Eye: Brown  
 Ht: 5'8" Wt: 160  
 Sex: M Age: 450  
 Appearance: Wiry  
 Demeanor: Smirk-ish

Siblings: -  
 Soc. Class: Low  
 Personality Quote: It wasn't me, honest I got an alibi  
 Patron Dicty: -

S 17 st. 14 mu. 18/76 +2 h 14 d  
 D 18 aim 16 bal 20 +2 m.s. +2 re. -4 def.  
 C 14 Hlth. 14 fit. 16 88 s.s. +2 hd 96 R/S  
 I 18 rea. 20 kn 16 9<sup>th</sup> sp. lvl. 5 bonus prf 70% kn. sp.  
 W 13 Int. 13 w.p. 14 - m.d.a. - %sp. fail  
 CH 14 Lead 11 app 15 +3 reac. 4 h.m.

PSIONICS:			
Dev	/ Chk	/ Science	/ Chk

## SAVING THROWS

12 PPDM  
11 R.S.W.  
9 PET./POLY.  
11 Breath Weapon  
10 SPELL

## S.T. ADJ.'S

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT: THACO 17

AC: 5 Nat. AC: 10  
 HD: 7 Armor worn: None (Tan stone +1)  
 HP: 43

## N-W PROFICIENCIES:

n-w prof.	check d20
Riding	13
Rope Use	13
Swimming	13
Blind fighting	-
Disguise	11
Set Snare	11
Throwing (+1, +1)	13
Herbalism	14
Spellcraft	12

WEAPON:	Thaco:	atks./rd.	s-m	l
Dagger +3	9	3	d4+10	+9
Bow	16	2x	d8+2	d8+2

Abilities by Race or Kit:
Det. and Read magic 2/day
Resist Sleep/Charm
Thieves Cant
Weapon Mastery: Dagger (+3, +3) Bow (+1, +2)
Followers
Secret Doors 1 in 6
Stealth
60' infravision

## SPELLS:

Wall of Fog	Slow				
Cantrips					
Spider Climb					
Magic Missile					
Web					
Levitate					
L Bolt					

**THEIVING SKILLS:**

Pick Pockets: 80 %  
 Find/Remove Trap: 30 %  
 Hide in Shadows: 72 %  
 Climb Walls: \_\_\_\_\_ %  
 Open Locks: 67 %  
 Move Silently: 72 %  
 Hear Noise: \_\_\_\_\_ %  
 Read Languages: \_\_\_\_\_ %  
 Detect Magic: \_\_\_\_\_ %  
 Detect Illusion: \_\_\_\_\_ %  
 Bribe: \_\_\_\_\_ %  
 Tunneling: \_\_\_\_\_ %  
 Escape Bonds: \_\_\_\_\_ %

Backstab Dmg. Multiplier: 2**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:**

Evocation \_\_\_\_\_  
 Evocation \_\_\_\_\_  
 Alteration \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**EQUIPMENT:**


**SPECIALIST WIZARDS:**

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

**MISC INFORMATION:**


Treasure/Mgc. Items:		
Potion Healing (4)	Crystal ball w/Telepathy	Iron stone +1 prot.
Rope Climbing	Scroll prot/plants	
Stone Horse	Iron Stones Regen 1/furn	
Oil of Timelessness	12 Arrows +1	
	Gem of Retaliation	

EXPERIENCE: 50,777 CHARACTER PTS.: 3**WEALTH:**

GP: 26,270  
 COP: 69  
 PL: \_\_\_\_\_  
 EL: \_\_\_\_\_  
 SH: 13  
 MISC: 8 gems 2400



## CHARACTER SHEET

Name: Telemachus  
Race: Elf, Grey  
Class: Thief  
Date: 5/4/91  
Align: C.N.  
Lvl.: 9

Hair: Blnd Eye: grn  
Ht.: 5'1" Wt.: 130  
Sex: m Age: 400  
Appearance: Wacked

---

Demeanor: Slightly insane

Siblings: —  
 Soc. Class: Low  
 Personality Quote: Fuck you!  
 Patron Dicty: Hermes

S 12 st. 10 mi. 14 h d

D 18 aim 16 bal 20 +1 m.s. +3 re. -4 def.

C 14 Hlth. 13 fit. 15 BS s.s. 11 hd 94 R/S

I 16 rea. 15 kn 17 7<sup>m</sup> sp. lvl. 6 bonus#prf 75 % kn. sp.

W 13 Int. 11 w.p. 15 41 m.d.a. — %sp.fail

CH 16 Lead. 14 app 18 +7 reac. 6 h.m.

## SAVING THROWS

S.T. ADJ.'S

9 PPDM

+2

8 R.S.W.

4

8 PET./POLY.

---

12 Breath Weapon

\_\_\_\_\_

9 SPELL

---

COMBAT: THACD 17

AC: 9 Nat. AC: 10

HD: 9 Armor worn: Cloak/Bat +2

HP: 50

### N-W PROFICIENCIES:

[illegible]

WEAPON:	Thaco:	atks./rd.	s-m	l
S. Sword +5	9	2	1d6 + 9	1d8 + 9
S. Sword +2	12	2	1d6	1d6
S. Bow +1	15	1	1d8 + 1	
Dagger	16	1	1d4	-1

### Abilities by Race or Kit:

90% Sleep & Charm

+1 to bow

## Weapon Mastery of Short Sword

Ambidextrous

Two handed fighting style

Ifravision 60'

**SPELLS:**

[illegible]



**THEIVING SKILLS:**

Pick Pockets: 70 %  
 Find/Remove Trap: 65 %  
 Hide In Shadows: 65 %  
 Climb Walls: \_\_\_\_\_ %  
 Open Locks: 65 %  
 Move Silently: 60 %  
 Hear Noise: 60 %  
 Read Languages: \_\_\_\_\_ %  
 Detect Magic: \_\_\_\_\_ %  
 Detect Illusion: 50 %  
 Bribe: \_\_\_\_\_ %  
 Tunneling: \_\_\_\_\_ %  
 Escape Bonds: \_\_\_\_\_ %

Backstab Dmg. Multiplier: x 3

**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:**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**EQUIPMENT:**


**SPECIALIST WIZARDS:**

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

**MISC. INFORMATION:**


**Treasure/Mgc. Items:**

Ring of Fire Resistance		

**EXPERIENCE:** 152,440 **CHARACTER PTS.:** 3

**WEALTH:**

**GP:** 770  
**COP:** \_\_\_\_\_  
**PL:** \_\_\_\_\_  
**EL:** \_\_\_\_\_  
**SL:** \_\_\_\_\_  
**MISC:** 3 gems

Telemachus 97 PSP's

Science	Cost/Maint	Chk	Devotion	Cost/Main	Chk
<u>Molecular Manipulation (48)</u>			<u>Mental Barrier (87)</u>		
Psychokinetic 6/5/rnd		I-3	Telepathic 3		W-2
<u>Probability Travel (64)</u>			<u>Astral Projection (68)</u>		
Psychoportive 20/8/hr		Int	Psychoportive 6/2/hr		Int
<u>Clairaudience (30)</u>			<u>Mind Bar (88)</u>		
Clairsentience 6/4/rnd		W-3	Telepathic 6/4/rnd		I-2
<u>Psionic Blast (76)</u>			<u>Invisibility (86)* contact *</u>		
Telepathic 10		W-5	Telepathic 2/rnd/creature		I-5
			<u>Contact (80)</u>		
			Telepathic 3=18/1/rnd		W-1
			<u>Psychic Crush (89)</u>		
			Telepathic 7		W-4



## CHARACTER SHEET

Name: Garron Amrais  
Race: Drow Elf  
Class: Assassin  
Date: 11/15/90  
Align: Neutral Evil  
Lvl.: 14

Hair: Silver Eye: Green  
Ht.: 5' 2" Wt.: 110  
Sex: M Age: 450  
Appearance: Grim and  
left handed  
Demeanor: Intelligent and  
Sarcastic

Siblings: 1  
 Soc. Class: None  
 Personality Quote: \_\_\_\_\_

Patron Dicty: Vagharen

S 16 st. 15 mu. 17 +1 h +1 d

D 19 aim 17 bal. 21 + 2 m.s. 4 re. 5 def.

C 14 Hlth. 16 fit. 14 95 s.s. 0 hd 92 R/S

I 18 rea. 18 kn. 18 9 sp. lvl. 7 bonus#prf 85 % kn. sp.

W 16 Int. 14 w.p. 18 +4 m.d.a. 0 %sp.fail

H 12 Lead. 14 app. 10 +1 reac. 6 h.m.

## SAVING THROWS

10 PPDM

8 R.S.W.

9 PET./POLY.

### 13 Breath Weapon

9 SPELL

S.T. ADJ.'S

(+5)

COMBAT: THACD 14

AC: 10 Nat. AC: 10

HD: 9 Armor worn: Ring +5, Shield +5

HP: 61

**N-W PROFICIENCIES:**

[illegible][illegible]

### Abilities by Race or Kit:

Dagger Bonus / 90% resistance / Defense Bonus

Magic ID (70%) / strength

### Weapon and Shield style

Shield Proficiency (-2 to AC)

Maxt. w/ Dagger (13, 13)

Proof w/ Box  $(+1, +2)$

78% Magma-Resistance

SPELLS:

[illegible]

**THEIVING SKILLS:**

Pick Pockets: 104 %  
 Find/Remove Trap: \_\_\_\_\_ %  
 Hide In Shadows: 94 %  
 Climb Walls: 109 %  
 Open Locks: \_\_\_\_\_ %  
 Move Silently: 104 %  
 Hear Noise: 94 %  
 Read Languages: \_\_\_\_\_ %  
 Detect Magic: 94 %  
 Detect Illusion: 94 %  
 Bribe: \_\_\_\_\_ %  
 Tunneling: \_\_\_\_\_ %  
 Escape Bonds: \_\_\_\_\_ %

Backstab Dmg. Multiplier: x4**TURVING 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:**


**EQUIPMENT:**Thieves Picks


**SPECIALIST WIZARDS:****SCHOOL:** \_\_\_\_\_ **OPP. SCHOOLS:** \_\_\_\_\_**MISC. INFORMATION:**


<b>Treasure/Mgc. Items:</b>	<b>Dust of Tracelessness</b>	
<u>Ring of Regeneration</u>		
<u>Hat of Disguise</u>		
<u>20 +1 Arrows</u>		
<u>Arrow of Direction</u>		

**EXPERIENCE:** 931,574 **CHARACTER PTS.:** 7**WEALTH:**

**GP:** 300  
**COP:** \_\_\_\_\_  
**PL:** \_\_\_\_\_  
**EL:** \_\_\_\_\_  
**SH:** \_\_\_\_\_  
**MISC:** \_\_\_\_\_



## CHARACTER SHEET

Name: Cirion Amrais  
Race: Drow Elf  
Class: Assassin  
Date: 11/15/90  
Align: Neutral Evil  
Lvl: 14

Hair: Silver Eye: Green  
Ht.: 5'3 Wt.: 130  
Sex: M Age: 450  
Appearance: Is left handed!  
Demeanor: Crim but sociable

Siblings: 2  
 Soc. Class: None  
 Personality Quote: sittdown  
shutup Have a drink  
 Patron Dicty: Vaghuren

S 18/83 st. 18/59 mu. 18/63 +2 h 15 d (3 tries)

D 19 aim 21 bal. 17 +4 m.s. 12 re. -3 def.

C 16 Hlth. 16 fit. 16 95 s.s. 12 hd 96 R/S

I 15 rea. 17 kn. 13 8 sp. lvl. 3 bonus#prf 55 %kn.sp

W 16 Int. 14 w.p. 18 +4 m.d.a. 0 %sp.fail

CH 13 Lead 15 app. 11 +3 reac. 7 h.m.

## SAVING THROWS

10 PPDM

8 R.S.W.

9 PET./POLY.

### 13 Breath Weapon

9 SPELL

## S.T. ADJ.'S

(15)

COMBAT: THACD 14

AC:-6 Nat. AC:10

HD: 9 Armor worn: Ring +5, Shield +5

HP: 75

**N-W PROFICIENCIES:**

[illegible]

Speed

WEAPON:	Thaco:	atks./rd.	s-m	l	
Daggers <sup>(3)</sup> +3	5	3	d4+11	d4+10	(x2 +3 Thrown)
S. Sword +2	7	3	d6+10	d6+10	(Flames d8)
S. Bow	13	1	d8+2	d8+2	

### Abilities by Race or Kit:

Dagger Bonus / Infravision 60'

Heat Resistance / Less Sleep

Cold Resistance / 90% Immunity

Shield Proficiency (Small shield - 2 to AC)

Weapon and Shield Fighting style (+1 to Attack or -1 to AC)

Mastery W / Dagger (+3, +3)

Mastery w/ S. sword (+3, +3)

Prof w/ S. Bau

Followers

782 Magic-Resistance

*SPELLS:*

[illegible]

Backstab Dmg. Multiplier: X9

Pick Pockets: 106 %  
Find/Remove Trap: 82 %  
Hide In Shadows: 96 %  
Climb Walls: 100 %  
Open Locks: 86 %  
Move Silently: 86 %  
Hear Noise: 76 %  
Read Languages: \_\_\_\_\_ %  
Detect Magic: \_\_\_\_\_ %  
Detect Illusion: \_\_\_\_\_ %  
Bribe: 78 %  
Tunneling: \_\_\_\_\_ %  
Escape Bonds: \_\_\_\_\_ %

TURNING UNDEAD:

Skeleton or 1hd: \_\_\_\_\_ Zombie: \_\_\_\_\_  
Ghoul or 2hd: \_\_\_\_\_ Shadow or 3-4hd: \_\_\_\_\_  
Wight or 5hd: \_\_\_\_\_ Ghast: \_\_\_\_\_  
Wraith or 6hd: \_\_\_\_\_ Mummy or 7hd: \_\_\_\_\_  
Specter 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:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

EQUIPMENT:

Thieves Picks	

SPECIALIST WIZARDS:

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

MISC. INFORMATION:


Treasure/Mgc. Items:

Ring of Regeneration		
Ring of Cancellation		

EXPERIENCE: 905,692 CHARACTER PTS.: 3

WEALTH:

GP: 4000  
COP: \_\_\_\_\_  
PL: \_\_\_\_\_  
EL: \_\_\_\_\_  
WL: \_\_\_\_\_  
HSC: \_\_\_\_\_



## CHARACTER SHEET

Name: Erendil  
Race: High Elf  
Class: Bard  
Date: 8/29/89  
Align.: Lawful Neutral  
Lvl.: 9

Hair: Black Eye: Brown  
Ht: 5'3" Wt: 115  
Sex: F Age: 750  
Appearance: Elder-looking  
elf  
Demeanor: Quiet,

Siblings: -  
Soc. Class: Middle  
Personality Quote: \_\_\_\_\_

Patron Diety: \_\_\_\_\_

S 17 st. 16 mu. 18/55 +2 h +3 d  
D 18 aim 17 bal 19 +2 m.s. +3 re. -4 def.  
C 16 Hlth. 15 fit. 17 90 s.s. +2 hd 98R/S  
I 14 rea. 13 kn. 15 6<sup>th</sup> sp.lvl. 4 bonus#prf 65 %kn.sp.  
W 17 Int. 16 w.p. 18 -4 m.d.a. 0 %sp.fail  
CH 17 Lead. 15 app. 19 +3 reac. 7 h.m.

PSIONICS:

Dev	/ Chk	/ Science	/Chk
	/	/	/
	/	/	/
	/	/	/
	/	/	/
	/	/	/

## SAVING THROWS

### S.T. ADJ.'S

12 PPDM

12 R.S.W.

11 PET./POLY.

### 15 Breath Weapon

13 SPELL

COMBAT: THACD 16

AC: 1 Nat. AC: 10

HD: 9 Armor worn: Bracers ACG Cloak +1

HP: 56

**N-W PROFICIENCIES:**

[illegible][illegible]

### Abilities by Race or Kit:

Weapon: Mastery of Short Sword (+3, +3)

Prof. w/ Dagger

SPELLS:

Charm Person	Lightning Bolt				
Dancing Lights	Emotion				
Magic Missile					
Alter Self					
Invisibility					
Web					
Wraithform					



**THEIVING SKILLS:**

Pick Pockets: 30 %  
 Find/Remove Trap: \_\_\_\_\_ %  
 Hide In Shadows: \_\_\_\_\_ %  
 Climb Walls: 40 %  
 Open Locks: \_\_\_\_\_ %  
 Move Silently: \_\_\_\_\_ %  
 Hear Noise: 50 %  
 Read Languages: 35 %  
 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:**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_

**EQUIPMENT:**


**SPECIALIST WIZARDS:****SCHOOL:** \_\_\_\_\_ **OPP. SCHOOLS:** \_\_\_\_\_**MISC. INFORMATION:**


**Treasure/Mgc. Items:**


**EXPERIENCE:** 192, 891 **CHARACTER PTS.:** \_\_\_\_\_**WEALTH:**

**GP:** 7806  
**COP:** \_\_\_\_\_  
**PL:** \_\_\_\_\_  
**EL:** \_\_\_\_\_  
**SIL:** \_\_\_\_\_  
**MISC:** \_\_\_\_\_



## PLAYER CHARACTER RECORD

Character Samwise Briardin  
 Align. Chaotic Neutral Race Halfling Class Cutpurse Level 7  
 Player's Name Dan Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland Halabard Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex Male Age 27/182 Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. 39" Wt. 61 lbs Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Hair Curly Brown Eyes Emerald Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

14	STR	Hit Prob -	Dmg Adj -	Wgt Allow 55	Max Press 170	Op Drs 8	B B/ L G 7%
18	DEX	Rctn Adj 12	Missile Att Adj +2	Def Adj -4			
15	CON	HP Adj +1	Sys Shk 90	Res Sur 94	Pois Save	Regen	
16	INT	No of Lang 5	Spell Lvl 8th	Lrn Sp 70	Spells Level	Spell Immun	
11	WIS	Mag Def Adjus +	Bonus Spells -	Spell Fail 10	Spell Immun		
9	CHR	Max No Hench 4	Loy Base 0	Rctn Adj 0			

### MOVEMENT

Base Rate	6
Light ( )	
Mod ( )	
Hvy ( )	
Svr ( )	
Jog ( x 2 )	
Run ( x 3 )	
Run ( x 4 )	
Run ( x 5 )	

### SAVING THROWS

Paralyze/Poison	13
Rod, Staff, or Wand	14
Petrify/Polymorph	12
Breath Weapon	16
Spells	15
Modifier	Save

COM 9

ARMOR	Adjusted AC	Armor Type (Pieces)
5	Surprised _____	<u>cloak +1</u>
AC	Shieldless _____	
Defenses	Rear _____	

HIT POINTS	Wounds
30	

### WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed
<u>Dragon</u>	<u>+1</u>	<u>2/1</u>	<u>20(19)</u>	<u>1d4 1d3</u>	<u>1 2 3</u>	<u>2</u>	<u>S</u>	<u>P</u>	<u>Z</u>
<u>Morning Star</u>	<u>1</u>		<u>22</u>	<u>2d4 1d6</u>					
<u>Sickle</u>	<u>1</u>		<u>22</u>	<u>1d4+1 1d4</u>					
<u>Short sword</u>	<u>1</u>		<u>20</u>	<u>d6 1d6</u>					
<u>2 Silver Dragon</u>	<u>-4</u>			<u>1</u>					
<u>Dagger</u>				<u>1</u>					

Special Attacks \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Ammunition: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Special Abilities

<u>Language Training</u>	<u>Pick Pockets 90</u>
	<u>Open Locks 75</u>
	<u>F/R Trap 95</u>
	<u>Move Silent 50</u>
	<u>Hide/Shadow 50</u>
	<u>Detect Noise 125</u>
	<u>Climb Walls 45</u>
	<u>Read Languages 10</u>
	<u>Tumble -4 pc</u>
	<u>10' fall -</u>
	<u>60' fall 1/2</u>
	<u>+12 unarmored</u>

### Proficiencies/Skills/Languages

<u>Reading Writing</u>	<u>(Int 1+1)</u>	<u>( 1 )</u>
<u>Reading Lips</u>	<u>(Int 1-2)</u>	<u>( 1 )</u>
<u>Appraising</u>	<u>( 1 )</u>	<u>( 1 )</u>
<u>Looting</u>	<u>(Per 1pc)</u>	<u>( 1 )</u>
<u>Trailing</u>	<u>(Wis)</u>	<u>( 1 )</u>
<u>Observation</u>	<u>(Int)</u>	<u>( 1 )</u>
<u>Locksmithing</u>	<u>(Dex)</u>	<u>( 1 )</u>
<u>Tumbling</u>	<u>(Dex 4)</u>	<u>( 1 )</u>
<u>Short Sword</u>	<u>( 1 )</u>	<u>( 1 )</u>
<u>Dagger</u>	<u>( 1 )</u>	<u>( 1 )</u>
<u>Halfling</u>	<u>( 1 )</u>	<u>( 1 )</u>
<u>Thieves Cant</u>	<u>( 1 )</u>	<u>( 1 )</u>
	<u>( 1 )</u>	<u>( 1 )</u>
	<u>( 1 )</u>	<u>( 1 )</u>



## Gear

[illegible]

## Supplies

Water/Wine	
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	
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<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"/>
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<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

68834

# Treasure

## Coins

48 sp  
5 pp  
35 sp 20

## Gems

4509P

### Other Valuables

Copper Bowl 20ap  
Amethyst Ring 40ap

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

Scroll of Prof. Possett  
Philosophical Stone  
Necklace of adaptation  
Branch of evolution

Akin Joshi

Eppelen, Ba. it. ...

Cliff ...

Typhling

Sold July 17 to J. H. Moore for \$10.00

Kru - 35/4 5<sup>th</sup> fl. 9.06

Lux? = boy of  
11. Punk =

Howart - The diars  
120

## Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#AT	THACO	Dmg/Effects	hp	Skills/Abilities
Background								
Background								
Background								

Name: Vincent Von Bremen

Experience: 47,030

SAVES +/-

Class: Necromancer / Anatomist

Character Points: 2

P.P.D.M. 13

Race: Human

Role-Playing Points: 1

Pet./Poly. 11

Level: 6

Platinum Gold 69

R.S.W. 9

Alignment: Chaotic Good

Silver 21 Copper

B.W. 13

Patron Deity: (Illmater)

Gems

Spells 10

Strength 11

stamina 13

muscle 9

hit adj. -

clim. adj. -

o.d. 5 b.i. q. 1

Intelligence 15

reason 14

knowledge 16

max spell 7<sup>th</sup> bonus # 5 & 1 in spell 70

Wisdom 18

intuition 18

willpower 18

bonus spell 4<sup>th</sup> & spell failure 02

Dexterity 14

aim 16

balance 12

missile adj +1 reac. - def. -

Constitution 11

health 11

fitness 11

system shock 75 hp adj. 0 R.C. 80%

Charisma 10

leadership 9

appearance 11

loyalty 0

reaction 0

AC 10

Armor Worn None

HP 19

Shieldless AC 10

HD 6

Raw AC 10

Modifications None

### Racial Abilities

Experience bonus 15%

### Class Abilities

Automatic Spells

Casting Reduction

Read Magic

Intense Magic

No Components



## Weapon Proficiencies

## Non-Weapon Proficiencies S.P. (2nd)

1, Int +1	Reading/Writing	9	(16)
1, Int -2	Spellcraft	8	(13)
1 slot, Int	Anatomy	7	(15)
1 slot, Wis	Necrology	7	(18)
extra 2, Wis -2 **	Healing	21 *	(18)
2, Int -2	Herbalism	11	(14)

\* 3 hp +1 for herbalism  
+4 and second save vs. poison

\*\* +2 from Anatomy  
+2 from Kit (p. 15 v.H.)

Weapon	THAC0	Size	Speed	small/medium	large	atks/rnd
(3) Dagger	18	S	2	1d4	1d3	1
knife	18	S	2	1d4	1d3	1

## Equipment

Med Kit

Spellbook

Backpack

Rope

Tent

Iron Spikes

## Scrolls:

Invis to Undead

Friends

Strength

Potion: Philter of Love

Potion: Healing

Main School Necromancy 5/3/3

Spell Book

- N • Chill Touch (1) | V, S
- N Exterminate (1) | lavender, dried garlic
- Read Magic (1) | Quartz Crystal
- Detect Magic (1) | V, S
- Identify (1) | 100 gp Pearl, wine, luckstone
- Control (1) | V
- Magic Missile (1) | V, S
- N Locate Remains (1) | human bone, personal item
- Web (2) | spider web
- N Spectral Hand (2) | V, S, M
- Darkness 15' (2) | coal, bat fur
- L. Bolt (3) | Glass Rod, fur
- N Vampiric Touch (3) | V, S
- N Skull Trap (3) | wight dust, human skull

Dir Opposite: Illus./Phantasm

Oths. Abjuration/Enchantment/Charm

Med Kit

- (1) Adamantite bladed scalpel
- (2) Adamantite needles
- 100' fine black thread (2 spools)
- 50"sq of clean thin linnen
- Anatomy book (self written)
- (4) Leather straps
- (4) pints ethanol
- (10) doses of healing herbs (8 gp per dose)



Casting reduction - reduces casting time of all spells by 1

Automatic spell - learn one w/out check at new level

Casting reduction - reduce by 2 to 1 from chosen school

Intense mag - opponent suffers -1 to save if from chosen school

Learn bonus 15% to learn spell if from chosen school

No component - one specialty school spell per level requires no material components

New Proficiency (6 CP's) surgery

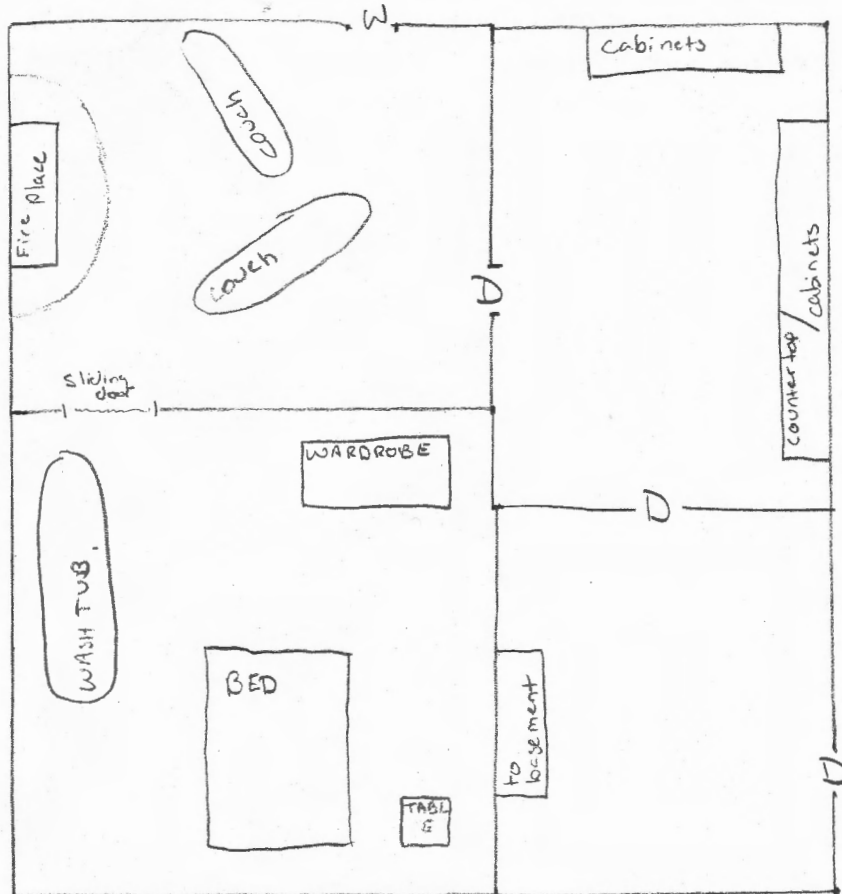
Auto get at purchase minor surgeries of pierce ears, stick, other pierce and ingrowns & warts

lvl	CP cost	%	Botch Chart
4	4 Skin Graft	1-5	1d4 turns and check
	6 Minor cosmetic Surgery minus to ch	6-15	1d4 turns -2 to check
6	8 facial reconstruction (bones minus to ch)	16-20	1d8 turns and check
	10 Skeletal and limb reconstruction	21-25	1d8 turns and -2 to check
10	12 re-attachment (extremities)	26-30	2d4 turns and check
	14 re-attachment (hands, feet)	31-35	2d4 turns and -2 to check
12	16 re-attachment (legs and arms)	36-40	1d4 hours and check
	20 Mechanical limbs	41-45	1d4 hours and -4 to check
14	25 minor organ surgery (lungs and kidneys)	46-50	1d6 hours and check
	30 major organ surgery (stomach, liver)	51-55	1d6 hours and -4 to check
18	40 Automotors	56-65	1d10 hours and check
20	50 Augmentation	66-80	1d10 hours and -6 to check
		81-95	slain * beyond repair w/out
		96-100	magical aid *

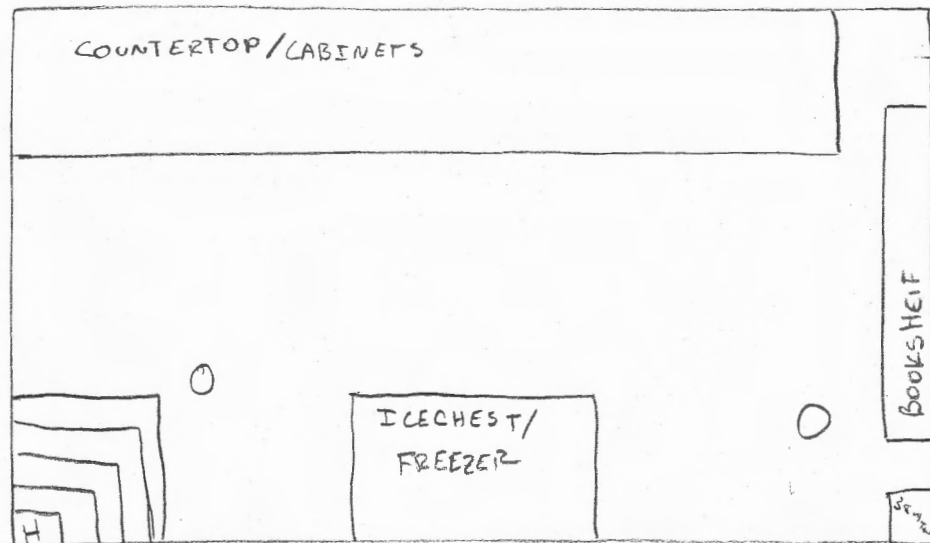
DM can add or subtract penalties

□ = 28

## First Floor



## BASEMENT



Vincent Von Bremen

- \* Works for secret society of wizards in Daggerport  
has own apartment and wagon w/ horse
- \* has rudimentary medical kit
  - scalpel, sponges, knives, needles, pliers, chemicals
  - forceps, clamps, gloves, thread, pins, skins
  - retractor, saws, bone cutter, clips, vials
- \* Contact named Rhadagast in Calimport
- \* Works with Nicodemus "Silvertooth"

## Character Record Background Sheet

Origin: Waterdeep



Mothers name: Elisan Von Bremmen

Mothers occupation: Wife

Fathers name: Victor Von Bremmen

Fathers occupation: Travelling merchant

Siblings: -

Age: -

Race: -

Sex: -

Contacts: ?

Deity: -

Religion: -

Holy Days/Colors/Symbols: -

Social Class: upper

Motivation: For the good of the human race

Home City or Town: Waterdeep / Daggerford

Known Enemies: -

Personality Disadvantages: Withdrawn

Mannerisms/Characteristics: huh



# CHARACTER SHEET

Name: Doc. Ordering  
 Race: Haffling, Hairfoot  
 Class: Thief  
 Date: 11/16/91  
 Align: Chaotic Neutral  
 Lvl.: 8

Hair: Red/Bn Eye: Blue  
 Ht: 3'4" Wt: 50  
 Sex: M Age: 40  
 Appearance: Country, Bumpkin  
haffling  
 Demeanor: Happy go-lucky

Siblings: -  
 Soc. Class: Low  
 Personality Quote: Did I  
ever tell you the story  
about when I was...  
 Patron Dicty: -

S 13 st. 14 mu. 12 - h - d  
 D 18 aim 12 bal 19 +2 m.s. 13 re. -4 def.  
 C 16 Hlth. 12 fit. 15 97 s.s. 12 hd. R/S  
 I 16 rea. 16 kn 16 8<sup>th</sup> sp.lvl. 5 bonus#prf 20 %kn.sp.  
 W 19 Int. 17 w.p. 21 +4 m.d.a. 0 %sp.fail  
 CH 15 Lead. 15 app. 15 13 reac. 1 h.m.

## SAVING THROWS

13 PPDM  
14 R.S.W.  
12 PET./POLY.  
16 Breath Weapon  
15 SPELL

## S.T. ADJ.'S

+4  
+4  
 —  
 —  
 —

## COMBAT: THACO 17

AC: 16 Nat. AC: 10  
 HD: 8 Armor worn: Shield + 4  
 HP: 47

Bkg/b x3 (4 A+k3/rnd)

WEAPON:	Thaco:	atks./rd.	s-m	1
Scimitar +4	10	2	1d8+7	1
Dagger +2	12	2	1d4+5	+4

## N-W PROFICIENCIES:

n-w prof	check d20
Throwing	<u>17</u>
Tumbling	<u>12</u>
Brewing	<u>15</u>
Orienteering	<u>16</u>
Gaming	<u>12</u>
Brewing	<u>12</u>
Reading/writing	<u>15</u>
Local History	<u>14</u>

## Abilities by Race or Kit:

Proficiency w/ Scimitar and Dagger  
 Weapon Mastery With Scimitar and Dagger (+3,+3)  
 Immune to 1st-3rd  
 Thief's Cant  
 Infravision 30'  
 Two handed fighting style  
 Ambidextrous

## SPELLS:


47  
-3

Backstab Dmg. Multiplier: \_\_\_\_\_

Sneak: 68 % -  
 Find/Remove Trap: 53 % -  
 Hide in Shadows: 68 % -  
 Climb Walls: \_\_\_\_\_ %  
 Open Locks: 72 % -  
 Move Silently: 68 % -  
 Hear Noise: 58 % -  
 Read Languages: \_\_\_\_\_ %  
 Detect Magic: 48 % -  
 Detect Illusion: \_\_\_\_\_ %  
 Bribe: \_\_\_\_\_ %  
 Tunneling: \_\_\_\_\_ %  
 Escape Bonds: \_\_\_\_\_ %

TURNING UNDEAD:

Skeleton or 1hd: \_\_\_\_\_ Zombie: \_\_\_\_\_  
 Ghoul or 2hd: \_\_\_\_\_ Shadow or 3-4hd: \_\_\_\_\_  
 Wight or 5hd: \_\_\_\_\_ Ghast: \_\_\_\_\_  
 Wraith or 6hd: \_\_\_\_\_ Mummy or 7hd: \_\_\_\_\_  
 Specter 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:


EQUIPMENT:


SPECIALIST WIZARDS:

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

MISC. INFORMATION:


Treasure Mgc. Items: Luckstone	Potion of Superheroism	
Iron Stone Reg. 1/turn		
Potion of Human Influence		
Potion of Vitality		

EXPERIENCE: 92240 CHARACTER PTS.: 5

WEALTH:

GP: 95 60 copper  
 COP: \_\_\_\_\_  
 PL: \_\_\_\_\_  
 EL: \_\_\_\_\_  
 SIL: \_\_\_\_\_  
 MISC: \_\_\_\_\_



# CHARACTER SHEET

Name: Der-Othin  
 Race: Haffling, Hairfoot  
 Class: Thief  
 Date: 11/16/91  
 Align: Chaotic Neutral  
 Lvl.: 8

Hair: Red/Brown Eye: Blue  
 Ht: 3'4" Wt: 50  
 Sex: M Age: 40  
 Appearance: Courteous, Bumpkin  
haffling  
 Demeanor: Happy go-lucky

Siblings: -  
 Soc Class: Low  
 Personality Quote: Did I  
ever tell you the story  
about when I was..  
 Patron Deity: -

S 13 st. 14 mu. 12 - h - d  
 D 18 aim 17 bal 19 +2 m.s. +3 re. -4 def.  
 C 16 Hlth. 17 fit. 15 97 s.s. 12 hd. 8 R/S  
 I 16 rea. 16 kn 16 8 sp.lvl. 5 bonus#prf 20 %kn.sp  
 W 19 Int. 17 w.p. 21 +4 m.d.a. 0 %sp.fail  
 CH 15 Lead 15 app 15 13 reac. 7 h.m.

## SAVING THROWS

13 PPDm

14 R.S.W.

12 PET/POLY.

16 Breath Weapon

15 SPELL

## S.T. ADJ.'S

+4

+4

## COMBAT: THAC0 17

AC: 16 Nat. AC: 10

HD: 8 Armor worn: Shield +4

HP: 47

BKs/b x3 (4 A+k3/rnd)

WEAPON:	Thaco:	atks/rd.	s-m	1
Scimitar +4, 10		2	10B+7	1
Dagger +2, 12		2	10A+5	+4

## N-W PROFICIENCIES:

n-w prof.	check d20
Thieving	<u>17</u>
Tumbling	<u>12</u>
Brewing	<u>15</u>
Orienteering	<u>16</u>
Gaming	<u>12</u>
Brewing	<u>12</u>
Reading/Writing	<u>15</u>
Local History	<u>14</u>

## Abilities by Race or Kit:

Proficiency w/ Scimitar and Dagger  
 Weapon Mastery With Scimitar and Dagger (+2, +3)  
 Immune to 1st-3rd  
 Thief's Cant  
 Infravision 30'  
 Two handed Fencing Style  
 Ambidexterous

## SPELLS:


47  
-3



**THEIVING SKILLS:**

Pick Pockets: 68 % -  
 Find/Remove Trap: 53 % -  
 Hide In Shadows: 68 % -  
 Climb Walls: \_\_\_\_\_ %  
 Open Locks: 72 % -  
 Move Silently: 68 % -  
 Hear Noise: 58 % -  
 Read Languages: \_\_\_\_\_ %  
 Detect Magic: 48 % -  
 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:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

EQUIPMENT:


**SPECIALIST WIZADRS:**SCHOOL: \_\_\_\_\_ OPP. SCHOOLS: \_\_\_\_\_MISC. INFORMATION:


<u>Treasure Mgc. Items:</u> <u>luckstone</u>	<u>Potion of Superheroism</u>	
<u>Town Stone Reg. 1/turn</u>		
<u>Ring of Human Influence</u>		
<u>Potion of Vitality</u>		

EXPERIENCE: 92240 CHARACTER PTS.: 5**WEALTH:**

GP: 95 60 copper  
COP: \_\_\_\_\_  
PL: \_\_\_\_\_  
EL: \_\_\_\_\_  
SIL: \_\_\_\_\_  
MISC: \_\_\_\_\_

Siblings: -  
Soc. Class: middle  
Personality Quote: That's a stupid name, it fits ya.  
Patron Dicty: Moradin

[illegible]

COMBAT: THAC0 12

AC: 2 Nat. AC: 10

HD: 9 Armor worn: Chain + shield, Ring + 3

HP: 54 5' radius  
19

[illegible]

Abilities by Race or Kit:

- +4 to par. pois, RES.
- 4 AC with Giantclass
- +1 to ATK/Dam against orcs,  $\frac{1}{2}$  orcs, goblins and hobgoblins

Magic Res. 18%

Meld into stone 1/day

Infr 60'

(+3, +3 w/ Battaxe)

[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:**


**EQUIPMENT:**


**SPECIALIST WIZARDS:****SCHOOL:** \_\_\_\_\_ **OPP. SCHOOLS:** \_\_\_\_\_**MISC. INFORMATION:**

Onyx (Any) 1+1 HD (7hp) 1Atk/mw 1-2 Dam w/half scale barding

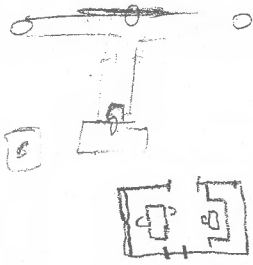
**Treasure/Mgc. Items:**

Gauntlets of Swim/Climb

Cube of Force

Girdle/Cloud Giant Str.

**EXPERIENCE:** 268,980**CHARACTER PTS.:** 1**WEALTH:****GP:** 23,020**COP:** \_\_\_\_\_**PL:** \_\_\_\_\_**EL:** \_\_\_\_\_**SIL:** \_\_\_\_\_**MISC:** \_\_\_\_\_



Tarnak

15' tall

Allova

Pract of Attenuation

silver hair  
blue eyes

Balrok the Great

75 yr. old  
ran into David Haden  
Hill/Ross  
didn't like Kurokawa

Tailed Applin P ARlin to Red's

Group

- 1 ring / regeneration
- 1 gem of brightness (luminus: light on, pulse: Blind flash, : zap, ray)
- 1 dose portion of ventriloquism

boots of varied tracks

bear, dog, goat, horse, tiger, mule, wolf, raccoon

wand of wonder

"being"

$$\begin{array}{r} 178 \\ 3 \overline{) 2335} \\ \underline{21} \phantom{00} \\ 23 \phantom{00} \\ \underline{21} \phantom{00} \\ 25 \phantom{00} \\ \underline{24} \phantom{00} \\ 1 \end{array}$$
$$\begin{array}{r} 2260 \\ \underline{780} \\ 3240 \end{array}$$



# Advanced Dungeons & Dragons 2nd Edition

Character 1858  
Align. N-E Race Mordaki Class D/mys Level 14/13

## PLAYER CHARACTER RECORD

Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
Sex M Age 5078 Social Class \_\_\_\_\_ Status \_\_\_\_\_  
Ht. 6'7" Wt. 215 Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
Hair White/silver Eyes Clear Appearance \_\_\_\_\_  
Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

19	STR	Hit +3	Dmg +7	Wgt 485	Max 490	Op 16	GG	BB 20
19	DEX	Prob 10	Adj 4	Allow 4	Press 7	70	Drs 4	LG 100%
20	CON	Rctn Adj +3	Missile Att Adj +3	Def Adj -4	-10			
16	INT	HP Adj +5	Sys 10	Res 10	Pois 10	Regen 2	10	10
20	WIS	No of Lang 5	Spell Lvl 8	Ln 70	Spells Level 11	Spell Immun		
16	CHR	Mag Def Adjus +4	Bonus 3	Spells 3	Fail 0	Spells 3	Immun 1	Spells 3
		Max No Hench 8	Loy Base +4	Rctn Adj +5				

### MOVEMENT

Base Rate	26/48
Light	( )
Mod	( )
Hvy	( )
Svr	( )
Jog	( x 2 )
Run	( x 3 )
Run	( x 4 )
Run	( x 5 )

### SAVING THROWS

+6	Paralyze/Poison	5
+4	Rod, Staff, or Wand	8
+6	Petrify/Polymorph	8
	Breath Weapon	11
+4	Spells	9
Modifier	Save	

### ARMOR



Adjusted AC \_\_\_\_\_  
Surprised \_\_\_\_\_  
Shieldless \_\_\_\_\_  
Rear \_\_\_\_\_  
Defenses Ring +3

### HIT POINTS

### Wounds

### WEAPON COMBAT

Weapon	/AT	Attack Adj/Dmg Adj	THACO	Damage (S/M/L)	Range	Weight	Size	Type	Speed
Fist	6	+9 (+26) +13 (+40)	6	4d6+2/4d6+8				D	-
Barbed Gaunt ST +5		+10 (+34) +11 (+34)		+18 / +18					
Dagger Slaying +4				/					
				/					
				/					

Special Attacks Surprised: 1 in 6 / heal 1pt / HD / Speak with animals / Resistance (1/2 dam - Sp + Brn) / Speak with anyone

Ammunition:									

### Special Abilities

- 1/ Wish
- 3/ Explosive runes
- 1/ B. crushing hand
- 1/ Meteor swarm
- 4/ Neutralize poison
- 4/ Entangle
- 1/ Command
- 2/ Hold person
- 2/ Warp Wood
- 7/ Silence 15'
- 3/ Remove curse
- 3/ Cure disease
- 4/ Free Action

- 7/ Earthquake
- 4/ Animal Summoning III
- 6/ Trans. Water - Dist. 3'
- 9/ Cure Serious
- 1/ Bless
- 1/ Cure H. 3'
- 1/ Det. Magic
- 1/ Det. Evil
- 2/ Hold Person
- 2/ Warp Wood
- 2/ Dust Devil
- 3/ Call Lightning
- 4/ Abjure
- 4/ Cure Serious

### Proficiencies/Skills/Languages

- Chemical Simulation ( )
- Control Sound ( )
- Animal Affinity/Tiger ( )
- Know Location ( )
- Dimension Walk ( )
- Invisibility ( )
- Mind Bar ( )
- Teleport ( )
- Mass Domination ( )
- False Senses Impact ( )
- Preognition ( )
- Detonate ( )
- Aura Sight ( )
- Complete Healing ( )
- Moves - All ( )
- PSI STR = 566 ( )
- ATK + Dmg = 283 ( )



## Gear

[illegible]

## Supplies

<b>Water/Wine</b>	
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<b>Rations</b>	
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<b>Feed</b>	
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<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

1506302	
1566303	

# Treasure

Coins	<p><b>Other Valuables</b></p> <p>Non-weapon: 12</p> <p>Blind Fighting 2 (-/-)</p> <p>Weapon: 18</p> <p>Hi-Hand x 4 = 72</p>
Gems	

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

- 1/ Cure 16 ft
- 1/ Bless ft
- 1/ Remove Fear
- 2/ Hold person
- 2/ Silence 15r
- 2/ Silence 15r
- 3/ Cure disease ft
- 3/ Remove Curse ft
- 4/ Cure blind/deaf
- 4/ Cure blind/deaf ft
- 4/ Absire
- 4/ Cure serious ft
- 4/ Neutralize poison ft
- 5/ Raise dead ft
- 5/ Cure critical ft
- 6/ Heal ft
- 6/ Heal ft
- 4/

15 sec = 1 mR  
4 mR = 1 Rnd  
10 Rnd = 1 Tsn  
6 TRNS = 1 HR

## Henchmen/Animal Companions

Name	AC	Race/Class	HD/Lvl	#AT	THACO	Dmg/Effects	hp	Skills/Abilities
Background								
Background								
Background								



Character Val Morgoth  
 Align. N Race M Class FM/D Level 1-1

## PLAYER CHARACTER RECORD

Player's Name North Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex M Age 3174 Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. 6'5" Wt. 228 Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Hair Red Eyes Green Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

13/38	STR	Hit Prob +3 Dmg +7 Wgt 475 Max 640 Op 16(4) B B 50%
13/34	DEX	Rctn Adj +2 Missile Alt Adj +2 Def Adj -3
18/36	CON	HP Adj +5 Sys 99.76 Res 100% Pois +1 Regen 1/2
20	INT	No of Lang 9 Spell Lvl 9 Lrn 96% Spell Level 11 Spell Immun 12
20	WIS	Mag Def Adjus +4 Bonus 5-15 Spell 0% Spell Immun 13
16	CHR	Max No Hench 8 Loy Base +4 Rctn Adj +5

### MOVEMENT

Base Rate	12/24/48
Light	( )
Mod	( )
Hvy	( )
Svr	( )
Jog	( x 2 )
Run	( x 3 )
Run	( x 4 )
Run	( x 5 )

### SAVING THROWS

Paralyze/Poison	10
Rod, Staff, or Wand	11
Petrify/Polymorph	13
Breath Weapon	15
Spells	12
Modifier	Save

### ARMOR



Adjusted AC \_\_\_\_\_  
 Surprised 4 Armor Type (Pieces) Chain Mail  
 Shieldless 2 Shield  
 Rear 5

Defenses

### HIT POINTS

### Wounds

1	51
---	----

### WEAPON COMBAT

Weapon	/AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed
1	2		20	1					

### Special Attacks

### Ammunition:

□ □ □ □  
 □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □

### Special Abilities

\* innate + bonus  
 Wizard Spells  
 5/Summon Shadow \*  
 3/Spectral Force \*  
 3/Flame Arrow \*  
 1/Fire Burst 10  
 1/Increase 10

### Priests Spells

1/Know Direction \*  
 3/Random Casualty \*  
 4/Dimensional Folding \*  
 1/Log of Everburning \*  
 4/produce Fire \*  
 1/Fairie Fire +  
 1/Animal Friendship +  
 1/Cure Light +  
 2/Create Holy symbol +  
 2/Frisky chest +  
 2/Speak w/Animals +  
 3/Strength & Cure +  
 4/Fire Targe +  
 1/bonus  
 4/Love Serious +  
 1/Call upon Faith

### Proficiencies/Skills/Languages

( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )
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( / )	( / )
( / )	( / )
( / )	( / )
( / )	( / )







Character Shadowfax 3  
 Align. N/E Race M Class A-D Level 14-15

## PLAYER CHARACTER RECORD

Player's Name \_\_\_\_\_ Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron \_\_\_\_\_ Religion \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht. \_\_\_\_\_ Wt. \_\_\_\_\_ Birth Rank \_\_\_\_\_ # Siblings \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes grey Appearance \_\_\_\_\_  
 Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

STR	Hit Prob +2	Dmg Adj +4	Wgt Allow 155	Max Press 550	Op Drs 14	B B/LG 302
DEX	Rctn Adj +3	Missile Att Adj		Def Adj -4		
CON	HP Adj +4	Sys Shk 99	Res Sur 100	Pois Save 0	Regen	
INT	No of Lang 6	Spell Lvl 8	Lrn Sp 752	Spells/Level 14	Spell Immun	
WIS	Mag Def Adj +4	Bonus Spells 3	Spell Fail 0%	Spell Effect 1/2	Spell Immun 0/1/2	
CHR	Max No Hench 8	Loy Base +4	Rctn Adj +5			

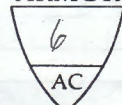
### MOVEMENT

Base Rate	12/4/4
Light	( )
Mod	( )
Hvy	( )
Svr	( )
Jog	( x 2 )
Run	( x 3 )
Run	( x 4 )
Run	( x 5 )

### SAVING THROWS

Paralyze/Poison	57
Rod, Staff, or Wand	+9
Petrify/Polymorph	8
Breath Weapon	11
Spells	10
Modifier	Save

### ARMOR



Adjusted AC \_\_\_\_\_  
 Surprised \_\_\_\_\_  
 Shieldless \_\_\_\_\_  
 Rear \_\_\_\_\_

Defenses

### HIT POINTS

### Wounds

179	
-----	--

### WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed
Longswords +5	2	+7	15	0	4/12				
			0	1					
			0	1					
			0	1					
			0	1					

### Special Attacks

### Ammunition:

<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"/>

### Special Abilities

6/Eyeless	3/Pyrotechnics
6/Legend lore	6/Dispel v. Planes
1/Shadow walk	2/Gate
Backstab x4	1/True Fire
Entangle	1/Detect Evil
1/Entangle	1/Detect Magic
1/Entangle	1/Detect Magic (all)
1/Entangle	3/Silence 15'
1/Silence 15'	3/Measurement
3/Call lightning	3/Measurement
3/True blindness/death	3/Dispel magic
1/Cure disease	1/Abjure
1/Cure disease	1/Abjure
1/Cure disease	1/Hallucinator, Fire

### Proficiencies/Skills/Languages

1/Cure light	( 1 )	Thieving Ability	14/20
1/Cure light	( 1 )		
1/Remove Fear	( 1 )		
3/Slow poison	( 1 )		
3/Hold person	( 1 )		
3/Hold person	( 1 )		
3/Sign death	( 1 )		
3/Sign death	( 1 )		
3/Cure disease	( 1 )		
3/Cure disease	( 1 )		
1/Pro/Lighting	( 1 )		
1/Cure Critical	( 1 )		
5/Raise dead	( 1 )		
1/Wall/Fire	( 1 )		



[illegible][illegible]

Assassin 110 000  
1 437 191  
1 437 191  
David - 20.000

Coins	Other Valuables	
	Bionic 764	
	Minor 7	Major 7
	ESP	Teleport
	Life Detection	Prob Travel
	Invisibility	Complete Healing
	Mind War	Detonate
	Flesh Armor	Telekinesis
	All-round Vision	Death Field
	Animate Shadow	Animal Affinity (panther)

Portable Door

Name	AC	Race/Class	HD/Lvl	#AT	THAC0	Dmg/Effects	hp	Skills/Abilities
Blacky								
Background								dancing lights/blindness/held person/ill wall/dream/project im/prisms. spray, wall to sphere
Background								
Background								



(17)	S	24 (+6, +12)	Name Cerion	Saves	
	I	16	Class Ranger	Paralyzation, Poison	13
	W	16	Race Human	Reanimation, Polymorph	15
	D	15 (-1)	Level 4	Rod, Staff, Wand	14
	C	17 (+3)	Alignment Neutral Good	Breath weapon	16
	CH	12	Patron Dicky	Spells	16
	AC	2	Studded Leather +4		

HP 35

Adjusted To Hit Armor Class

Weapons	10	9	8	7	6	5	4	3	2	1	0	specialize in
longsword												h + S sword
s. sword												Prof w/ h. Bow
L. Bow											10	

Equipment

- Magic

Manual/Bodily Health

Girdle/Storm Giant Strength

XP 115, 43% 1121  
GP 20

Non-human followers

Hippogriff -	(2) Falcon -	Great Cat
THACO 16		17
HP 16		19
AC 5		6
# Atks 3		3
Dmg/Atk 1-6/1-6/1-10		1-6/1-6/1-8

Wolf -	Black Bear
THACO 19	17
HP 15	19
AC 7	7
# Atks 1	3
Dmg/Atk 2-5	1-3/1-3/1-6

S	17 (+1, +1)	Name Tros	Saves	
I	16	Class Ranger	Paralyzation, Poison	13
W	15	Race $\frac{1}{2}$ Elf	Petrification, Poly morph	15
D	18 (-4)	Level 4	Rod, Staff, wand	14
C	18 (+4)	Alignment Chaotic Good	Breath Weapon	16
CH	14	Patron Diety	Spells	16
AC	0	Splint		

HP 43

#### Adjusted To Hit Armor Class

Weapons	10	9	8	7	6	5	4	3	2	1	0
h. sword +3											12
S. sword											15
Bow (L)											15

#### Equipment

Backpack

Rope 100'

oil (3)

Grapple Hook (3)

#### Magic

Dust/Disappearance

Time/Understanding

xp 14,796

GP 5503 (3000 jewelry, 1000 scabbard)  
(100 pp)



S	16 (0,+1)	Name Arian	Saves	
I	13	Class Fighter	Paralyzation, Poison	11
W	16	Race Elven	Petrification, Polymorph	13
D	16 (-2)	Level 5	Rod, Staff, Wand	12
C	17 (+3)	Alignment Neutral Good	Breath weapon	13
CH	17	Patron: Diety	Spells	14
AC	3	studded leather		
HP	55			

Adjusted To Hit Armor Class

Weapons 10 9 8 7 6 5 4 3 2 1 0

L. Bow 15

L. sword

S. sword

Equipment

Backpack

Rope (150')

oil (4)

Grapple Hook (2)

Magic

Ring/X-Ray vision

Gloves/Missile Snaring

Wand/Secret Door + Trap loc.

XP 19,581

GP 533 (2 gems 250gp apiece)

Name: <u>Anarion</u>	Hair: <u>White</u>	Eye: <u>Grey</u>
Race: <u>Grey Elf</u>	Ht: <u>5'6"</u>	Wt: <u>125</u>
Class: <u>Mage</u>	Kit:	Sex: <u>M</u>
Date: <u>1991</u>	Age: <u>7</u>	
Align: <u>Neutral w/Good</u>	Appearance: <u>Old, bent</u>	
Lvl: <u>10</u>	Walks on staff (Magi)	
Demeanor:		

Siblings: \_\_\_\_\_  
 Soc. Class: \_\_\_\_\_  
 Personality Quote: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Patron Diet: \_\_\_\_\_

S 14 st. 16 mu. 12 - li - d - w.a. - m.p. 7 o.d. 4 bblig

D 16 aim 14 bal 18 0 m.s. +2 re. -9 def.

C 11 Hlth. 10 fit. 12 70 s.s. 0 hd BSR/S

I 17 rea. 19 kn 15 - il im 9 sp.lvl. 35 %l.s.

W 12 Int. 12 w.p. 12 - m.d.a. 0 %sp.fail - sp.im.

CH 10 Lead 10 app. 10 - reac. - h.m. - lty. base

[illegible]

SAVING THROWS		S.T. ADJ.'S
<u>13</u>	PPDM	<u>+4</u>
<u>11</u>	R.S.W.	<u>+4</u>
<u>9</u>	PET./POLY.	<u>+4</u>
<u>13</u>	Breath Weapon	<u>+4</u>
<u>10</u>	SPELL	<u>+4</u>

COMBAT: THACD 17

AC: 2 Nat. AC: 10  
HD: 9 Armor worn: - cloak + 4  
HP: 36 magic bonus?:           

[illegible]

weapon	/ speed	/ #atks	/ Thac0	/ dmg s-m	/ dmg lrg
Dagger H	2	3	15	d4+3	+2
Staff +3	1	1	13	d6+3	" "
	/	/	/	/	/
	/	/	/	/	/
	/	/	/	/	/
	/	/	/	/	/
	/	/	/	/	/

Infravision 60' / Less Sleep  
Heat Resistance / Cold Resistance  
Casting Reduction / Automatic Spells  
Det. Magic / HP Bonus  
Weapon Spec:  
Spec. w/ Dagger  
Prof w/ Staff

[illegible]



NAME: Resen

RACE: Half-Elf

Align. Chaotic Good

CLASS: Ranger

AC: 10

LVL: 10<sup>th</sup>

HP: 100 - 15

SAVES

S) 18<sup>58</sup> +2, +3 160 305 13 25%

PRDM ~~8~~ 4

D) 15 -1 Def.

RSW ~~10~~ 6

I) 14

PP ~~9~~ 5

W) 15 +1

BSW ~~9~~ 5

C) 14 88% 92%

SP ~~11~~ 7

CH) 13 +1 Reac.

THACO: 11

S/2

+2 L. SWORD: THACO = 6 d8/d12 +7

+2 S. SWORD: THACO = 8 d6/d8 +7

## Studded Leather Armor

H.T.S. 103%

M.S. 78%

190.00

18.00

172.00

30.00

142.00

3.00

139.00

Spells per day

Invisibility to Animals

Pass without Trace

Barkskin



N.W.P.'s

Riding, Airborne

Animal Handling

Tracking

Reading/Writing

gemsof Prilans

3 misal and sh gems







[illegible]

WEALTH:	TOTAL WEIGHT _____	TOTAL VALUE _____	EXPERIENCE POINTS:	NEXT LEVEL GOAL _____
COPPER-	_____	_____	TREASURE-	COMBAT-
SILVER-	_____	_____	OTHER	TOTAL: + _____
ELECTRUM-	_____	_____		
GOLD- 100	_____	_____		
PLATINUM-	_____	_____		

**DESCRIPTION:** AGE— 37 30 UNNATURAL AGING COLOR OF: HAIR EYES

SOCIAL CLASH (if any)      BYSTANDER (if any)      WEAKNESS/PLAN

FATHERS/PODS	DAUGHTERS/PODS
<p>1. [illegible]</p> <p>2. [illegible]</p> <p>3. [illegible]</p> <p>4. [illegible]</p> <p>5. [illegible]</p> <p>6. [illegible]</p> <p>7. [illegible]</p> <p>8. [illegible]</p> <p>9. [illegible]</p> <p>10. [illegible]</p> <p>11. [illegible]</p> <p>12. [illegible]</p> <p>13. [illegible]</p> <p>14. [illegible]</p> <p>15. [illegible]</p> <p>16. [illegible]</p> <p>17. [illegible]</p> <p>18. [illegible]</p> <p>19. [illegible]</p> <p>20. [illegible]</p> <p>21. [illegible]</p> <p>22. [illegible]</p> <p>23. [illegible]</p> <p>24. [illegible]</p> <p>25. [illegible]</p> <p>26. [illegible]</p> <p>27. [illegible]</p> <p>28. [illegible]</p> <p>29. [illegible]</p> <p>30. [illegible]</p> <p>31. [illegible]</p> <p>32. [illegible]</p> <p>33. [illegible]</p> <p>34. [illegible]</p> <p>35. [illegible]</p> <p>36. [illegible]</p> <p>37. [illegible]</p> <p>38. [illegible]</p> <p>39. [illegible]</p> <p>40. [illegible]</p> <p>41. [illegible]</p> <p>42. [illegible]</p> <p>43. [illegible]</p> <p>44. [illegible]</p> <p>45. [illegible]</p> <p>46. [illegible]</p> <p>47. [illegible]</p> <p>48. [illegible]</p> <p>49. [illegible]</p> <p>50. [illegible]</p>	<p>1. [illegible]</p> <p>2. [illegible]</p> <p>3. [illegible]</p> <p>4. [illegible]</p> <p>5. [illegible]</p> <p>6. [illegible]</p> <p>7. [illegible]</p> <p>8. [illegible]</p> <p>9. [illegible]</p> <p>10. [illegible]</p> <p>11. [illegible]</p> <p>12. [illegible]</p> <p>13. [illegible]</p> <p>14. [illegible]</p> <p>15. [illegible]</p> <p>16. [illegible]</p> <p>17. [illegible]</p> <p>18. [illegible]</p> <p>19. [illegible]</p> <p>20. [illegible]</p> <p>21. [illegible]</p> <p>22. [illegible]</p> <p>23. [illegible]</p> <p>24. [illegible]</p> <p>25. [illegible]</p> <p>26. [illegible]</p> <p>27. [illegible]</p> <p>28. [illegible]</p> <p>29. [illegible]</p> <p>30. [illegible]</p> <p>31. [illegible]</p> <p>32. [illegible]</p> <p>33. [illegible]</p> <p>34. [illegible]</p> <p>35. [illegible]</p> <p>36. [illegible]</p> <p>37. [illegible]</p> <p>38. [illegible]</p> <p>39. [illegible]</p> <p>40. [illegible]</p> <p>41. [illegible]</p> <p>42. [illegible]</p> <p>43. [illegible]</p> <p>44. [illegible]</p> <p>45. [illegible]</p> <p>46. [illegible]</p> <p>47. [illegible]</p> <p>48. [illegible]</p> <p>49. [illegible]</p> <p>50. [illegible]</p>

**COMPARISONS:** [Illegible] - [Illegible]

[illegible][illegible]

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

REMARKS	LOCATION	DETAILS
NOTES:		

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



Ol Azghall

60 ft body

Repulsion 20 yds

6<sup>th</sup> Age Bronze Dragon 50 ft tail

Magic Resist. 25%

AC-4

THAC0 = 0

HD 16d12 (136 hp)

Attacks

Breath: 12d8+6 or Sv vs. B.W + mv for 12 min.

2x Claw d8+6

Bite 4d6+6

Kick d8+6 + dex check or d6+6 feet Tail 2d8+12 + save vs pet or stunned for d4

Wing d8+6 + dex check or prone

special: water breathing, speak w/ animals, create food + water, pol y self 3x/day

wall of fog 3x/day, ESP 3x/day

spells 2, 1

Treasure:

13,000 cp, 7000 sp, 14,000 gp 25 gems 12 gems 6 magic, 6 potions, 2 scrolls

Gems

Magic

Potions

1000 gp Sapphire

Morning Star +4 (2000)

Dragon Control (700)

1000 gp Blue Diamond Chain +1 (500)

ESP (500)

2x 800 gp

Ring of Invisibility (1500)

Invisibility (500)

3x 100 gp

Gauntlets/Swim + Climb (1000) Healing (200)

2x 50 gp

Amulet vs. Undead (

Invulnerability (350)

3x 10 gp

Helm of Brilliance (2500) Treasure Finding (600)

scrolls

1) 7<sup>th</sup> Shadow Walk 8<sup>th</sup> Clone 9<sup>th</sup> Prismatic Sphere

2) 2nd Know Alignment 6<sup>th</sup> Move Earth 6<sup>th</sup> Enchant An Item

## Character Record

Player Geord David NPC  
Name Arnold  
Class Druid  
Race Human  
Level 4  
Alignment Neutral Good  
Patron Zeus

Experience \_\_\_\_\_  
 Character Points \_\_\_\_\_  
 Role Playing Points \_\_\_\_\_  
 Platinum \_\_\_\_\_ Gold \_\_\_\_\_  
 Silver \_\_\_\_\_ Copper \_\_\_\_\_  
 Gems \_\_\_\_\_  
 Misc. \_\_\_\_\_

Saving Throws +/—  
P.P. D. M. 9  
Pet./Poly 12  
R./S./W. 13  
B.W. 15  
Spells 14

Strength <u>17</u>	Stamina <u>16</u>	Muscle <u>18</u>	Hit Adj. <u>+1</u>	Dam. Adj. <u>+3</u>	O.D. <u>11</u>	B.B.L.G. <u>16%</u>
Intelligence <u>13</u>	Reason <u>13</u>	Knowledge <u>13</u>	Max. Spell <u>6<sup>th</sup></u>	Bonus # <u>3</u>	% Learn spell <u>55%</u>	
Wisdom <u>17</u>	Intuition <u>19</u>	Willpower <u>15</u>	#Bonus Spells <u>1,1,1,2,2,3,3,4</u>		Spell Fail <u>0</u>	
Dexterity <u>12</u>	Aim <u>12</u>	Balance <u>12</u>	Missile Adj. <u>0</u>	React. Adj. <u>0</u>	Def. Adj. <u>0</u>	
Constitution <u>14</u>	Health <u>14</u>	Fitness <u>14</u>	Sys. Shock <u>88%</u>	H.P. Adj. <u>0</u>	Res. % <u>92%</u>	
Charisma <u>16</u>	Lead <u>15</u>	Appearance <u>17</u>	Loyalty <u>+3</u>	Reaction <u>+6</u>		

Armor Class 8  
Hit Points 24  
Hit Dice 4d8

Armor Worn Leather  
Shieldless A.C. 8  
Rear A.C. 10  
Style Modifications \_\_\_\_\_

## Racial Abilities

None

## Class Abilities

Identify	
Shape change	
Pass w/out trace	
Hide To shadows	
Purify water	
Move silently	
Major Access to	Minor Access To
Animal	Combat
Healing	Plant
Traveler	Creation
Weather	Summoning
All	

[illegible]



**Non - Weapon Proficiencies**

Healing	13
Herbalism	13
Fire building	16
Weather knowledge	15
Reading/Writing	12

**Weapon Proficiencies**

Specialize in Bo Stick
Specialize in Unarmed

**Traits****Disadvantages****Treasure**

Ring of Regeneration

**Equipment****Brief Description**

Eyes \_\_\_\_\_ Hair \_\_\_\_\_ Age \_\_\_\_\_ Weight \_\_\_\_\_  
Personality Quote \_\_\_\_\_

S	11	Name Elder Knoll	Paral./Pois.	9	+10 ↓
I	14	Class Thief/Arobat	Pet./Poly.	8	
W	13	Race Human	R.S.W.	6	
D	16	Level 18	B.W.	12	
C	12	Align. L.E.	Spell	7	
Ch.	16	Patron Drety			
Com	11				
AC	-8	Bracers AC 2 Ring +5 Cloak +5			
HP	59				

Weapon Used	Un THACD	THACD	# Atks/rnd	Dmg/Atk	Shots
Long bow	12 (+4)	9 (+4)	4/1	d8/d8+3	3
Dagger +4	8	5	4/1	d4/d3+7	3
Staff/Withering	12	14	3/1	Variable	0
Dart +1	11	13	7/1	d4/d3+1	0

Magical Items Carried	XP Value	Other Items	XP Value
Sword +1	400	Broom/Flying	2000
philter of persuasiveness	400	oil of elemental invulnerability	
Boots of Levitation	2000	Potion/clairvoyance	300
Ring of 5 wishes	6000	Scrolls: 2 2nd, 1 3rd, 1 6th	
oil of extra-healing	400		
oil of timelessness	500		
ring of vampiric regeneration	5000		

XP Total Value 38,170

Pick 100	Open 100	Rem. 75	Move 95	Hide 80	Hear 70	Climb 100	Roll
Pockets	Lock	Trap	Silent	Shadow	Noise	Wall	Long



# Eldar "the Dark" Krull

## Followers

	Name	Class	Race	Level	HP	AC
1		Thief	<del>Human</del>	8		
2		Thief	Human	8		
3		T/F	Halfling	5/3		
4		F/T	Dwarf	4/4		
5		T/F	1/2 Elf	4/4		
6		Thief	Human	4		
7		Thief	Elf	4		
8		Thief	1/2 Elf	4		
9		Thief	Human	4		
10		T/F/M	1/2 Elf	3/2/1		
11		T/M	Human	3/2		
12		T/F	1/2 Elf	2/2		
13		F/T	<del>Gnome</del>	1/1		
14		Thief	Halfling	2		

Age 50

Balrak the Great

Athena

Human

Lvl 7th  
5'3

AL lawful good

18/00 +3 +6 335/480 16 40%  
S 12 - - 45/140 7 4%  
I 15 4th 7th 60/ 9  
W 17 13 3rd 0%  
D 13 - - -  
C 13 - 85% 90%  
CH 14 6 +1 +2

Para/Pois 7  
Rod 13  
Petr./Poly 10  
Breath 13  
Spell 12

hp 34  
AC = 1 Splint +3 1,500

Thacx 16

weapons

Longsword +4 Might Given 1d8+12/1d12+4  
Sh. Sword 1d6/1d8

$\frac{6}{1} \quad \frac{5}{2} \quad \frac{3}{3} \quad \frac{1}{4}$

1/4

NW Prof 4

W Prof

SP: all charm  
combat of undead  
healing prot

1/ Cure Lt 2/ Hold Person 3/ Prayer  
1/ Remove Fear 4/ Find Traps 3/ Remove Polyps & Alignment  
1/ Endure Cold/Heat 2/ Hold Person 4/ Spell Immunity  
1/ Cure Lt 2/ Withstand  
1/ Command 3/ Spiritual Hammer  
1/ Bless 3/ Find Traps

Common  
Spear  
Longsword  
Sh Sword  
Read/Write  
Religion  
Healing  
Herbalism  
Riding, Land-Based  
Agriculture  
Int +1  
Wis  
Wis -2  
Int -2  
Wis +3  
Int

special: regen 1 hp / turn

Ring of Jumping 4/day  $\leftarrow 10 \rightarrow$  30

Red of Resurrection (P) 1/day (50)

Gauntlets of Ogre Power

15,000

15,000/5

20,000

10



73 227

XP

Present

3rd  
7th

Locate Object  
Creeping Doom





Failed attempt at lichhood; floating tower at marknor lake

7

PLAYER NAME

# ADVANCED D & D™

Player Character Record

CAMPAIN

DATE CHARACTER BEGAN

UDALRAPH

CHARACTER NAME

CLASS: M-U

LEVEL: 9

RACE: SUMERIAN

ALIGNMENT: NEUTRAL

PATRON DEITY: KI

RELIGION: SUMERIAN

PLACE OF ORIGIN: NATURE

just given council hat burnt rams



CONCEALED

CLIMBING

SPECIAL MOVE

HOUSE BASE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

16	S	HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
17	I	ADD LANG.	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
10	W	MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE	
16	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
16	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
17	CH	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ.	

CHARISMA

## SAVING THROW ADJUSTMENTS:

CONDITION	CONDITION
+1 vs. lichhood etc.	
+2 vs. gfts	

## SAVING THROWS:

Paralyzation/Poison	8
Petrification/Polymorph	11
Rod, Staff or Wand	
Breath Weapon	
Spells	

## RESISTANCES:

## DETECTION:

## LANGUAGES:

PSIONICS: 170 - 170 1 3  
ATL. STR./DEF. STR. 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
DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS
SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.



WEAPONLESS COMBAT:  
ATTACK ADJ. - DAMAGE ADJ. - DEFENSE ADJ.

POUNCEING

GRAPPLING

OVERBEARING

MORALE MODIFIER

MASTER:

SCHOOL:

FAMILIAR/PET:

SPECIAL ABILITIES:

MAGIC COMPONENTS

## SPELLS - KNOWN

## SPELLS MEMORIZED PER LEVEL:

	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1. Magic Missile									
2. Fireball									
3. Frostbite									
4. Lightning Bolt									
5. Firestorm									
6. Frostbite									
7. Lightning Bolt									
8. Firestorm									
9. Frostbite									
10. Lightning Bolt									
11. Firestorm									
12. Frostbite									
13. Lightning Bolt									
14. Firestorm									
15. Frostbite									
16. Lightning Bolt									
17. Firestorm									
18. Frostbite									
19. Lightning Bolt									
20. Firestorm									

MAGIC-USER  
ILLUSIONIST



# POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
L B Pouch	WAIST		CLOTHES	BODY		L B Pouch	WAIST	
S B Pouch	WAIST		BACKPACK	BACK		S B Pouch	WAIST	
			SPELLBOOK	BACKPACK		PORTABLE HOLE	L BELT POUCH	
				NICK				
			STAVE OF MAG	OVER BACK				
			ROBE of KEVIN	ON BODY				
			RATIONS	BACKPACK				
			30' ROPE	BACKPACK				
			5 GRAPPLING HOOKS	BACKPACK				
			5 IRONSPIKES	BACKPACKS				

ENCUMBRANCE: 2 WKS STR. ADJ. USED LOAD VS. MOVE RATE: NORMAL = T HEAVY = N LOADED = N MAXIMUM = N Total Weight Carried           

Provisions: 2 WKS SUPPLY USED CARRYING CAPACITY: CONTAINER MAX VOL LOAD CONTAINER MAX VOL LOAD

Water: SUPPLY USED CONTAINER MAX VOL LOAD CONTAINER MAX VOL LOAD



RULE OF USEFUL ITEMS  
STAFF OF MAGI (47)

WEALTH: TOTAL WEIGHT            TOTAL VALUE            EXPERIENCE POINTS: NEXT LEVEL GOAL

COPPER-            GEMS-            TREASURE-            COMBAT-            OTHER            TOTAL:           

SILVER-            JEWELS-            208 402

ELECTRUM-            MISCELLANEOUS-           

GOLD- 6.24

PLATINUM-           

DEBTS OWED/OBLIGATIONS           

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

SEX            GENERAL APPEARANCE:           

WEIGHT            DISTINGUISHING MARKS:           

HEIGHT            MANNERISMS:           

SOCIAL CLAM (if any)            STANDING (if any)            WEAPONS/WEAR           

FAITHFUL/POES            DESIRES/LOVES           

COMPATRIOTS:           

NAME CLASS LEVEL RACE NOTE # NAME CLASS LEVEL RACE NOTES

LOCATES FREQUENTED/RESIDENCE:           

LOCATION TIME/CONDITION DETAILS LOCATION TIME/CONDITION DETAILS

RESIDENCE LOCATION DETAILS

NOTES: Psionics 4/1/11 PSP 40 Power Check = 14

Cattall Dex -2 1/2 Catl doing about 30' PS = 50'

WILL: I do hereby

S	14	Name Ismerelda Krull	Par./Pos.	11	+1 ↓
I	15	Class Illusionist	Pct./Poly.	9	
W	13	Race Human	R. S. W.	7	
D	14	Level 13	B. W.	11	
C	10	Align. NE	Spells.	8	
Ch	9	Patron Dretz			
Com	14				
AC	9	Cloak +2			
HP	28				

Weapon Used	UnTHACD	THACD	# Atks/rnd	Dmg./Atk	Slots
Dagger	17	14	4 / 1	1d4/d4.1 + 3	3

Magical Items Carried	XP Value	Other Items	XP Value
Potion of Levitation	250	Periphat of health	100
Searab vs. Clay Golems	500	Scroll 2nd	200
Ring /x-ray vis.	100	Ring of Delusion	
Wand of paralyzation	3500		
Wand of fear	3000		

XP Value Total 19615



Look for a bar  
runs an inn in Hazel City



PLAYER NAME Daniel Death  
DATE CHARACTER BORN 6-5-91

# ADVANCED D & D™

## Player Character Record

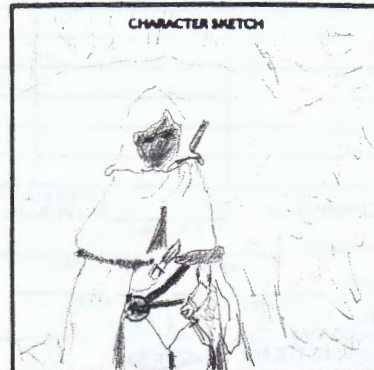
CAMPAIGN 1

CHARACTER NAME Ragnar

CLASS: Thief LEVEL: 3  
RACE: 1/2 elf ALIGNMENT: chaotic good  
PATRON DEITY: \_\_\_\_\_ RELIGION: \_\_\_\_\_



PLACE OF ORIGIN: \_\_\_\_\_  
CONCEALED \_\_\_\_\_ CLIMBING \_\_\_\_\_ SPECIAL MOVE \_\_\_\_\_  
HIDE BASE \_\_\_\_\_ SECONDARY SKILL \_\_\_\_\_ VISION \_\_\_\_\_ LISTENING \_\_\_\_\_



### ABILITIES:

12	S	STRENGTH	HIT ADJ. -	DAH ADJ. -	OPEN DOORS 7	BEND BARS 4%
11	I	INTELLIGENCE	ADD LANG 2	% KNOW SPELL 40%	HIT & SPELLS 5th	MAX. # SPELLS 7
9	W	WISDOM	MAGICAL ATK ADJ. 0	SPELL BONUS 0	% SPELL FAILURE 20%	
17	D	DEXTERITY	REACTION ADJ. +2	MISSILE ADJ. +2	DEFENSE ADJ. -3	
12	C	CONSTITUTION	HIT POINT ADJ. 0	SYSTEM SHOCK 80%	REPAIR/REPAIR SURVIVAL 85%	
14	CH	CHARISMA	MAX. # HENCHMEN 6	LOYALTY BASE +1	REACTION ADJ. +2	

SAVING THROW ADJUSTMENTS:

CON. ADJ.	CON. ADJ.
+2 vs lightning fireballs	

SAVING THROWS:

- Paralysis/Poison 13
- Petrification/Polymorph 12
- Rod, Staff or Wand 14
- Breath Weapon 16
- Spells 15

RESISTANCES: \_\_\_\_\_  
DETECTION: \_\_\_\_\_  
LANGUAGES: clue common  
PSIONICS: \_\_\_\_\_  
ATT. STL./DEF. STL. ATTACK MODES DEFENSE MODES

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

### \*COMBAT\*

WEAPONS OF PROFICIENCY: 2 -3  
NUMBER NON-PROFICIENCY PENALTY

7	none	AC BASE	CONDITION OF ARMOR
AC	ARMOR WORN	0	7 10
10	DEF. ADJ. -3	MAGICAL ADJ. 0	SHIELDLESS AC
1	CONST. ADJ. 0	HIT DIE TYPE 1, 6, 1	NEAR AC
1	WOUNDS: arrow scar on chest	SPECIAL ADJUSTMENTS	
1	HIT POINTS	1 Backstab +46 hit	
1	SURPRISE	NEAR ATTACKS ADJUST.	

COMBAT ADJUSTMENTS:

Dirk	Total:	TO HIT ADJ.	DAMAGE ADJ.
Sling			

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		
Dirk	-	1/2/3 2/1	2	9	10	11	12	13	14	15	16	17	18	1d4/1d3
Sling	-	5/10/20 1/1	6										17	1d4+1/1d6+1 25 bullets
Blowgun	-	1/2/3 2/1	5	10	11	12	13	14	15	16	17	18		1d3/1d2 40 barb darts

WEAPONLESS COMBAT: \_\_\_\_\_  
ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ. \_\_\_\_\_  
FUMELING \_\_\_\_\_  
GRAPPLING \_\_\_\_\_  
OVERWHELMING \_\_\_\_\_  
GUILD/ORDER: \_\_\_\_\_  
MORALE MODIFIER \_\_\_\_\_  
Rank in Guild/Order: \_\_\_\_\_  
CONTACTS: \_\_\_\_\_  
NAME OR PSEUDONYM \_\_\_\_\_ OCCUPATION \_\_\_\_\_  
NAME OR PSEUDONYM \_\_\_\_\_ OCCUPATION \_\_\_\_\_  
DISGUISES: Silk boots, Brooches, Cap, Gloves, Robe, Sandals  
Concealment Vest  
THIEVING SKILLS:

PICK POCKETS 35%	OPEN LOCKS 25%	REMOVE/ FIND TRAP 15%	MOVE SILENTLY 30%	HIDE IN SHADOWS 30%	HEAR NOISE 20%	CLIMB WALLS 70%	READ LANGUAGE 15%
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THIEVING SKILLS: \_\_\_\_\_

THIEF AS ASSIN MONK









Ethics Norm



# Advanced Dungeons & Dragons<sup>®</sup> 2nd Edition

Character ETHLOS NORN  
Align. CHAOTIC GOOD Race WOOD ELF Class RANGER Level 2

## PLAYER CHARACTER RECORD

Player's Name \_\_\_\_\_ Family NORN FAMILY Race/Clan \_\_\_\_\_  
Homeland Gnarly Forest Liege/Patron Aerdrie Faenya Religion Greek  
Sex M Age 175 Social Class ULC Status \_\_\_\_\_  
Ht. 5'2 Wt. 160 Birth Rank 1st child # Siblings 0  
Hair WHITE Eyes GREY Appearance \_\_\_\_\_  
Honor \_\_\_\_\_ (Base Honor \_\_\_\_\_) Reaction Adjustment \_\_\_\_\_

### ABILITIES

18	STR	Hit Prob +7	Dmg Adj +4	Wgt Allow	Max Press	Op Drs 14	B B/ LG 30%
16	DEX	Rctn Adj +1	Missile Att Adj +1			Def Adj -2	
18	CON	HP Adj +4	Sys Shk 99%	Res Sur 100%	Pois Save -	Regen -	
16	INT	No of Lang 5	Spell Lvl	Lrn Sp 70%	Spells/ Level 11	Spell Immun -	
16	WIS	Mag Def Adjus +2	Bonus Spells	2nd Fail 0%	Spell Immun -		
17	CHR	Max No Hench 10	Loy Base +6	Rctn Adj +6			

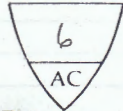
### MOVEMENT

Base Rate	12
Light (186)	224
Mod (225)	263
Hvy (264)	302
Svr (303)	330
Jog (x2)	24
Run (x3)	36
Run (x4)	48
Run (x5)	60

### SAVING THROWS

Paralyze/ Poison	14
Rod, Staff, or Wand	16
Petrify/ Polymorph	15
Breath Weapon	17
Spells	17
Modifier	Save

### ARMOR



Adjusted AC \_\_\_\_\_ Armor Type (Pieces) \_\_\_\_\_  
Surprised \_\_\_\_\_ PADDED MEMOR \_\_\_\_\_  
Shieldless 6 \_\_\_\_\_  
Rear 6 \_\_\_\_\_

Defenses

### HIT POINTS

17  
4

### Wounds

### WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THACO	Damage (SM/L)	Range	Weight	Size	Type	Speed
one-handed sword	1	+2/+4	19	1d8 / 1d12		10	M	S	6
dagger	1	+2/+4	19	1d4 / 1d3	1 2 3 2/1	1	S	P	2
short sword	1	+2/+4	19	1d6 / 1d8		3	M	P	3
				/					
				/					
				/					

Special Attacks TWO HANDED ATTACKING

Ammunition: \_\_\_\_\_  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### Special Abilities

if falling, call Aerdrie's  
name - 20% chance of  
feather fall spell just before  
hitting the ground - then  
he has to perform a  
service

### <3 LEVELS> Proficiencies/Skills/Languages PENALTY = -2

one-handed sword ( / ) \_\_\_\_\_  
dagger ( / ) \_\_\_\_\_  
short sword ( / ) \_\_\_\_\_  
longbow ( / ) \_\_\_\_\_  
bowyer dex -1 ( / ) \_\_\_\_\_  
setsquare int -1 ( / ) \_\_\_\_\_  
tracking wisdom ( / ) \_\_\_\_\_  
weaponsmithing int -3 ( / ) \_\_\_\_\_  
hunting wis -1 ( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_  
( / ) \_\_\_\_\_



### Gear

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
Onehanded sword and sheath	Waist	10	Padded armor	Body	10	Short sword and sheath	Waist	3
Dagger + sheath	Waist	1	Boots	Feet		Belt pouch	Waist	

### Supplies

#### Water/Wine

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<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"/>

#### 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"/>
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#### Feed

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<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

3rd - 4,500

2989

### Treasure

<b>Coins</b> GP- SP- EP- PP- CP-	<b>Other Valuables</b>         
<b>Gems</b>	

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

### Henchmen/Animal Companions

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



Band of wild Elf bandits on Arkwar Road.

45

PLAYER NAME

# ADVANCED D & D™

Player Character Record

CAMPION

DATE CHARACTER BEGAN

Character Name: Kackla

CHARACTER NAME

CLASS: Thief

LEVEL: 4

RACE: ELF

ALIGNMENT: NEUTRAL EVIL

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

12	S	HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
10	I	ADD LANG.	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
9	W	MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE	
18	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	-4
11	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
11	CH	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ.	
		CHARISMA			

SAVING THROW ADJUSTMENTS:	
CON. ADJ.	CONDITION

## SAVING THROWS:

Paralyzation/Poison— (13)  
Petrification/Polymorph— (13)  
Rod, Staff or Wand— (14)  
Breath Weapon— (10)  
Spells— (15)

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

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

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

## \*COMBAT\*

6	ARMOR WORN	AC BASE	CONDITION OF ARMOR
AC	DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC
16	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



WEAPON IN HAND

WEAPON

MAG. ADJ.

SPACE REQUIRED/RANGE

SPEED

ADJUSTED TO HIT ARMOR CLASS

DAMAGE VS SIZE

S-M/L

## WEAPONLESS COMBAT:

ATTACK ADJ./DAMAGE ADJ./DEFENSE ADJ.

PUNNELING

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:

SPECIAL TOOLS:

SPECIAL ABILITIES:

SPECIAL IMMUNITIES:

## THIEVING SKILLS:

PICK POCKETS 35% OPEN LOCKS 30% REMOVE/FIND TRAP 25% MOVE SILENTLY 35% HIDE IN SHADOWS 24% HEAR NOISE 45% CLIMB WALLS 90% READ LANGUAGE %

THIEF ASSASSIN MONK



**POSSESSIONS:**

[illegible]

ENCUMBRANCE:            LOAD VS. MOVE RATE:            -            -            -            Total Weight Carried           

STK. ADD.		NORMAL = 1		HEAVY = 4		LOADED = 9		REASON = 9	
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-	OTHER	TOTAL: +
SILVER-		JEWELS-					
ELECTRUM-		MISCELLANEOUS-					
GOLD- 5							
PLATINUM-							

**DEBTS OWED/OBLIGATIONS**

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

**GENERAL APPEARANCE:**

542

WASH.

**DISTINGUISHING MARKS:**

11. *Journal of the American Medical Association*, 1990; 263: 1025-1028.

**MANNERISMS:**

**SOCIAL CLASS (if any)**

## LANDING

**WASHING**

## FAST FACTS/FOCUS

**THESE**

**COMPATRIOTS:** ~~Followers/Helpers - American/Relatives~~

[illegible]**LOCALS FREQUENTED/RESIDENCE**

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

LOCATION	TIME/CONDITION	DETAILS
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REMARKS	LOCATION	DETAILS
NOTES:		

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



PLAYER NAME

DATE CHARACTER BEGAN

ADVANCED D & D™  
Player Character Record

CAMPAIGN

SAXON

CHARACTER NAME

CLASS: DRUID

LEVEL: 5

RACE: 1/2 ELF

ALIGNMENT: LAWFUL NEUTRAL

PATRON DEITY: FREY

RELIGION:

PLACE OF ORIGIN: Arknor Forest near Hazel City



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING



CHARACTER SKETCH

## ABILITIES:

16	S	HIT ADJ.	DAM ADJ.	OPEN DOORS	BEND BARS
STRENGTH					
13	I	ADD LANG.	% KNOW SPELL	MIN # SPELLS	MAX # SPELLS
INTELLIGENCE					
19	W	MAGICAL ATK ADJ.	SPELL BONUS	% SPELL FAILURE	
WISDOM					
15	D	REACTION ADJ.	MISSILE ADJ.	DEFENSE ADJ.	
DEXTERITY					
16	C	HIT POINT ADJ.	SYSTEM SHOCK	RESURRECT SURVIVAL	
CONSTITUTION					
15	CH	MAX # HENCHMEN	LOYALTY BASE	REACTION ADJ.	
CHARISMA					

## SAVING THROW ADJUSTMENTS:

+/-	CONDITION	+/-	CONDITION
+3	SPELLS (WISDOM)		
	(CORRID)		
+2	VS FIRE + ELEC		

## SAVING THROWS:

Paralyzation/Poison	10
Petrification/Polymorph	14
Rod, Staff or Wand	13
Breath Weapon	16
Spells	15

RESISTANCES: 30% TO SLEEP AND CHARM SPELLS

DETECTION:

LANGUAGES: COMMON, ELF, GNOME

DRUID TONGUE

PSIONICS:

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

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY: 2

NUMBER NON-PROFICIENCY PENALTY

## \*COMBAT\*

6	Leather Armor	AC BASE	CONDITION OF ARMOR
-1	+3		
DEX. ADJ.	MAGICAL ADJ.	SHIELDLESS AC	REAR AC
+2	+8		
CONST. ADJ.	HIT DIE TYPE	SPECIAL ADJUSTMENTS	
Wounds:			
SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.	

## COMBAT ADJUSTMENTS:

7/1	DAGGER	Totals:	
5		"TO HIT" ADJ.	DAMAGE ADJ.
+/-	CONDITION	+/-	CONDITION



MACE

WEAPONLESS COMBAT:  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUNNELING

GRAPPLING

OVERBEARING

MORALE MODIFIER

PARISH:

HOLY SYMBOL:

TITHINGS STATUS IN

CHURCH

SPECIAL ABILITIES

MAGIC COMPONENTS

## SPELLS KNOWN

## SPELLS ACQUIRED PER LEVEL:

1ST	2ND	3RD	4TH	5TH	6TH	7TH
1 Cure Lt (2)	1 Light	2 Aid				
1 Entangle	2 Goodberry					
1 Prot. Evil	2 Charm					
1 Animal Friendship	3 Hold Animal					
1 Dust Devil	1 Invis/Minor					
1 Slow Poison	1 Remove Fear					
2 Cure Disease	1 Sanctuary					

## TURNING UNDEAD:

SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHAST
WRAITH	MUMMY	SPECTER	VAMPIRE	GHOST	LECH
					SPECIAL

Spends time in Arknor forest near Hazel City. Travels between lake and moor.

YP- 18,456

GP- 4 37.0

TOTAL TOTAL 103

CP -

SP - 40

ELEC -

PP -

GM - 1128/cm

JEWELRY -

OTHER -

Skills: 6) Conjure Animal

6) Speak w/ Monsters

4) Free Action

Book of History - Local Divides (TERRA)

Books - 2000 Herbs Egyptian

Figure of handman Power - One

Book of Earth Earth

5'2  
HT

M  
SEX

150  
WT

50  
AGE

Personality - Saxon believes in law by organization, war by disorder, and peace by infinite wisdom. Saxon believes that violence is meant for tools and life can only be conquered by a firm dedication to nature and the mind it has given man.

EQUIPMENT	LOCATION	lbs	MAX CAPACITY	MAX VOL	LOAD
COAK	BODY				
BACKPACK	BACK	2	50 lbs	3x2x1	1 1/5 lb
PALMER	BELT	1			
BELT	WAIST				
SELMITAR	HAND	4			
SPELLBOOK	BACKPACK	1			
HONEY	BACKPACK				
HOLY SYMBOL	AROUND NECK	1/10			
HOLY WATER	BACKPACK	1/10			
MISLETOE (BUSHY)	BACKPACK	1/10			
WALLS (MOUNT)	BACKPACK	1/10			

ENCUMBRANCE - 71-100 101-130 131-160 161-195 8 1/10  
NORM HEAVY LOADED MHT lbs CARRIED



## The Pods

Boat - Folds to 1' cube (button on top surface, 2mb)

(X3 dial) - 4 modes Air/Water, Extremely Aerial (low in water, 2mb)

- Emerald power (MD) 48 (MD) (4th) (4th)

AC-8 - 1 Hull has 300 hull points (Immune to rot + similar)

- Entire boat has 508 A-M (dear effect people on

- Holds unlimited cargo (similar to bag/holding board)

- Skegs up to 250 mm

- Gate puts fire twice /md (Rounds do XL damage H

pitch explodes for X3 damage H2

Cutout operates at 1000

PLAYER NAME: Sept 5 91  
DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPAIGN # 9

CHARACTER NAME: Malthe The Dark Malcom

CLASS: Wizard Mage-User LEVEL: 4  
RACE: 1/2 elf ALIGNMENT: Neutral evil  
PATRON DEITY: Loth RELIGION: Elven  
PLACE OF ORIGIN: Greyhawk



CONCEALED CLIMBING SPECIAL MOVE  
SECONDARY SKILL VISION LISTENING

CHARACTER SKETCH

## ABILITIES:

16	S	HIT ADJ	-	DAM ADJ	+1	OPEN DOORS	9	BEND BARS	10%
15	I	ADD LANG	4	% KNOW SPELL	70%	MIN # SPELLS	7th	MAX # SPELLS	11
14	W	MAGICAL ATK ADJ	0	SPELL BONUS	1st	% SPELL FAILURE	0%		
13	D	REACTION ADJ	0	MISSILE ADJ	0	DEFENSE ADJ	0		
15	C	HIT POINT ADJ	+1	SYSTEM SHOCK	90%	RESURRECT SURVIVAL	94%		
16	CH	MAX # HENCHMEN	8	LOYALTY BASE	+4	REACTION ADJ	+5		

SAVING THROW ADJUSTMENTS	
CONDITION	CONDITION
12 ring	

SAVING THROWS:  
Paralysis/Poison (14)  
Petrification/Polymorph (13)  
Rod, Staff or Wand (11)  
Breath Weapon (15)  
Spells (12)

RESISTANCES:  
DETECTION:  
LANGUAGES:  
PSIONICS:  
ATL STR/DEF STR ATTACK MODES DEFENSE MODES

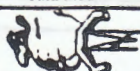
MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY: 4 -2  
NUMBER NON-PROFICIENCY PENALTY

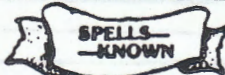
*COMBAT*	
Shoulder, Thigh, Calf Leather	
AC	10
ARMOR WORN	AC BASE
0	0
DEX ADJ	MAGICAL ADJ
+1	14, 10
CONST ADJ	HIT DIE TYPE
Wounds: Bracers AC 6	
SURPRISE	DEX ADJUST
1	1
REAR ATTACKS ADJUST	
1	

COMBAT ADJUSTMENTS:	TOTAL:	TO HIT ADJ	DAMAGE ADJ
Bastard Sword	-		
Shortbow			Longsword
Dagger			
CONDITION	CONDITION	CONDITION	CONDITION



WEAPON IN HAND  
WEAPONLESS COMBAT:  
ATTACK ADJ - DAMAGE ADJ - DEFENSE ADJ  
FORFEITING  
GRAPPLING  
OVERHEARDING

WEAPON	MAG. ADJ.	SPACE REQUIRED	RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
Bastard Sword					10 9 8 7 6 5 4 3 2	S-M-L



SPELLS KNOWN

SPELLS MEMORIZED PER LEVEL

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

MORALE MODIFIER MASTER:  
SCHOOL:  
FAMILIAR/PET: Green Egg-Lizard  
SPECIAL ABILITIES: Spellcraft Tracking Soft Sores Riding Land Based Astrology Bowyer Fletcher  
MAGIC COMPONENTS  
Egyptian Components  
Fall Bag of Standard  
Diamond "Dust"

1 Read Magic	1 Charm Person								
1 Detect Magic	2 NEG								
1 Magic Missile									
2 Darkness 15' r									
1 Shield									
3 Magic									
1 Loose Spell Conversion									
1 Light									
2 Alter Self									
1 Shadow									
1 Elongate Torso									
1 Contingency									

MAGIC-USER ILLUSIONIST



turns literature. an object  
to a shadow  
1 ft<sup>3</sup>/lbd.







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







Lich or 11 HD  
Special ++

10 9 14 18 11 13

Elf Fighter/Mage 1/1

S 18/90 +2 +4 185/330 14 30%

D 10

C 13 - 85% 90%

I 14 4 7th 60% 9

W 11 - - SF 10%

Ch 9 4 - -

S  
C  
1

Ac

hp 7



Character Max Ironside  
Alignment Chaotic Evil Race Human Class Fighter Level 8

# Dungeons & Dragons®

PLAYER CHARACTER RECORD

## ABILITIES

18	STR	Hit Adj +2	Dmg Adj +4	Wt Adj	Open Doors	Bend Bars
15	INT	Add Lang. 4	Know Spell 65%	Min Spells		Max Spells 11
13	WIS	Mental Save	Spell Failure 0%	Bonus Spells	1st	
17	DEX	Surprise Adj +2	Missile Adj +2	Defense Adj	-3	
14	CON	HP Adj 0	System Shock 88%	Resurrect Survival	92%	
16	CHR	Max # Heach. 8	Loyalty Base +4	Reaction Adj +5	Cms Adj	
	CMS	Response				

## HONOR

0  
Base 0

Reaction Adj \_\_\_\_\_

Resistances \_\_\_\_\_

## SAVING THROWS

Modifiers:

Paralyze/  
Poison

Petrify/  
Polymorph

Rod, Staff,  
or Wand

Breath  
Weapon

Spells

Cause

Modifier

Vision  
Detections

Languages Elven, dwarvish, Orcish, drow elf

## MOVEMENT

Hvy (1/4) 3

Run (1/10) 120

Day 12

Special Move

12

Load (1/2) 6

Normal (1/5) 60

Hidden/ (1/4) 4

Base Rate

Max (1/4) 3

Crawl (1/4) 6

Swim

## ARMOR



Adjusted AC

Armor Type(Pieces)

AC Adj

Surprised

Platemail +1

Shieldless 0

Shield +1

Rear 3

## HIT POINTS

80

## Wounds

## Defenses

## WEAPON COMBAT

Weapon	#AT	To Hit Adj/Dmg Adj	TH AC0	10	9	8	7	6	5	4	3	2	1	0	Damage vs Size	Range/Special
Broad Sword +2	3/2	+2/+4	11	1	2	3	4	5	6	7	8	9	10	11	1d8+2/1d12+2	
Lance +1	3/2	+2/+4	12												1d10+1	
	3/2		13													

## Special Attacks

Ammunition:

□□□□□

□□□□□ □□□□□

□□□□□

□□□□□ □□□□□

□□□□□

## UNARMED COMBAT

Style	Attack Form	AC Adj	#AT	To Hit Adj/Dmg Adj	TH AC0	Damage/Effect	Special Maneuvers
				/			
				/			
				/			
				/			

## Magic Items

Horse Shoes of Speed

## Proficiencies/Skills

Lance	(-1)	(-1)
Broad sword	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)
	(-1)	(-1)

## Special Abilities



Name Max Ironside Family \_\_\_\_\_ Race/Clan \_\_\_\_\_  
 Homeland \_\_\_\_\_ Liege/Patron 245 Religion \_\_\_\_\_  
 Sex Male Age 25 Social Class \_\_\_\_\_ Status \_\_\_\_\_  
 Ht 5'7 Wt 255 Birth Rank \_\_\_\_\_ #Siblings \_\_\_\_\_  
 Hair Black Eyes Black Appearance \_\_\_\_\_  
 Personality (Mannerisms/Fears/Dislikes/Desires) \_\_\_\_\_ History (Events that shaped life) \_\_\_\_\_

### Gear

Item	Location	Size	Item	Location	Size	Item	Location	Size
Broadsword	at waist		cloak	Over Body		Lance	On Maddox	
			Plate Mail +2	Over Body		Shield	Over back or hand	

### Supplies

Water/Wine  
☐☐☐☐☐☐  
☐☐☐☐☐☐  
 Rations  
☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐  
 Feed  
☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐

### Experience

175,500

### Treasure

#### Coins

203 GP

#### Gems

8/1000 GP

7/100 GP

#### Valuables

#### Size Worth

Name/Relation	Age	Status	Profession	RX	Name/Relation	Age	Status	Profession	RX

### Henchmen/Animal Companions

Name	AC	Race/Class	HD/LVL	#AT	TH	ACO	Dmg/Effects	hp	Skills/Abilities
Maddox	7		3 1/2	2			1-6/1-6		Trained Mount
Background		Heavy war Horse - Max Ironside's Steed (hears Horse Shoes of Speed) & wears 2nd fighter							
Background									
Background									

### Noteworthy Events:



J. Frank  
PLAYER NAME  
5/4/91  
DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPAIGN #  
20

Alcestis

CHARACTER NAME

CLASS: Fighter/Cleric

LEVEL: 4/4

RACE: Dwarf

ALIGNMENT: C.N.

PATRON DEITY: Moradin

RELIGION:

PLACE OF ORIGIN: Neth



CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

17	S	HIT ADJ	+1	DAM ADJ	+1	OPEN DOORS	10	BEND BARS	130
14	I	ADD LANG	4	% KNOW SPELL	60	MIN # SPELLS	1	MAX # SPELLS	9
16	W	MAGICAL ATK ADJ	+2	SPELL BONUS	2nd	% SPELL FAILURE	0		
15	D	REACTION ADJ	0	MISSILE ADJ	0	DEFENSE ADJ	-1		
18	C	HIT POINT ADJ	+4	SYSTEM SHOCK	99	RESURRECT. SURVIVAL	100		
13	CH	MAX # HENCHMEN	5	LOYALTY BASE	0	REACTION ADJ	+1		

SAVING THROW ADJUSTMENTS:

CONDITION	CONDITION

## SAVING THROWS:

Paralyzation/Poison— (9)

Petrification/Polymorph— (12)

Rod, Staff or Wand— (13)

Breath Weapon— (15)

Spells— (19)

## RESISTANCES:

## DETECTION:

LANGUAGES: Elf, Human, Halfing, Hobgoblin

Troll

## PSIONICS:

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

## MAJOR DISCIPLINES

## MINOR DISCIPLINES

## WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

## \*COMBAT\*

Chain & Shield AC BASE 12 USED 5

AC 2

DEX. ADJ. +4 MAGICAL ADJ. +2 SHIELDLESS AC 10

CONSTR. ADJ. +4 HIT DIE TYPE 108/210

Wounds: 1

HIT POINTS 30

SURPRISE 1

DEX. ADJUST. 1

REAR ATTACKS ADJUST. 1

## COMBAT ADJUSTMENTS:

Totals: TO HIT ADJ. DAMAGE ADJ.

CONDITION CONDITION

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	10	9	8	7	6	5	4	3	2	1	DAMAGE VS SIZE
Staff/Striking	+3													12/11 d6+3
Mace														19/18 d6+1/d6

## WEAPONLESS COMBAT:

ATTACK ADJ. DAMAGE ADJ. DEFENSE ADJ.

PUMMELING

GRUDDLING

OVERHEARING

PATRON:

MORALE MODIFIER

SPECIAL ABILITIES: Specialize in Staff

(11/12): Proficient in Blacksmithing, Mining,

Stonemasonry & Carpentry

MAGIC COMPONENTS:

## SPILLS - KNOWN

## SPILLS MEMORIZED PER LEVEL

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
Command	Hold Person						
Cure It.	Resist Fire/Cold						
Cause It.	Silence 15'						
Faric Fire							
Cause Fear							
Heat Metal							

TURNING UNDEAD	19	20	21	22	23	24	25
	WRAITH	HURRY	SPECTER	VAMPIRE	GHOST	LICH	SPECIAL

## 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

MULTI-CLASSED BARD




# POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
Belt	Around waist		Backpack	Back Center	2	Belt pouch	Belt	1/2
Belt Pouch	Belt	1/2	Rope 50'	" "	3	Mace	in Belt	4
			Gilbook (1)	" "	4			
			Lantern	" "	2			
			Flint/Steel	" "	-			
			Oil (2)	" "	2			
			Armer	On Body	10			
			Shield	left Arm	10			
			Staff	on shoulder	3			

ENCUMBRANCE: STL ADJ. LOAD VS. MOVE RATE: NORMAL = 1 HEAVY = 4 LOADED = 14 MAXIMUM = 4 Total Weight Carried 77 lbs

Provisions: SUPPLY USED CARRYING CAPACITY: CONTAINER MAX VOL LOAD CONTAINER MAX VOL LOAD  
 Water: SUPPLY USED CONTAINER MAX VOL LOAD CONTAINER MAX VOL LOAD

 Boots of speed  
Wand/Fear

WEALTH:		TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:		NEXT LEVEL GOAL	
COPPER-		GEMS-		TREASURE-	COMBAT-	OTHER	TOTAL +
SILVER-		JEWELS-					
ELECTRUM-		MISCELLANEOUS-					
GOLD-	48.9			10	725		
PLATINUM-	(69) 125						

DEBTS OWED/OBLIGATIONS

DESCRIPTION: AGE- 90 31 APPARENT AGE UNNATURAL AGING COLOR OF: Blk HAIR Grey EYES

SEX GENERAL APPEARANCE:

WEIGHT DISTINGUISHING MARKS:

HEIGHT MANNERISMS:

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

HATRED/FOES DESIRES/GOALS

COMPATRIOTS: Followers/Mentors - Associates/Relatives											
#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL	RACE	NOTES

LOCATIONS FREQUENTED/RESIDENCE:

LOCATION TIME/CONDITION DETAILS LOCATION TIME/CONDITION DETAILS

RESIDENCE LOCATION DETAILS

NOTES:

WILL: I do hereby



Jason Anle  
PLAYER NAME  
6/7-7/91  
DATE CHARACTER BEGAN

# ADVANCED D & D™

## Player Character Record

CAMPAIGN  
#

Legolas Lasgar  
CHARACTER NAME

CLASS: Cleric LEVEL: 3  
RACE: Elf, Grey ALIGNMENT: Chaotic Neutral  
PATRON DEITY: Aphrodite RELIGION: \_\_\_\_\_  
PLACE OF ORIGIN: \_\_\_\_\_



MOVE BASE

CONCEALED CLIMBING SPECIAL MOVE  
SECONDARY SKILL VISION LISTENING



### ABILITIES: THACO 19

13	S	HIT ADJ. +1	DAM ADJ. +1	OPEN DOORS 10	BEND BARS 13%
13	I	ADD LANG 3	% KNOW SPELL 55	MIN # SPELLS 1	MAX # SPELLS 9
17	W	MAGICAL ATK ADJ. +3	SPELL BONUS 3rd	% SPELL FAILURE 0%	
15	D	REACTION ADJ. -	MISSILE ADJ. -	DEFENSE ADJ. -1	
15	C	HIT POINT ADJ. +1	SYSTEM SHOCK 90	RESURRECT SURVIVAL 94	
15	CH	MAX # HENCHMEN 7	LOYALTY BASE +3	REACTION ADJ. +3	

CHARISMA

SAVING THROW ADJUSTMENTS:	
CONDITION	CONDITION

### SAVING THROWS:

Paralyzation/Poison— (10)  
Petrification/Polymorph— (13)  
Rod, Staff or Wand— (14)  
Breath Weapon— (16)  
Spells— (10)

RESISTANCES: \_\_\_\_\_  
DETECTION: \_\_\_\_\_  
LANGUAGES: Dumanan, Mordikian, Common

PSIONICS: 107-107 ABDE FGJ (214)  
ATL STR/DEF STR ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES 2 Prob. Teach, Energy Control

MINOR DISCIPLINES 4 Suspended Animation, Hypnosis, Mol. Agit, Invisibility

### WEAPONS OF PROFICIENCY:

NUMBER NON-PROFICIENCY PENALTY

\*COMBAT\*

AC	ARMOR WORN	AC BASE	CONDITION OF ARMOR
9	-1	5	New
DEX ADJ. +1	MAGICAL ADJ. +3	SHIELDLESS AC	REAR AC
CONST. ADJ. +1	HIT DIE TYPE 108	SPECIAL ADJUSTMENTS	
HIT POINTS	Wounds: _____		
SURPRISE	DEX ADJUST.	REAR ATTACKS ADJUST.	

COMBAT ADJUSTMENTS: Totals:	
TO HIT ADJ.	DAMAGE ADJ.

WEAPON IN HAND	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	
	Mace												16 06 +2/06 +1
	Light Crossbow												17 08/08 (+1)

WEAPONLESS COMBAT:  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING \_\_\_\_\_  
GRAPPLING \_\_\_\_\_  
OVERBEARING \_\_\_\_\_

PARISH: \_\_\_\_\_  
HOLY SYMBOL: Sea Shell

CHURCH: \_\_\_\_\_  
Church's Influence: \_\_\_\_\_

SPELLS KNOWN	SPELLS ACQUIRED PER LEVEL:						
	1ST	2ND	3RD	4TH	5TH	6TH	7TH
✓ Bless							
✓ Cure It							
✓ Command							
✓ Charm Pct M.							
✓ Slow Poison							
✓ Call Lightning							
✓ Det. Magic							

SPECIAL ABILITIES: Specialize in Mace  
Prof. In Ancient History, Healing (MD-), Spell Craft (MD-)

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

TURNING UNDEAD:	7	10	13	16	19	20
SKELETON						
ZOMBIE						
GHOUL						
SHADOW						
WIGHT						
CHAM						
WRAITH						
MUMMY						
SPECTRE						
VAMPIRE						
GHOST						
LICH						
SPECIAL						

CLERIC  
DRUID



**POSSESSIONS:**

[illegible]

<b>ENCUMBRANCE:</b>	<b>LOAD VS. MOVE RATE:</b>						<b>Total Weight Carried</b>		
<b>STR. ADJ.</b>			<b>NORMAL = 1</b>	<b>HEAVY = %</b>	<b>LOADED = %</b>	<b>MAXIMUM = %</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>MAX VOL</b>	<b>LOAD</b>
<b>Water:</b>	<b>SUPPLY</b>	<b>USED</b>		<b>CONTAINER</b>	<b>MAX VOL</b>	<b>LOAD</b>	<b>CONTAINER</b>	<b>MAX VOL</b>	<b>LOAD</b>
			Scroll 15's silence						

WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:			NEXT LEVEL GOAL
			TREASURE—	COMBAT—	OTHER	TOTAL: + ____%
COPPER—	10	GEMS—				
SILVER—		JEWELS—				
ELECTRUM—		MISCELLANEOUS—				
GOLD— 97						
PLATINUM—						

**DEBTS OWED/OBLIGATIONS**

<b>DESCRIPTION:</b>												
AGE—		19		APPARENT AGE		UNNATURAL AGING		COLOR OF: Gray		HAIR		
		(B5D)								Black EYES		
M	GENERAL APPEARANCE:											
SEX												
140	WEIGHT											
DISTINGUISHING MARKS:												
5'5"	MANNERISMS:											
HEIGHT												
SOCIAL CLASS (if any)	STANDING (if any)		WEAKNESSES/FEAR									
HATED/HOES						DESIRES/LOVES						
COMPATRIOTS:	Follow-up/History-Associates/Relatives											
#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL	RACE	NOTES	
LOCALS FREQUENTED/RESIDENCE:												
LOCATION				TIME/CONDITION				DETAILS				
RESIDENCE				LOCATION				DETAILS				
NOTES:												

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







[illegible]

PROVISIONS:			CARRYING CAPACITY:		
SUPPLY	USED		CONTAINER	MAX VOL	LOAD
Water:			CONTAINER	MAX VOL	LOAD
			CONTAINER	MAX VOL	LOAD

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

[illegible]

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



J. Angle  
PLAYER NAME

# ADVANCED D & D™

Player Character Record

CAMPAIGN

DATE CHARACTER BEGAN

Darion Firefly

CHARACTER NAME

CLASS: T/M

LEVEL: 1/1

RACE: Pixie

ALIGNMENT: CN

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

B' Class

CONCEALED

CLOTHING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES: THACD 20

9	S	HIT ADJ	-	DMG ADJ	-	OPEN DOORS	1-2	BEND BARS	1%
16	I	ADD LANG	5	% KNOW SPELL		MIN # SPELLS		MAX # SPELLS	
13	W	MAGICAL ATK ADJ	-	SPELL BONUS		% SPELL FAILURE			
16	D	REACTION ADJ	+1	MISSILE ADJ	+1	DEFENSE ADJ	-2		
10	C	HIT POINT ADJ	-	SYSTEM SHOCK	70	RESURRECT SURVIVAL	75		
13	CH	MAX # HENCHMEN	5	LOYALTY BASE	0	REACTION ADJ	5%		

CHARISMA

SAVING THROW ADJUSTMENTS:

CONDITION	CONDITION

RESISTANCES:

DETECTION:

LANGUAGES: Common + Elven

PSIONICS:

MAJOR DISCIPLINES:

SAVING THROWS:

Paralyzation/Poison—

Petrification/Polymorph—

Rod, Staff or Wand—

Breath Weapon—

Spells—

\*COMBAT\*

ARMOR WORN: -2

AC BASE: -2

CONDITION OF ARMOR: -2

AC: 1

DEX ADJ: -2

MAGICAL ADJ: 0

SHIELDLESS AC: 0

MEAR AC: 0

CONST. ADJ: 0

HIT DIE TYPE: 1

SPECIAL ADJUSTMENTS:

HIT POINTS: 3

WOUNDS: 1

SURPRISE: 1

DEX ADJUST: 1

REAR ATTACKS ADJUST: 1

WEAPONS OF PROFICIENCY:

NUMBER	NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

Totals:

TO HIT ADJ: 0

DAMAGE ADJ: 0

CONDITION: 0

CONDITION: 0

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS	DAMAGE VS SIZE
Pixie Bow				10 9 8 7 6 5 4 3 2	S-M-L
Pixie Sword					

WEAPONLESS COMBAT:

ATTACK ADJ: -

DAMAGE ADJ: -

DEFENSE ADJ: -

PURSUING: -

GRAPPLING: -

OVERHEARDING: -

PATRON: -

MORALE MODIFIER: -

SPECIAL ABILITIES: -

MAGIC COMPONENTS: Rod Use/ Forgery

Set Snare/ Brewing

SPILLS KNOWN

1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
✓ Read Magic								
✓ Enlarge								
✓ Color Spray								
✓ Magic Missile								

TURNING UNDEAD:

WIZARD

WARRIOR

SPECTER

VAMPIRE

GHOST

WIGHT

GUARD

THIEVING SKILLS:

PICK POCKETS: 25%

OPEN LOCKS: 20%

REMOVE/ FIND TRAP: 10%

MOVE SILENTLY: 20%

HIDE IN SHADOWS: 30%

HEAR NOISE: 30%

CLIMB WALLS: 80%

READ LANGUAGE: 15%

TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD



[illegible]

**MAGIC ITEMS**

**DEBTS OWED/OBLIGATIONS**

GENERAL APPEARANCE: 12 lbs  
WEIGHT  
DISTINGUISHING MARKS: 30'  
HEIGHT  
MANNERISMS:

SOCIAL CLAM (11-10-1964)      BYANGUNG (11-10-1964)      WANGJANGKAYA

---

PATHECOPIES

COMPATRIOTS: 7th Marine Division Association (Vietnam)

[illegible]

LOCALS FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE	LOCATION	DETAILS
NOTES:		

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



Darian Firefly

At Will:

Invisibility, Fly, Polymorph, Visible

Once Per Day

Know Alignment, Create illusion (audio + visual), Dispel Magic, Confusion  
Dancing lights, ESP (AT EIGHTH Level)





[illegible]

**MAGIC ITEMS**

DEBTS OWED/OBLIGATIONS[illegible]

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



# Character Record Sheet

Character's Name: \_\_\_\_\_  
 Player's Name: Myrick Webster  
 Dungeon Master: \_\_\_\_\_

Class: Magic User  
 Alignment: Chaotic  
 Level: 6

## Abilities

8
14
12
14
10
8

Str \_\_\_\_\_  
 Int \_\_\_\_\_  
 Wis \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Con \_\_\_\_\_  
 Cha \_\_\_\_\_

Adjustments

Attack, Damage, Open Doors \_\_\_\_\_  
 Language(s) \_\_\_\_\_  
 Saving Throws vs. Spells \_\_\_\_\_  
 Missile Attack Rolls, \_\_\_\_\_ AC \_\_\_\_\_  
 Hit Points/Level \_\_\_\_\_  
 Reactions \_\_\_\_\_

## Experience

Prime \_\_\_\_\_  
 Requisite: Int  
 XP \_\_\_\_\_  
 Adjustment: 0

## XP Total:

## Saving Throws

Death Ray or Poison \_\_\_\_\_  
 Magic Wands \_\_\_\_\_  
 Paralysis or Turn to Stone \_\_\_\_\_  
 Dragon Breath \_\_\_\_\_  
 Rod, Staff, or Spell \_\_\_\_\_

## Combat Notes

Armor Class: \_\_\_\_\_  
 Hit Points: 18  
 Damage: \_\_\_\_\_

## Movement Rate

Normal 60  
 Encounter 20  
 Running 120  
 Other \_\_\_\_\_

Attack Rolls AC: 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5  
 Attack Roll Needed: 10 11 12 13 14 15 16 17 18 19 \_\_\_\_\_  
 THAC0

## Equipment Carried:

Ring +2  
Staff +3  
Eyes of Minute Seeing  
Potion of Levitation

## Special Skills and Powers:

Spells  
1/ Spider Climb 2/ Web 3/ Dupel Magic  
1/ Spook 2/ Mirror Image 3/ Fireball  
1/ Shield  
1/ Magic Missile

## Treasure

Carried: \_\_\_\_\_  
 pp: \_\_\_\_\_  
 gp: \_\_\_\_\_  
 ep: \_\_\_\_\_  
 sp: 35  
 cp: \_\_\_\_\_  
 gems: \_\_\_\_\_

At Home: \_\_\_\_\_  
 pp: \_\_\_\_\_  
 gp: \_\_\_\_\_  
 ep: \_\_\_\_\_  
 sp: \_\_\_\_\_  
 cp: \_\_\_\_\_  
 gems: \_\_\_\_\_

Elsewhere: \_\_\_\_\_  
 pp: \_\_\_\_\_  
 gp: \_\_\_\_\_  
 ep: \_\_\_\_\_  
 sp: \_\_\_\_\_  
 cp: \_\_\_\_\_  
 gems: \_\_\_\_\_

## Other Character Notes

Full Name: \_\_\_\_\_  
 Additional Names and Titles: \_\_\_\_\_  
 Race: Kobold Age: 23  
 Height: 3'8 Hair: none  
 Weight: 70 Eyes: black



J. Arle

PLAYER NAME

6/27/91

DATE CHARACTER BEGAN

# ADVANCED D & D™

Player Character Record

CAMPION

Sirus Sinder

CHARACTER NAME

CLASS: Assassin

LEVEL: 5

RACE: Dwarf Elf

ALIGNMENT: Lawful Neutral

PATRON DEITY: Lolth

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVE

MOVE BASE

SECONDARY SKILL

VISION

LISTENING

Backstab x3

CHARACTER SKETCH

ABILITIES: THACO 18 (Str. Included)

17	S	STRENGTH	HIT ADJ. +1	DAM ADJ. +1	OPEN DOORS 10	BAND BARS 132
19	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%	
17	D	DEXTERITY	REACTION ADJ. +2	MISSILE ADJ. +2	DEFENSE ADJ. -3	
15	C	CONSTITUTION	HIT POINT ADJ. +1	SYSTEM SHOCK 90	RESURRECT SURVIVAL 99	
14	CH	CHARISMA	MAX. # HENCHMEN	LOYALTY BASE	REACTION ADJ.	

SAVING THROW ADJUSTMENTS	
CON	CON

SAVING THROWS:

Paralyzation/Poison 12

Petrification/Polymorph 11

Rod, Staff or Wand 12

Breath Weapon 15

Spells 13

RESISTANCES:

DETECTION:

LANGUAGES: Elf, Dwarf, Halfing, Common, Orc

PSIONICS: 105 - 105 ABCD F I J

MAJOR DISCIPLINES: Prob Travel

MINOR DISCIPLINES: Body Weapon R, Levitation, Clairaudience, Sus. Anim

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

\*COMBAT\*

6	AC	ARMOR WORN	AC BASE	CONDITION OF ARMOR
30		DEF. ADJ. -3		
		MAGICAL ADJ. +1	SHIELDLESS AC	REAR AC
		CONST. ADJ. +1	HIT DIE TYPE	SPECIAL ADJUSTMENTS
		WOUNDS:		
		SURPRISE	DEX. ADJUST.	REAR ATTACKS ADJUST.

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

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS										DAMAGE VS SIZE
				18	9	8	7	6	5	4	3	2	1	
Dagger													13	04+2/04+3
Dagger	+1												12	1d4+3/04+4
Sword	+1												19	

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

FUMELING

GRAPPLING

OVERHEARD

GUILD/ORDER:

MORALE MODIFIER 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: Specialize w/ Dagger (+3, +3)

SPECIAL IMMUNITIES:

THIEVING SKILLS:

PICK POCKETS 60%	OPEN LOCKS 65%	REMOVE/ FIND TRAP 60%	MOVE SILENTLY 50%	HIDE IN SHADOWS 30%	HEAR NOISE 30%	CLIMB WALLS 30%	READ LANGUAGE 10%
------------------	----------------	-----------------------	-------------------	---------------------	----------------	-----------------	-------------------



WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:	NEXT LEVEL GOAL	
COPPER-		GENS-	TREASURE-	COMBAT-	OTHER
SILVER-		JEWELS-			
ELECTRUM-		MISCELLANEOUS-			
GOLD- 6115			15,690		
- 100			1500		
PLATINUM-			9		
					TOTAL: +

DEBTS OWED/OBLIGATIONS \_\_\_\_\_

**DESCRIPTION:** AGE— 350 45 APPARENT AGE UNNATURAL AGING COLOR OF: Silver HAIR GM EYES

M GENERAL APPEARANCE: \_\_\_\_\_  
175 \_\_\_\_\_  
WEIGHT \_\_\_\_\_  
DISTINGUISHING MARKS: \_\_\_\_\_  
5'4" MANNERISMS: \_\_\_\_\_  
HEIGHT \_\_\_\_\_

SOCIAL CLASS (if any) \_\_\_\_\_ STANDARD (if any) \_\_\_\_\_ WEAPON (if any) \_\_\_\_\_

[illegible][illegible]

REMARKS	LOCATION	DETAILS
NOTES:		

will: I \_\_\_\_\_ do hereby \_\_\_\_\_



## 2nd Edition

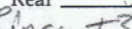
## PLAYER CHARACTER RECORD

**Honor** \_\_\_\_\_ (**Base Honor** \_\_\_\_\_) **Reaction Adjustment**

## SAVING THROWS

<u>+7</u>	Paralyze/ Poison	<u>12</u>
<u>+10</u>	Rod, Staff, or Wand	<u>12</u>
<u>+6</u>	Petrify/ Polymorph	<u>9</u>
<u>+6</u>	Breath Weapon	<u>15</u>
<u>+6</u>	Spells	<u>13</u>
Modifier		Save

### Armor Type (Pieces)



## Defenses

## Wounds

93

## WEAPON COMBAT

Weapon	#AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Range	Weight	Size	Type	Speed
Fist	5/2	+1	+3	10	d8 / d8				
Dagger - Gauntlet	5/2	+6	+6	16	d8 +4 / d8 +4				
					/				
					/				
					/				
					/				

Special Attacks /VISION 7/REVERSE GRAV 1/FEATHER FALL  
7/EARTHQUAKE 5/Comm W/NATURE 7/REINCARNATE  
7/RESURRECTION 6/HEAL ARM 7/CONTROL

<b>Ammunition:</b>													

### Proficiencies/Skills/Languages

Sp. Hand To Hand (2/sp) \_\_\_\_\_ ( 1 )

( / ) ( / )

( / ) ( / )

\_\_\_\_\_ ( / ) \_\_\_\_\_ ( / )

\_\_\_\_\_ ( / ) \_\_\_\_\_ ( / )

\_\_\_\_\_ ( / ) \_\_\_\_\_ ( / )

\_\_\_\_\_ ( / ) \_\_\_\_\_ ( / )

$$\frac{1}{(1-x)^2} = \sum_{n=0}^{\infty} (n+1)x^n$$
$$\frac{\frac{1}{2} \left( \frac{1}{2} \right)}{\left( \frac{1}{2} \right)} = \frac{1}{2}$$

\_\_\_\_\_ ( / / ) \_\_\_\_\_ ( / / )  
 \_\_\_\_\_ ( / / ) \_\_\_\_\_ ( / / )

$$\frac{1}{\left(\frac{1}{2}\right)^2} = 4 \quad \frac{1}{\left(\frac{1}{3}\right)^2} = 9$$

[illegible]

\_\_\_\_\_ ( / ) \_\_\_\_\_ ( / )  
 \_\_\_\_\_ ( ) \_\_\_\_\_ ( )

$$\frac{\left( \frac{1}{2} \right)}{\left( \frac{1}{2} \right)} = \frac{\left( \frac{1}{2} \right)}{\left( \frac{1}{2} \right)}$$

\_\_\_\_\_ ( / ) \_\_\_\_\_ ( / )



Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
PSIONICIS	742		ATT/DEF	37V/37H		A, G, D, F / E, G, H, I		
Complete Healing	30		Animate Object	8		Levitation		12
Psob Travel	20		Control Body	8		Stasis Field		20
Detonate	18		Phobia Amplify.	-		Wrench		15
Empower	7		Send Thoughts	-		Cent Flames		6
Control Body	8		Post-Hyp Sugg	-		Cent Light		12
Aura Sight	9		Animate Shadows	7		Cent Sound		5
Split Personality	40		Di Door	4		Spirit Sense		10
Molec. Rearrang.	20		Danger Sense	4		Know Direction		1
			Combat Mind	5		All-Round Vision		6

[illegible]

MYSTIC POSITION MARK	59 484	NEEDS 35K
	59 484	NEEDS 9K
	59 484	NEEDS 29K

Coins	Other Valuables
	/ Roll 3x on W/B
	/
	/
	<del>_____</del>
Gems	Ballistic Attack 5/
	/
	/
	/
	/

## This image shows a full page of graph paper. The left portion of the page features horizontal ruling lines, while the rest of the page is covered by a grid pattern. There are no markings or text on the paper.

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



PLAYER NAME

# ADVANCED D & D™

CAMPION

DATE CHARACTER BEGAN

## Player Character Record

Seoman Cadran 'c.d.'

CHARACTER NAME

CLASS: T

LEVEL: 4

RACE: A.E.

ALIGNMENT: C.N.

PATRON DEITY:

RELIGION:

PLACE OF ORIGIN:



CONCEALED

CLIMBING

SPECIAL MOVE

MOVE BASE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

ABILITIES: THACO: 19

13

S

STRENGTH

16

I

INTELLIGENCE

15

W

WISDOM

14

D

DEXTERITY

12

C

CONSTITUTION

14

CH

CHARISMA

COMBAT

\*COMBAT\*

10

AC

WOUNDS

17

HIT POINTS

1

SURPRISE

DEX ADJUST

1

NEAR ATTACKS ADJUST

1

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

FUNDUELING

GRAPPLING

OVERHEARING

GUILD/ORDER:

MORALE MODIFIER

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PRECOURTYN

OCCUPATION

DISGUISES: X2 SPEC. W/DAGGER (+3, +3)

THIEVING SKILLS:

PICK POCKETS 45%

OPEN LOCKS 25%

REMOVE/ FIND TRAP 25%

MOVE SILENTLY 25%

HIDE IN SHADOWS 40%

HEAR NOISE 40%

CLIMB WALLS 70%

READ LANGUAGE 20%

\*TRY ONLY FOR LOCK OR TRAP

SAVING THROW ADJUSTMENTS:

CONDITION

CONDITION

SAVING THROWS:

Paralyzation/ Poison 13

Petrification/ Polymorph 12

Rod, Staff or Wand 14

Breath Weapon 16

Spells 15

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS:

AVL STL DEF STL ATTACK MODES

DEFENSE MODES

MAJOR DISCIPLINES

MINOR DISCIPLINES

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

COMBAT ADJUSTMENTS:

TOTAL

TO HIT ADJ

DAMAGE ADJ

CONDITION

CONDITION

WEAPON BEHOLD

WEAPON

MAG. ADJ.

SPACE REQUIRED/ RANGE

SPEED

ADJUSTED TO HIT ARMOR CLASS

DAMAGE VS SIZE

S-M/L

WEAPONLESS COMBAT:

ATTACK ADJ/DAMAGE ADJ/DEFENSE ADJ

FUNDUELING

GRAPPLING

OVERHEARING

GUILD/ORDER:

MORALE MODIFIER

SUPERIOR:

Rank in Guild/Order:

CONTACTS:

NAME OR PRECOURTYN

OCCUPATION

DISGUISES: X2 SPEC. W/DAGGER (+3, +3)

THIEVING SKILLS:

PICK POCKETS 45%

OPEN LOCKS 25%

REMOVE/ FIND TRAP 25%

MOVE SILENTLY 25%

HIDE IN SHADOWS 40%

HEAR NOISE 40%

CLIMB WALLS 70%

READ LANGUAGE 20%

\*TRY ONLY FOR LOCK OR TRAP

SPECIAL TOOLS: T. Picks

SPECIAL ABILITIES:

SPECIAL IMMUNITIES:



[illegible]

**MAGIC ITEMS**

WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:	NEXT LEVEL GOAL
COPPER-		GENS-	TREASURE-	COMBAT-
SILVER-		JEWELS-		OTHER
ELECTRUM-		MISCELLANEOUS-		
GOLD- 100				
PLATINUM-				
				TOTAL + %

DESCRIPTION: AGE— 26.5 ————— COLOR OF: —————

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

SOCIAL CLAM (if any)	STANDING (if any)	WEAVERS' PLEAS

RAYMOND P. O'B

**COMPARISONS:** Following the above mentioned individuals

[illegible][illegible][illegible]

REFERENCE	LOCATION	DATE
-----------	----------	------

WILL. I \_\_\_\_\_ do hereby \_\_\_\_\_



S 18/54 (+2, +3)	Name Husam Hussien	Par./Po is. 14
I 17 6	Class Merc. / arch.	Pet./Poly 15
W 11 -	Race Human	R. S.W. 16
D 15 -1	Int 1	B.W. 77
C 15 +1	Align Chaotic	Spell 17
CH 11 4,0,0	Att. Dict. Thoth	
	Station 6	

AC 6 Padded armor + shield  
HP 11

5 PSP's

THACD 18 Psi. - Empathy (wis, 1 contact 1/rnd) 9  
Langs. Midani, Native, -

<u>WEAPONS</u>	Spec.	THACD	Atk	Dam.
S. Sword	1	17	3/2	06
Spear	prof	18	1	08
Staff	prof	18	1	06

<u>Equip.</u>	<u>Prof.</u>	3rd son
Camel	sand spikes	Desert Survival
2 sets clothes	Back back	Camel Riding
Tent		Disguise
Lantern		Read
Skins		Write +1
Rope 100		

Home is Jihad

GP 10  
XP

Str. 10

Int. 15

Wis 12

Dex 14

Con 14

Cha 15

Com. 13

Name ZZAX

Class Necromancer/Fighter

Race Sea Elf

Lvl 4/5

Align. Chaotic Neutral

Patron Deity Poseidon

AC 6

HP 17

Weapons

THAC0

Damage

Sickle

15

d4+3/d4+2 (spec. +1, +2)

Crossbow

16

d4+1/d6+1

<sup>WP</sup>  
Silver

Daggers (5 throw)

14

d4+3/d4+3 (x2 spec. +3, +3)

Trident +2

XP 3,000

GP 160 gp

(Pis. 238

129

Unearthed pg 49-51

Arcana

Spells

Spell lvl

No. of Spells per level

1

2

3

4

5

6

7

8

9

2

1



1/ Cantrip

3/ Spectral Hand

1/ Chill Touch

can shapeshift into dolphin at will (2 rds)

wand of det.

4th  
Water

Player Jason Angle (2/24/96) Experience 2500

Name Alex Drillian

Class Fighter / Thief

Race half-elf

Level 2/3

Alignment N G.

Character Points 0

Role - Playing Points

Platinum Gold 2

Silver Copper

Gems

SAVES +/-

P.P.D.M 13

Pet./Rby 12

R.S.W. 14

B.W. 16

Spells 15

Strength 17

stamina 16

muscle 18/94 hit adj. +2 dam. adj. +5 o.d. 14 b.b.l.g. 3

Intelligence 12

reason 10

knowledge 14 max spell 5<sup>th</sup> bonus.# 1 % learn spell 60

Wisdom 9

intuition 11

Willpower 7 bonus spells 0 % spell failure 10%

Dexterity 17

aim 16

balance 18

missile adj. +1 reac. +2 defense -4

Constitution 13

health 11

fitness 15

S.S. 75 hp adj. +1 R.C. 94

Charisma 11

leadership 10

appearance 12 loyalty 0 reaction 0

AC 2

Armor Worn None

HP 18

Shieldless AC 6

HD 1 (d12/d6)

Rear AC 9

Modifications: None

### Racial Abilities:

Detect Secret Doors

Infravision 60'

Sword bonus (+1)

### Class Abilities:

d12 hp

Weapon Spec. (Longsword)

Climb Walls 80

Detect Illus. 30

Det. Magic 35

Find Reman Trap 30

Open Lock 45

Pick Pockets 50

Det. Noise 20



# Non-Weapon Proficiency d20

Throwing (13) 15  
 Tumbling 14  
 Gaming 11

## Weapon Proficiency

Shield Proficiency (medium)  
 Weapon and shield  
 Two-handed weapon  
 Missile weapon

Weapon	Speed	Type	THAC0	Range	Small/medium	Large	Atk
Longsword	5	S	16		d8+5	d12+5	1
Dagger +2	2	P	15	1.5/2.5/3.5	d4+6	d4+5	2
(3 parry (metal))							
(5 stone daggers)							

Shield proficiency: +3 to AC vs. 3 Attackers

Weapon and shield: +1 to AC or +1 to hit

Two-handed weapon: -3 to weapon speed, +1 to damage

Missile Weapon: 1/2 mv. 2 Atk/Rnd Full mv. 1/2 Atk/Rnd +1 AC when using  
 Atk by missiles.

## Equipment:

Thieves Picks

3 greek fire oils

### Other Miscellaneous Information

Hair Red/Brown

Eyes Brown

Height 5'6"

Weight 147

Siblings -

General Appearance Gruffy ass grin, innocent sparkle in eyes, walks with a lope, Dislikes armor, tends to wear greens, browns, plain appearance, ~~lather~~

Personality "Uhhh... yeah..." Tends to get angry and fly off the handle at intimidation, (weak-willed) compulsive, follows strongest leader who has closest alignment. After Character in The Stand (M.O...O.V...)

### Brief History

Gen of insight

100' silk rope

BKpk

2x clothes

12 spikes

6 greek oil

Quiver of Arrows

Iron Rations Lark

4 sacks lg

4 sacks sm

Chalk

doz Fishhooks

20 yds line

3 sq. yds black cloth

Thieves Picks

Torches (3)

2 bars soap

20 sheets paper, 1 vial ink, 3 quills



Player Jason Ayle (9/6/99) Experience 26,577  
 Name Koth Character Points  
 Class Fighter/Mage (War Wizard) Role-Playing Points  
 Race Elf Platinum Gold  
 Level 5/5 Silver Copper  
 Alignment Lawful Good Gems

Saves +/-  
 War P.P.D.M. 13  
 Wiz P.P./P.Ly 13  
 Wiz R.S.W. 11  
 Wiz B.W. 15  
 Wiz Spells 12

18(00) Strength 17 Stamina 16 muscle 18 hit adj. +1 dam. adj. +3 d.d. 11 b.b. 1.g. 11  
 Intelligence 16 reason 17 knowledge 15 max. spell 8<sup>th</sup> bonus 4 % learn spell 65  
 Wisdom 15 intuition 14 willpower 16 bonus spells 1st % spell fail 0.2  
 Dexterity 16 aim 14 balance 18 missile adj. 0 reac. +2 defense -4  
 Constitution 14 health 13 fitness 15 S.S. 85 hp adj. +1 P.C. 94  
 Charisma 11 leadership 11 appearance 11 loyalty 0 reaction 0

AC 1 Armor Worn Chain

HP 38 Shieldless AC

HD d12/d4 Rear AC

Modifications

### Racial Abilities:

Less Sleep

Sword Bonus (+1, to)

Dagger Bonus (+1, to)

Bow Bonus (+1, to)

Heat Resistance

Cold Resistance

### Class Abilities

d12 HD

Weapon Spec.

Armored Wizard

Schools: Alteration

Invocation/Evocation

Conjuration/Summon

Enchantment/Charm

Non-Weapon Proficiency

Read/Write 10  
Spell Craft 11

Weapon Proficiency

Prof. Long/Short Sword  
Prof. Long/Short Bow  
Prof. Dagger

<u>Weapon</u>	<u>Speed</u>	<u>Type</u>	<u>Range</u>	<u>THACD</u>	<u>Small/Med</u>	<u>Lrg</u>	<u>Atk/6</u>
Longsword #3	5	S		9	d8+9	d12+9	1
Longbow	7	P		12	d8	d8	1
Dagger	2	S		12	d4+6	d4+5	1

Spells 3, 2

- 1/ Shocking Grasp (A/I)
- 1/ Magic Missile (I, E)
- 1/ Sleep (E, C)
- 2/ Web (I, E)
- 2/ Stinking Cloud (I, E)
- 1/ Wall of Fog (I, E)
- 3/ Lightning Bolt (I, E)



### Equipment

15 Flasks Greek Oil

50' Rope

Gauntlets of Ogre Power

White Robes

2 potions of speed

Brazier of Commanding Fire elementals

Mirror of Life Trapping

### Other Miscellaneous Information:

Hair Black/White

Eyes Blue

Height 5' 7"

Weight 135

Siblings -

General Appearance Noble

### Personality

Equipment

pg 5

Backpack

Armor

Shield on back

Bow over shoulder

Sword on hip

Clothes (2x) in backpack

Rope (50') in backpack

Pouches, (3x) belt

Quiver on back aligned w/ sword.

Sign to get into Necromancy Library

4/3/3/2

Spell Book:

Bump (Alt)

Shrink (Alt)

Enlarge (Alt)

Feather Fall (Alt)

Chromatic Orb (Alt)

Wall of Fog (I/E)

Magic Missile (I/E)

Dancing Lights (Alt)

Web (Evoc.)

Knock (Alt)

Fly (Alt)

Wraithform (Alt)

L. Bolt (Evoc.)

F. Ball (Evoc.)

Crushing Sphere

Weave Mithril (Alt)

Alter Self (Alt)

Dimension Door (Alt)

scrolls

reincarnate (NEC)

Stone Skin (Alt)

Stone Skin (Alt)

Transmute rock to mud (Alt)

Magic Missile (I/E)

1/2 Create Black Cloud (NEC)



## THE CHART

pg 2

Standard AC - 8

Chain (1)

Shield (-1)

Shield Proficiency with medium shield (-3)

Weapon and shield style specialization (-1)

Casting a spell: AC

In Armor: +3 \*No shield bonus\* (but Rear AC becomes 1 better / AC - 4)

No Armor: 6 Rear AC 9

Utilizing A Thief Ability: 6 Rear AC 9.

City Mode AC 6

No Armor

Rear AC 1 Better / AC 9

\* Can cast Spells

Can utilize Thief Abilities / AC 6

If using shield + 4 to AC / 2

Dungeon Mode AC - 8

Armor ON /

Rear AC 3

Can cast spells w / -4 to AC / -4

Cannot utilize thief ability

Two Hand Swing

-3 speed +1 hit AC 1 / Rear AC 0

AC 3 / 1 AC 4

Missile Fire

+1 To AC when under fire when using bow



### Non - Weapon Proficiencies

Reading/Writing	9
Reading Lips	8
Throwing (+3)	21
Herbalism	17
Spellcraft	17
Weaponsmithing	9
Tumbling	11

### Weapon Proficiencies

Spec. w/ Longbow (+1, =) <sup>auto init.</sup> if aimed  
Mastery w/ Longsword (+3, +3)  
Weapon and Shield Style  
Prof w/ Throw. Axe

### Traits

### Disadvantages

Cannot use conjuration/summon  
Cannot wear armor heavier than  
chain

### Treasure

Ring of Free Action

Musket of Jesters

Ring of Shooting Stars

Chill Blade +5

Necklace of Adaptation

### Equipment

Backpack, Armor

Quiver on back Aligned w/ bow

Shield on Back

Bow over Shoulder

Sword on hip

Clothes (2x) in pack

Rope (50') in pack

Pouches (3x) on belt

### Brief Description

Eyes Blue (R) Red

Hair Brn/Blk

Age 165

Weight 150 / 5'6"

Personality Quote







[illegible]

WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:	NEXT LEVEL GOAL
			TREASURE—	COMBAT—
COPPER—		GENS—		OTHER
SILVER—		JEWELS—		TOTAL +
ELECTRUM—		MISCELLANEOUS—		
GOLD— 30				
PLATINUM—				

**DESCRIPTION:** AGE— 24, 100 23 APPARENT AGE UNNATURAL AGING COLOR OF: white Ruby  
HAIR EYES

SOCIAL CLASS (if any)	STANDING (if any)	WEAPONS/ARMY

[illegible][illegible]

RESIDENCE	LOCATION	DETAILS
NOTES:		

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







[illegible]

STR. ADJ.		NORMAL = T		HEAVY = N		LOADED = L		MAXIMUM = M	
Provisions:	SUPPLY	USED	CARRYING CAPACITY:	CONTAINER	MAX VOL	LOAD	CONTAINER	MAX VOL	LOAD
Water:	SUPPLY	USED		CONTAINER	MAX VOL	LOAD	CONTAINER	MAX VOL	LOAD

Stone of Diminution (3 charges)  
Circle of Frost Giant + Str.

WEALTH:		TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:			NEXT LEVEL GOAL
				TREASURE	COMBAT	OTHER	TOTAL +
COPPER-		GEMS-					
SILVER-		JEWELS-					
ELECTRUM-		MISCELLANEOUS-					
GOLD-	30,204			980,494			
PLATINUM-							

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE— 419 23 APPARENT AGE UNNATURAL AGING COLOR OF: Bw Bw  
HAIR EYES

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

WILSON

**DISTINGUISHING MARKS:** \_\_\_\_\_

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

DATE	DESCRIPTION	AMOUNT	CHECK NO.	BANK	INITIALS
10/1/50	...	...	...	...	...
10/2/50	...	...	...	...	...
10/3/50	...	...	...	...	...
10/4/50	...	...	...	...	...
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10/9/50	...	...	...	...	...
10/10/50	...	...	...	...	...
10/11/50	...	...	...	...	...
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10/14/50	...	...	...	...	...
10/15/50	...	...	...	...	...
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10/17/50	...	...	...	...	...
10/18/50	...	...	...	...	...
10/19/50	...	...	...	...	...
10/20/50	...	...	...	...	...
10/21/50	...	...	...	...	...
10/22/50	...	...	...	...	...
10/23/50	...	...	...	...	...
10/24/50	...	...	...	...	...
10/25/50	...	...	...	...	...
10/26/50	...	...	...	...	...
10/27/50	...	...	...	...	...
10/28/50	...	...	...	...	...
10/29/50	...	...	...	...	...
10/30/50	...	...	...	...	...
10/31/50	...	...	...	...	...
TOTAL					

RAYMOND POOL

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

[illegible]**LOCALLY FREQUENTED/RESIDENCE**

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE	LOCATION	BY AIR

NOTES:

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



### Glandring

- +6 Axe Throwing/Sharpness/Flames(d10)/Dancing/Sickness
- When Thrown hits 4x/rnd + str. when hits
- All sword abilities + Ex. powers see DMG
- 344 Psi str. All atks. + Def.
- 25 Int. 20 Wags, Speech. Telepathy, 75 Ego
- Fireball d10's = to holder level 3/day

Mormegil's Followers (9)					(24) H6, H2
S	16 (0, +1)	14 (-1)	12 (-)	15 (-)	15 (-)
I	12	14	16	11	13
W	14	12	11	14	15
D	16 (-2)	15 (-1)	18 (-4)	13 (-)	13 (-1)
C	16 (+2)	14 (+6)	15 (+1)	12 (-)	17 (+3)
CH	14	15	11	12	15
AC	6 Leather	4 chain	1 chain	8 Leather	5 Chain
HP	39	40	44	37	87
Name	Beor	Rian	Huor	Dior	Bregor
Class	Ranger	Fighter	Fighter	Fighter	Fighter
Race	Human	Elf	Halfling	Halfling	Human
Lvl	4	6	8	7	8
Align	N.G.	L.G.	C.G.	G.G.	N.G.
PD	Athena →				
P.P.	13	11	10	10	10
P.P.	14	12	11	11	11
R.Sw	15	13	12	12	12
B.W.	16	13	12	12	12
S.	16	14	13	13	13
THACO	16	15	12	13	12
Misc	Stave/Spear +4	Bracers/Archery	Wind fan	Ring/Jump	Stave mace
	Manual/Gainful	Harp/Charming	Nolz. Pigments	Wand/M. + M. Det	Clock/M.I
	Girdle many Pouch.	Reel/Failling	Cube/force	Amulet/Life Rot.	Necklace/A
			Girdle/Giant Str.	Clock +4	Horseshoe
			M. Spoon		
XP	13,300	32,000	178,000	102,000	180,500



	Great Cat	Wolf	Pixie	Raven
AC	6	7	5	7
HD	2+2 (14 hp)	2+2 (11 hp)	$\frac{1}{2}$ (2 hp)	$\frac{1}{4}$ (2 hp)
THACO	19	19	20	20
#Atk	3	1	1	1
Dmg	1-2 (x3)	d4+1	by weapon	1
Special A	Rear claws (x2 1-2)	Nil	magic	10% of eye pluck
Special D	surprised only on 1	Nil	Invisibility	Never surprised
Size	M	S	T	S
Morale	Average	Average	Steady	Coward
XP value	27	65	270	Nil
Int.	11-12	Semi-	15-16	Animal
Magic R.	Nil	Nil	25 %	Nil
			Esp	
			Polymorph self	
			Dispel magic (8th)	



PLAYER NAME

5/31/91

DATE CHARACTER BEGAN

## ADVANCED D &amp; D™

Player Character Record

CAMPAIGN

Calahadres

CHARACTER NAME

CLASS: F/P/T

LEVEL: 12/13/14

RACE: Mordikai

ALIGNMENT: Neutral (Chaotic)

PATRON DEITY: Dionysus

RELIGION:

PLACE OF ORIGIN:



MOVE BARS

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES: THAC0 8

19 S HIT ADJ +3 DAM ADJ +7 OPEN DOORS 16 BEND BARS 50

STRENGTH

15 I ADD LANG 4 % KNOW SPELL 65 MIN # SPELLS 1 MAX # SPELLS 11

INTELLIGENCE

17 W MAGICAL ATK ADJ 3 SPELL BONUS 3rd % SPELL FAILURE 0

WISDOM

19 D REACTION ADJ +3 MISSILE ADJ +3 DEFENSE ADJ -4

DEXTERITY

20 C HIT POINT ADJ +5 SYSTEM SHOCK 99 RESURRECT SURVIVAL 100

CONSTITUTION

19 CH MAX # HENCHMEN 20 LOYALTY BARS +10 REACTION ADJ +8

CHARISMA

SAVING THROW ADJUSTMENTS:

CONDITION CONDITION

SAVING THROWS:

Paralysis/Poison 5 D

Petrification/Polymorph 8 D

Rod, Staff or Wand 8 T

Breath Weapon 7 F

Spells 8 T

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS: 19B - 19B All All

ATK STR DEF STR ATTACK MODES DEFENSE MODES

MAJOR DISCIPLINES: 6 (See Attached)

MINOR DISCIPLINES: 8 (See Attached)

WEAPONS OF PROFICIENCY:

NUMBER

NON-PROFICIENCY PENALTY

## \*COMBAT\*



Shadowweave leather + shield

ARMOR BARS

AC BARS

CONDITION OF ARMOR

AC

DEX ADJ

MAGICAL ARM

SHIELDLESS AC

REAR AC

CONST. ADJ

HIT DIE TYPE

SPECIAL ADJUSTMENTS

Wounds:

HIT POINTS

SURPRISE

DEX ADJUST.

REAR ATTACKS ADJUST.

COMBAT ADJUSTMENTS:

Totals:

TO HIT ADJ

DAMAGE ADJ

CONDITION

CONDITION

WEAPON IN HAND

WEAPON

MAG. ADJ.

SPACE REQUIRED/RANGE

SPEED

ADJUSTED TO HIT ARMOR CLASS

DAMAGE VS SIZE

## WEAPONLESS COMBAT:

ATTACK ADJ. DAMAGE ADJ. DEFENSE ADJ.

PUNNELING

GRAPPLING

OVERHEARING

#ATTACKS

SPELLS KNOWN

SPELLS MEMORIZED PER LEVEL:

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

HORALE MODIFIER

PATRON:

SPECIAL ABILITIES:

x4 specialize in

w. sword + dagger (+6, +6); specialize in

unarmed combat (+1, +2)

MAGIC COMPONENTS:

TURNING UNDEAD:

BILITON

ZOMBIE

GHOUL

SHADOW

WIGHT

GHOST

LICH

SPECIAL

THIEVING SKILLS:

PICK POCKETS

90%

OPEN LOCKS

100%

REMOVE/FIND TRAP

70%

MOVE SILENTLY

100%

HIDE IN SHADOWS

90%

HEAR NOISE

80%

CLIMB WALLS

115%

READ LANGUAGE

60%

\*TRY ONCE ONLY PER LOCK OR TRAP

MULTI-CLASSED BARD



[illegible]

WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:			NEXT LEVEL GOAL
			TREASURE	COMBAT	OTHER	TOTAL
COPPER-		GENS-				
SILVER-		JEWELS-				
ELECTRUM-		MISCELLANEOUS-				
GOLD- 100			1,008,368			
PLATINUM-			Average 9,628			

**DESCRIPTION:** AGE— 20 \$000 APPEARANCE UNUSUAL AGING COLOR OF: Silver/Gold light Green  
HAIR EYES

M  
EX  
6

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

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

**DISTINGUISHING MARKS:** \_\_\_\_\_

175  
HEIGHT

**SOCIAL CLASS** **STANDARD** **STANDARD**

~~PLATINUMFOCUS~~ ~~DENVERFOCUS~~

COMPARISON: Following On-Line Acquisition Software

[illegible]

LOCALS FREQUENTED/RESIDENCE

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE	LOCATION	DATE
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WILL: I \_\_\_\_\_ do hereby \_\_\_\_\_

Calahadres

Burst:

Str 38 (+20, +40) 95% A-M  
Dex 38 (+9, +9, -10) 4 Atks/Fist (42/fist)  
Con 40 (+13, reg Vrn) Fireball d8 x Lvl (Average)  
\* Create matter = C.U.F. x HD Lightning d10 x Lvl (Average)

Psionics

Majors: Clairvoyance, Prob Travel, Clairaudience, Energy Control  
Domination, Summon Planar Creature

Minors: Invisibility, Reduction, Time/Space Anchor, Aercuiline  
Control, Inflict Pain, Truthspeak, Animate Shadow, Animate Object

Innate Spells

M-U

Cleric

Gate

Holy Word

Energy Drain

Animate Rock

locate Object

Restoration

Lim. Wish

Control Weather

Known Spells

- |                     |                   |                     |                  |
|---------------------|-------------------|---------------------|------------------|
| 1 Bless             | 2 Enthrall        | 3 Call lightning    | 4 Abjure         |
| 1 Cure lt.          | 2 Dust Devil      | 3 Neg. Plane Prot.  | 4 Cure Serious   |
| 1 Invis. to Undead  | 2 Hold Person     | 3 Cure Blind + Deaf | 4 Spell immunity |
| 1 Command           | 2 Silence 15'     | 3 Flamewalk         | 4 Tongues        |
| 1 Faerie Fire       | 2 Heat Metal      | 3 Speak w/Dead      |                  |
| 1 Pass w/out trace  | 2 Obscurement     | 3 Cure Disease      |                  |
| 1 Fear              | 2 Goodberry       | 3 Prot. Fire        |                  |
| 1 Invis. to Animals | 2 Speak w/Animals |                     |                  |
| 5 Air walk          | 6 Find the Path   |                     |                  |
| 5 Cure Critical     | 6 Heal            |                     |                  |







[illegible]

STRL ADJ.		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



Rina / Elemental Command (Air)

Scroll Prot from Petri

Bas / Holding

Portable (to be)

WEALTH:		TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:			NEXT LEVEL GOAL
COPPER-	GEMS-			TREASURE-	COMBAT-	OTHER	TOTAL: +
SILVER-	JEWELS-						
ELECTRUM-	MISCELLANEOUS-						
GOLD- 654		(80)		31,950			
PLATINUM-							

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE 589 37 UNNATURAL AGING COLOR OF: Bm Bm  
HAIR EYES

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

WEIGHT

54671 DISTINGUISHING MARKS: \_\_\_\_\_

HEIGHT \_\_\_\_\_

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

<b>FATHERS/FOES</b>	<b>DESIRES/LOVES</b>
<p>1. _____</p> <p>2. _____</p> <p>3. _____</p> <p>4. _____</p> <p>5. _____</p> <p>6. _____</p> <p>7. _____</p> <p>8. _____</p> <p>9. _____</p> <p>10. _____</p>	<p>1. _____</p> <p>2. _____</p> <p>3. _____</p> <p>4. _____</p> <p>5. _____</p> <p>6. _____</p> <p>7. _____</p> <p>8. _____</p> <p>9. _____</p> <p>10. _____</p>

COMPATRIOTS: Followers/Hirelings—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]

RESIDENCE	LOCATION	DETAILS
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NOTES:

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



Ring - Air

-2 vs. Fire

- Gust of wind (1/rnd)
- Fly (at will)
- Wall of force (1/day)
- Control winds (1/week)
- Invisibility (at will)

Air Elementals

Cannot approach  
wearer, unless desired  
attack w/ (-1, -1)  
wearer receives +2  
on an attack save  
wearer attacks are  
at +4, Elemental  
Saves are at -4

users can communicate w/ elements



(P1)

Player Jason Ark, 1991	Experience 259,709	SAVES +/- (+)
Name Anurion	Character Points 4	P.P.D.M. 13
Class Mage	Role-Playing Points	Pet./Poly. 11
Race 1/2 Elf, Gray	Platinum Gold 14,250	R.S.W. 9
Level 10	Silver Copper	B.W. 13
Alignment Neutral w/ Good	Gems	Spells. 10

Strength 14	stamina 16	muscle 12	hit adj. 0	dam. adj. 0	od. 7	b.b.l.g. 4
Intelligence 17	reason 19	knowledge 17	max. spell 9	bonus # 6	% kn. spl. 752	
Wisdom 12	intuition 12	willpower 12	bonus spell -	% spell fail. -		
Dexterity 16	aim 14	balance 18	mis. adj. 0	rec. # 2	def. adj. -4	
Constitution 11	health 10	fitness 12	S.S. 70	HP adj. 0	R.C. 85	
Charisma 10	leadership 10	appearance 10	loyalty -	reaction -		

AC 2    Armor Worn None    Cloak +4  
HP 36    Shieldless AC 2  
HD 9 (d6)    Rear AC 6

46

Style Modifications -

Racial Abilities:

Infravision 60'  
Less sleep  
Heat Resistance  
Cold Resistance

Class Abilities:

Casting Reduction  
Automatic spells  
Detect Magic  
HP Bonus  
Weapon Spec.  
Spec. w/ Dagger  
Prof. w/ Staff

Advantages/Disadvantages

Non-Weapon Proficiencies

Reading/Writing 15  
Brewing 18  
Spellcraft 16  
Gather Info 16

Weapon Proficiencies:

Dagger  
Staff

Weapon	speed	type	THAC0	Range	Small/medium	large	Atk/rnd
Dagger +1	2	P	15		d4+3	+2	3
Staff +3	1	B	13		d6+3	d6+3	1

Spells Known (+: travelling M main spell books) 4/4/3/2/2

Abjuration	Alteration	Conjur./Summon.	Evok/Evok	Necromancy
3/4 m Dispel Magic	1/4 m Light	2/4 m Glitterdust	1/4 m Magic Missile	1/4 m Chill Touch
5/4 m Dismissal	1/4 m Shocking Grasp	3/4 m Phantom Steed	3/4 m Web	4/4 m Ice Storm
1 m Cantrip	2/4 m Cont. Light	1/4 m Armor	3/4 m Lightning Bolt	1/4 m Det. Under
3/4 m Non-Detect.	3/4 m Fog Cloud	1/4 m Sepia Snake Sigil	2/4 m Fire Ball	5/4 m Magic Jar
5/4 m Avoidance	3/4 m Fly	5/4 m Leonards Secret Chest		
	4/4 m Rarys Nm. Enhancer			
	5/4 m Teleport			
	1 m message			
	3/4 m Secret Page			
	3/4 m poly self			



Other miscellaneous Information:

Hair White

Eyes Gray

Height 5'6"

Weight 125

Siblings -

General Appearance Old, bent walks on staff (magi) has a cracked cackling voice

Personality Quote

Brief History:

Equipment

Wand/Conjuration

Wand/Corridors

Potion/Ether/NCB

Oil/Flying

Staff/Magi

Potion/Waterbreathing

/Water Walking

/Madness

/Delusion

Crystal Ball w/Telepathy



J. Angle

PLAYER NAME

5/4/91

DATE CHARACTER BEGAN

## ADVANCED D &amp; D™

Player Character Record

CAMPAIGN

#

17

Cerus

CHARACTER NAME

CLASS: Druid

LEVEL: 6

RACE: 1/2 Elf

ALIGNMENT: N.E.

PATRON DEITY: Hades

RELIGION:

PLACE OF ORIGIN:



MOVE BASE

CONCEALED

CLIMBING

SPECIAL MOVE

SECONDARY SKILL

Tuffa

VISION

LISTENING

CHARACTER SKETCH

## ABILITIES:

17	S	HIT	1	DAM	1	OPEN	10	BEND	13%
STRENGTH									
14	I	ADD	4	% KNOW	60	MIN #	1	MAX #	9
INTELLIGENCE									
17	W	MAGICAL	13	SPELL	3rd	% SPELL	0		
WISDOM									
17	D	REACTION	12	MISSILE	12	DEFENSE	-3		
DEXTERITY									
15	C	HIT POINT	1	SYSTEM	90	RESURRECT	92		
CONSTITUTION									
16	CH	MAX #	8	LOYALTY	14	REACTION	15		
CHARISMA									

SAVING THROW ADJUSTMENTS:	
CONDITION	CONDITION

## SAVING THROWS:

Paralyzation/Poison— (9)

Petrification/Polymorph— (12)

Rod, Staff or Wand— (13)

Breath Weapon— (15)

Spells— (14)

RESISTANCES:

DETECTION:

LANGUAGES:

PSIONICS: 131 -131 A,B,C,E A4

ATK STR./DEF. STR.

ATTACK MODES

DEFENSE MODES

MAJOR DISCIPLINES Astral Projection, Dimension Walk

MINOR DISCIPLINES Levitation, Domination, Hypnosis

WEAPONS OF PROFICIENCY: 2 -3

NUMBER

NON-PROFICIENCY PENALTY

## \*COMBAT\*

2	None	10	AC BASE	CONDITION OF ARMOR
AC	ARMOR WORN	-3		
DEX. ADJ.	MAGICAL ADJ.	13	SHIELDLESS AC	1
CONST. ADJ.	HIT DIE TYPE	1d8	Bracers AC/3	
Wounds:	-2, Cloak of Displacement			
HIT POINTS				
SURPRISE	DEX. ADJUST.	-1	REAR ATTACKS ADJUST.	

COMBAT ADJUSTMENTS: Totals:

TO HIT ADJ.

DAMAGE ADJ.

CONDITION

CONDITION



WEAPON IN HAND

WEAPONLESS COMBAT:  
ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.

PUMMELING

GRAPPLING

OVERBEARING

HOLY MODIFIER

PARISH:

HOLY SYMBOL:

TITHINGS STATUS IN

Church's Influence:

CHURCH

SPECIAL ABILITIES: Proficient in Mace + Staff  
Proficiencies in Healing, Herbalism, Religion.

MAGIC COMPONENTS

## SPELLS—KNOWN

SPELLS ACQUIRED PER LEVEL:

1ST	2ND	3RD	4TH	5TH	6TH	7TH
1 Detect Evil	2 Chill Metal					
1 Light	2 Obscurement					
1 Dark	2 Slow Poison					
1 Remove Fear	3 Call Lightning					
1 Cure It.	3 Cure Disease					
2 Knows Align.	3 Flame Walk					
3 Warp Wood						

TURNING UNDEAD:

SKELETON

ZOMBIE

GHOLE

SHADOW

WIGHT

GHOST

WRAITH

MUMMY

SPECTRE

VAMPIRE

GHOST

LICH

SPECIAL

CLERIC

DRUID



[illegible]

STR. 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

SUPPLY

MAGIC ITEMS

### Ring/Feather Falling

WEALTH:	TOTAL WEIGHT _____	TOTAL VALUE _____
COPPER-		GENS-
SILVER-		JEWELS-
ELECTRUM-		MISCELLANEOUS-
GOLD- 210 (250 in gms)		
PLATINUM- 8 plat for travel		

EXPERIENCE POINTS:		NEXT LEVEL GOAL
TREASURE—	COMBAT—	OTHER—
		TOTAL: +

20,652

**DEBTS OWED/OBLIGATIONS**

**DESCRIPTION:** AGE— 60 23 APPARENT AGE UNNATURAL AGING COLOR OF: Brown Gm  
HAIR EYES

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

<b>WEIGHT</b>	
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**MANNERISMS:** \_\_\_\_\_

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

HATRED/HOES _____	DESIRE/LOVES _____
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**COMPATRIOTS:** Followers/Henchmen—Associates/Relatives

[illegible]**LOCALS FREQUENTED/RESIDENCE:**[illegible]

NUMBER	LOCATION	NOTES
1	...	...
2	...	...
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NOTES:

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



## New Magical Items and Miscellaneous

### Deagol's Lockpicks (3000 xp, 300 per item)

These items may be found separately or more commonly as a set. The set consists of a small crowbar, a pair of gloves, several small flat pieces of metal, a carryable sling, small thin steel round and pointed steel rods and stiff wire. All of the items may be present, more or less, or's final components left to the individual DM.

All of the items radiate enchantment if detected. If the entire set is gained, the thief can raise all of his percentages by ten percent. If only a few are there, the can raise the respective scores.

### Darkstone (1500 xp)

This item was created to counter the gem of darkness. Darkstones are small, finely chiseled single terminated or mutilated pieces of smoky quartz. The stone has several minor powers.

Expending one charge of darkness on the stone. Two charges can cause continual darkness. If one charge is used creates a beam of darkness that will put out all the torches, candles even small fires if covered. The beam is one foot wide and up to 30 yards long. It lasts for two seconds and then cannot be used for two rounds. The beam destroys gems of brightness and counters light spells as if an eighth level caster. This beam also blinds target opponents as per the cause blindness by an eighth level caster. Infravision does not work in this beam.

The stone has 5d10 charges when found. It can be recharged by casting darkness on it twice. All of the energy of the spell will be used in the recharging seemingly to have no effect on the stone. A recharging gives it 2d10 more uses to a maximum of fifty.

### Liquid Magic (1000 xp per oz.)

This creation of the gods of magic enabled raw magical energy to be consumed. It is created by mortals when a spell or magic (see spell description) is used in conjunction with a wish spell. The result is condensed energy, the closest thing to raw immortal power that mortals have found. The resulting ounces of liquid magic is equal to the level of magic cast.

The number of ounces is the maximum spell levels that can be cast. If more than ten ounces are present, potions can be simulated. If less than five ounces is present, then extensions of spells or effects can be used, all at the DM's discretion.

## New Magical Items

### Trinkets:

**Fire Sticks:** These small twigs, three inches to a foot long burst into flame and cause the fire that they were thrown into to double in size. The alteration lasts until the stick is removed.

Made with: Affect normal fires, contingency, permanence.

**Color Toys:** These "toys" are small objects such as pebbles, coins, shot glasses, gems, anything smaller than a mug that can be picked up and thrown. When the object is jarred, a color spray spell is released. The spell is as it were cast by a tenth level caster. Every time the toy is jarred it causes a new burst.

Made with: Color spray, contingency, permanence.

**Bright Balls:** There are two varieties of these balls. One that is carved from bone, and one that is carved from marble. The marble is highly polished to a reflective state. The balls have the same purpose, the difference is in the spell cast in creation. When either ball is tapped, it turns "on". A glow will emanate from the sphere until tapped again turning it "off".

Made with: Bone and Light, or marble and Continual Light, contingency, and permanence.

**Black Balls:** These onyx spheres are the opposite of the bright balls. When tapped they cause a dome of black to come into existence around the item. The dark inhibits vision but not infra- or ultra-vision.

Made with: Darkness 15' (opposite of continual light), contingency, and permanence.

**Hot Potatoes:** These multi-colored objects (coins or gems) are dormant until rotated. Once started spinning they burst into a flaming sphere. The effect will stop one melee round after the spinning stops.

Made with: Flaming sphere, contingency, and permanence.

**Glitter marble:** This glittering glass ball is filled with 50 gp of gold dust. When the ball is shattered a glitter dust spell affects all as a tenth level caster.

Made with: Glitter dust and 50 gp worth of gold dust, and contingency.

**Hypnall:** This clear glass ball or gem will always give a distorted reflection. The reflection looks as if there is a bending of light patterns in the peripheral vision of the holder. When the ball or gem is shattered, a hypnotic pattern affects all in a tenth level casters range.

Made with: Hypnotic pattern and contingency.



**Scratch Balls:** These are balls of sandstone or limestone that are roughly hewn into a sphere. They are a bit larger than the rest of these creations, being roughly the size of a softball. When the ball is shattered, a cloud of magical powder explodes into the air. The cloud is a skin and eye irritant to all within a 20' radius.

Made with: Irritation, and contingency.

**Floater Disks:** These iron disks are small, roughly twice the diameter and weight of a gold piece. Once placed on an item, the disk will adhere itself to that item and then will levitate it upon command. It will only adhere to nonliving material, such as canvas, leather or even undead. The disk will come off of whatever it is attached to by simply tapping three times and commanding it off. Each disk can lift up to 300 gp weight, and multiple disks can be used on one item.

Made with: Levitate, sovereign glue, chain contingency, and permanence.

**Stink Bomb:** These small clay balls are dry and crumbly. Once shattered though, they release a potent gas that will offend most. The gas smells of sulphur, decaying fish, excrement, and rotting eggs. The cloud is a pale grey-green, and is heavy enough to slowly sink through floorboards. The cloud will cover a 12' radius. It takes a 10-15 mile-an-hour breeze to break up the cloud in 5 rounds or less. The smell will stay in clothing until thoroughly washed or the clothing is burned.

Made with: Stinking cloud and contingency.

**Whichways:** These egg-shaped pebbles or clay balls have a peculiar effect on those posses them. Upon command the item releases a charm that the receiver is unaware of. The receiver begins to mentally falter, and make idiotic mistakes. This effect is gradual, and the saves against spell should be made in secret by the D.M. The effects are cumulative and worsen by one each day the recipient is in possession of the object. For up to 5 days the effects will get worse. Dexterity, Intelligence, Wisdom and Charisma are lowered by one each time a save is missed. The effect is not permanent and disappear when the item is removed.

Made with: Confusion, ray of enfeeblement, weakness, and permanent.

**Havoc Balls:** This sphere resembles a caltrop. It can be any color, but only made out stone. The sphere is dropped, touched to or thrown at a target. When touched the stone releases a spell causing disruption to all those in the effect. The spell can be saved against, and dispelled by a tenth level or higher caster.

Made with: Chaos, contingency, and permanence.

**Cold Potatoes:** This small item is constructed out of sapphire has a bluish tint to it. Once shattered, a blue sphere comes forth and will freeze anything caught within it.  
Made with: Otilukes freezing sphere, and contingency.

**Grenades:** These emeralds are hand sized, and darker than most. When thrown, they detonate in a fiery explosion causing all within range to make a save for half damage against spells. The explosion is the equivalent of a tenth level caster, casting delayed blast fireball.  
Made with: Delayed blast fireball and contingency.



## Weapons

### SilverTine

Intelligence: 17      Age: 100      Alignment: Neutral  
+7 Ninja-to (+5 Vorpal 15-20, Savers)      XP Value: 12,000

SilverTine was created and wielded by the legendary Nagai of the Sphere of Matter. Now he and the sword are lost to legend. SilverTine was extremely powerful and wielded to test it and it's wielders limits. SilverTine was known to have the following: act as a wand of enemy detection, a wand of resurrection, imbue its wielder with flight, telepathy, the abilities of speaking with any creature, fiery eyes, read any language and magic. The blade itself could once a day cause a stroke of lightning equal to the wielders level in darts plus the wielders level in damage. It can hypnotize a target opponent for twice the normal duration and cause a lightning lance equal to d4 plus the wielder's level in damage.

If there is a successful hit, the blade can also take one hit die or level from the creature hit or a bonus of Constitution. The bonus is equal to the wielder's level.

As well as these formidable powers the sword is also intelligent and aware of its surroundings. It can use or imbue the following devotions and powers: all of the attack and defense modes; the silver sword's powers: clairvoyance, reading, invisibility, ESP, detect magic, detect evil, detect good, detect undead. It also possesses the powers of teleport, control, astral projection, prophesy, time stop, time reversal. It has all levels to use these powers.

The blade itself is just a handle until a word is spoken. It is invisible when the user is asleep. The wielder is a draw the blade into substance. A second command word is draw if it is instant summons.

### Vampire

Intelligence: 17      Age: 30      Alignment: Evil  
+3 short sword      Experience: 14,000

The legacy of the vampire sword truly began when it fell into the hands of Derek Shadowwalker. It became his weapon of choice in his many battles, serving him and those who would follow.

The sword's primary purpose is the burrigh. It is for all those with the lawful good alignment. For this it grants its wielder a +2 bonus to any attack roll. It also grants taken when confronting a lawful good character. The sword has a range of 100 feet. It can detect any creature within a 100 yard radius, along with undead and evil creatures.

It's most horrifying ability is drain life. It can drain the life of its namesake. The sword has the ability to drain the life of its victims in itself. It can also drain the life of its victims. It can use the energy to heal the wielder, or inflict more damage to the next target. Any damage taken by the sword except for the added difference, if any, can be used as a

A last effect the weapon has, is that if it is a successful hit, the target saves vs. wanders for a while. If it happens, it costs a point of constitution. If it happens again, additional 1d6 hp are lost to the sword even if the target is not removed.

Intell. group: 14 Age: 12  
+4 Daddys

These daggers were found with the Vampire short sword and presumably created by the same wizard. They have respective properties and each is a unique creation. All have the abilities of speech and telepathy. All of them are unbreakable and can communicate with their wielders, no matter the distance, and the wielders via ESP. The daggers have no names, and prefer it that way. If assigned a name, they will not respond to it, and ignore the wielder that uses it. The other daggers will also ignore their wielders if in the same party.

scabbard, the flow will have covered the blade in a matter of minutes. The flow will not overflow a scabbard, even if it has been unused for several days, nor will it leave a trail, not more than five minutes when the drops are struck the ground. The blood has two effects. It can be made into either a poison or a healing potion. Either way the dagger can be recharged. The poison takes a bright red tone, that will dissolve into almost any liquid, meager, or otherwise. The poison makes the victim save with a -2 or become violently ill for 2d4 hours. Onset is instantaneous and dramatic. The healing potion takes a golden hue on the blade and is the equivalent of a cure critical wounds spell.

The lightning dagger has the ability to focus one bolt of lightning per hour, and three times per week create illusions of up to sixth level. The bolt does 100 points of damage, while the illusions can be left for up to eight hours. The bolt can hit any of the dagger's 100 heads or the lightning to remove any tree with 100% accuracy.





New Spell: Magic

Level: All levels

Descriptions: This spell is used to cause an effect in the prime planes by many beings and gods or magic. When used, it is usually to cause an effect that is not possible by a written spell. Example: the 1st level mage who uses the spell magic to turn all flowers in a garden into white daisies. The mage can do this, yet he does not have any beyond second level. There are no set penalties for the usage of the spell, however the DM should impose penalties for after effects.

The spell is open to all classes that can cast spells, including paladins and rangers, along with all specialists, since the spell is so open ended. It is made not to create the same effect all the time, however any effect is possible.

There are nine levels of mage magic, and seven of priest magic. All the spell levels have the spell magic. The higher the level the more energy is harnessed for magic, the more chances of something happening.

Lastly, the DM has decided on the after effects of the spell are always fixed.



### Artifact: The Wings of the Night

This evil artifact was created by the demon prince Pazuzu. Why he created it remains unknown but the chaos that follows it is indeed well documented.

It is known that this artifact rarely reaches the surface worlds and that it is usually against some beings wishes.

It's known powers are numerous and usually painful to the wielder. The artifact itself appears to be a pair of finely crafted miniature raven wings. They have been carved out of the blackest obsidian and are cool to the touch. At the base of each wing there are a set of two inch long wire protrusions that twist and bend. These must be carefully inserted into a willing characters back, on the shoulder blades near the spine. Assuming the character passes a resurrection survival role, the wires begin to move about inside the character causing excruciating pain and the loss of one Constitution point permanently. The surgical implantation must be done by a Necromancer of no less than 10th level.

Many things begin to happen. This artifact is sentient and will immediately set about subduing the new host. It is Chaotic Evil and has an Intelligence of 21. It will immediately have empathy with the host and voices will plague the character forever.

#### Wind Blast: Cost 70 TP

Perhaps the most violent display of power this artifact possesses is the blast of wind. Upon command the artifact transforms the character into a hawk headed humanoid reminiscent of the Archons or something from the Egyptian Mythos. Large, black wings sprout from the characters back, the span is twenty five feet and covered with large delicate looking feathers. Internal pain burns through the character, causing at least an attempted cry of pain, emerging as the shrill cry of the hawk. Once the arms are raised a tornado force wind instantly occurs. Wind speed reaches 100-120 miles per hour in less than a segment. The affected area is 20'x 200'. There is no recoil to the character with the artifact.

For those unlucky enough to get caught in the blast, a saving throw versus Breath Weapons is made at - 6. If successful, the characters take only half damage. This means that the characters who saved were able to get into a prone position and avoid some of the effects. The full damage is 10d6 for being lifted off the ground and hurled into the closest object behind them, up to 100 feet away, 1d6 for each ten feet thrown. There is an optional 10d4 for debris that is in the area, the amounts ranging at the DM's discretion, an additional save, -8 adjusted for dexterity (Defense bonus becomes a positive number.)

The blast lasts for a full turn, but damage is only taken in the first round. The following turns all characters are held prone if they have less than an 18/50 muscle score. If this score is greater than 18/50 there is a 10% chance per point above 18/50 that the character can move, starting with 18/100, then 19, 20, etc. Unless there is a disproportion in a character, such as a halfling with a girdle of storm giant strength, this should be followed. For those special cases the DM may add and subtract percentiles as deemed fit.

Charm Person: Cost 20 TP

Less violent, yet very useful, the wings also have the ability to charm those around it. The charm is the same as described in the Players Handbook, first level mage spells. This ability is used at the thirtieth level of mastery.

Continual Darkness 15' radius: Cost 30 TP

Another useful ability if the wings that is again detailed in the Players Handbook under the third level mage spells.

Control Avians: Cost 60 TP

This is similar to the mage ability to control mammals, but is specific to beings that can innately fly. This ability does not extend to player character races that have innate flight or levitation. All avians in the line of sight can be controlled in this fashion, or up to 50 HD, whichever is less.

Flight: Cost 50 TP

As third level mage spell, duration 6 Turns, Area of effect is personal only

Haste: Cost 30 TP

As mage spell of same name. Area of effect is personal only.

Travel: Cost 80 TP

As spell of same name, duration is 40 Turns. Movement is 360' normal or 720' in gaseous form. Area of effect is personal only.

Detect danger: Cost 40 TP

As ability of same name, Area of effect is personal only, duration is 6 Turns.

Reverse Gravity: Cost 60 TP

As spell of same name. Ability at thirtieth level of mastery.

Wish: Cost 100 TP

As spell of same name, area of effect is personal only.



Control Winds: Cost 30 TP

As spell of same name, duration 6 hours.

Summon Weather: Cost 55 TP

As spell of same name, duration 6 hours.

Polymorph Self: Cost 65 TP

As spell of same name at thirtieth level of use.

Protection from Lightning: Cost 40 TP

As spell of same name, duration 40 turns.

Protection from normal missiles: Cost 20 TP

As spell of same name, duration 12 turns.

Forcefield: Cost 80 TP

As spell of same name, duration 6 turns

50% Magic Resistance: Cost 95 TP

With all of these staggering abilities, there comes tremendous drawbacks. Before any of the above can be activated the artifact must be initiated, as described before. The transformation of the character into the half hawk must be complete, and the 15 hp of internal bruising must take place. This damage is only temporary and fades by the next day.

When the transformation of the character is complete, there is a reaction adjustment based on alignment of those who view the character possessing the artifact. Those of an evil alignment react as if the character has a charisma/appearance of six more than the current score. For those of good alignment who view the character, they react if the score was lowered by six.

Another drawback of using the artifact is that black raven feathers grow out of the arms and back of the character using it. For every ten points of Temporary Power spent, one feather will grow. It takes one round for the feather to emerge, and it must be plucked out, causing one hp of damage that must be naturally healed.

Also the DM must remember that the artifact is sentient and very intelligent. It is Chaotic Evil and has an Intelligence score of 21. It will unendingly try and subvert the character through any means convenient.

Once this artifact is in place on the characters back, it cannot be removed short of a wish spell cast by an evil wizard.

Once the character is in possession of the artifact and it is implanted there is a 50% chance of a mania setting upon the character that can only be dispelled by a thirtieth level or above cleric.

The incision scars left by the operation will continue to bleed for 2d4 points for days equal to 30 minus adjusted

Constitution score. Every time more than 100 TP is used the scars will bleed again for 2d4.

The character must construct and take up residence in an aerie on the highest point in 5 miles. The character must also begin to prey on food natural to hawks once per week. Within one month the character will begin to take on the mannerisms of a bird (head cocking, staring, blinking, preening.)

Violent indiscretions against the artifact may cause it to cast a gaseous form upon the character. (DM discretion to duration.)

Lastly the character will always feel as though they are being watched.

The Wings of the Night is considered a Major artifact and contains 750 PP. As there is no ability that takes Permanent Power from it, all abilities are Temporary expenditures.

It recharges at the rate of 180 TP/hr or 30/turn.

The suggested means of destruction:

- Crushed beneath The Earth Elemental Kings foot
- Lawful good deity of air must destroy it
- Placed upon a god who cannot fly



## CHARACTER ABILITIES

**Comeliness:** Comeliness reflects physical attractiveness, social grace, and personal beauty of the character. It is used to determine initial reactions to the character, and characters with a high comeliness may affect the wills and actions of others. While charisma deals specifically with leadership and interactions between characters, comeliness deals with attractiveness and first impressions.

Comeliness is *not* charisma. Charisma, however, can affect comeliness. After the first six attributes of a character are determined, his or her looks must be determined. Is the character ugly, homely, plain, or pretty? This characteristic is determined by the comeliness roll. 3d6 are rolled and totalled. The resulting number, between 3 and 18 inclusive, is modified:

Characters with a charisma of less than 3 will have an adjustment of -8 on comeliness, so that it will fall in the range of -5 to +10. For charisma of 3, the adjustment is -5; charisma of 4-5, -3; for 6-8, -1; for 9-12, no adjustment; for 13-15, +1; for 16-17, +2; for 18, +3; and for charisma of more than 18, +5. As charisma is raised or lowered, whether by disease, disfigurement, aging, or artifacts, comeliness should be similarly affected on a point-for-point basis (a loss of one point of charisma equals one point of comeliness equally lost).

In addition to the adjustment to comeliness based on charisma score, characters of certain races must take an additional adjustment to their comeliness scores. This racial adjustment applies only when the reaction of characters of other races is concerned, in similar fashion to the way that racial adjustments for charisma apply only to those of other races. The penalties and bonuses are these:

Half-orcs: -3

Dwarves, gnomes: -1

\*Halflings, humans: 0

\*Half-elves, sylvan elves: +1

\*Gray elves, high elves: +2

\* — Treat these pairs as being of the same race for purposes of effective comeliness; e.g., halflings are just as attractive (or repulsive) to humans as humans are to each other, and vice versa.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans, demi-humans, humanoids, giant-class, and bipedal creatures of human-like form and motivation.)

**-16 or lower:** Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of previously determined awe (horror) reaction. If both viewer and creature are of evil alignment, the effect is that of a positive comeliness of the same total.

**-15 to -9:** Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of evil alignment, so that the negative comeliness can be regarded as positive.

**-8 to 0:** Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

**+1 to +6:** As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possible. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

**+7 to +9:** The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires. (Consider a dwarf

with 16 charisma and a base comeliness roll of 9; he or she will be at 8 when viewed by all creatures except other dwarves — who will see him or her with comeliness adjusted by +2 for charisma.)

**+10 to +13:** Plain to average comeliness; no effect on the viewer.

**+14 to +17:** Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a *fascinate* spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

**+18 to +21:** The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of comeliness score. Individuals of the opposite sex will be affected as if under a *fascinate* spell unless their wisdom exceeds two-thirds of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least 50% of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

**+22 to +25:** The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the character, follow him or her, and generally behave so foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness: i.e., 22 comeliness equals +44%. *Fascinate*-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively *fascinated* unless his or her wisdom is 18 or higher. Rejection is as above.

**+26 to +30:** Unearthly beauty of this sort can be possessed only by creatures from other planes — demi-gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. *Fascinate*-like power is effective on all except those with wisdom equal to at least 75% of comeliness, except that 19 or higher wisdom always allows a saving throw versus the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the "spell" of the individual with such beauty unless he or she has wisdom of 20 or more.

The *fascinate*-like power of high comeliness is similar to the 2nd-level illusionist spell of the same name. Those subject to this power will be captivated by the user, and treat him or her as a trusted friend, mentor, and companion. A saving throw versus spell will negate the effect but if the comeliness is not magical in nature, then *dispel magic*, anti-magic spells, and similar spells will not affect the *fascination* effect.

*Fascinated* creatures will follow the orders of characters with high comeliness, provided a roll of 3d6 does not exceed the comeliness of the character. Requests that are not in the best interest of the creature get a +1 to the die, while those that are hazardous can gain up to +6 or higher on the die roll. If the roll is higher than the user's comeliness, the *fascinate*-effect is broken.

If a once-*fascinated* creature has been badly treated and breaks free of this enrapturement, the creature will react as if the character's comeliness was a negative amount. If the creature has been well treated, it may still be friendly to the character even after the *fascination* has worn off.

The effect of one's comeliness upon others is temporary; once a character is known to other characters or creatures, its effect is negated, and charisma is used to determine reactions and followers. In this way characters of high comeliness and low charisma may attract interest, but not long-term followers and allies (beauty being only skin deep).

The effects of the *fascinate* power do not affect the abilities of the individual with respect to fighting, casting of spells, etc., and in no way

## Bottle Daemon

Climate/Terrain Concordant Opposition (Sigil)

Frequency Rare

Organization Household

Activity Cycle: Any

Diet: Omnivore

Intelligence: Genius to Godlike (Jot B as all abilities)

Treasure Nil

Alignment: Neutral (Any tendency)

Number Appearing 1 or 2

Armor Class (-1 per hit die above 10)

Movement Infinite

Hit Dice 10 + (d10+10)

THAC0 11 base

Number of Attacks: None

Damage per Attack —

Special Attack Spells as caster = HD

Special Defense Spells see below

Magic Resistance 5% per hit die

Size M

Morale: Elite (15-16)

XP Value 10,500 + 500 per HD

The bottle daemon has his origins on the plane of concordant opposition.

has following spell like powers et will:

- Teleport w/out error
  - Dimension Door
  - Clairaudience
  - Clairvoyance
  - Know Alignment
  - Hold person
- 1 Minor Cleaning/Preparation
  - 2 Spiffy
  - 3 Major Cleaning/Preparation
  - 4 Party Cleaning/Party Preparation
  - 5 Summon Master
  - 6 Spring Cleaning/Winter Prep
  - 7 Repel Master
  - 8 Repel Guest
  - 9 Repel... Guest



- Must have steady employment if no job will waste away for weeks - H/D before vanishing altogether
- Slightly partial to fine wines and liquors (-2 on pois. scale)
- Can become heavily intoxicated

## **New Monster/N.P.C: Helion**

The Helion race has been discovered on the Plane of Pandesmos of Pandemonium.

This race resembles closely the Devils and Demons, found in the Hells and the Abyss.

More intelligent and reserved than their brothers, they usually talk their way out of a less serious threat, but if hard pressed they will live up to their name.

If used as a wandering monster, the D.M. need only roll their Strength and Constitution scores (2d10), as Con. can add to their HD. If used as an N.P.C. (AND ONLY AS AN N.P.C!), then roll the rest of the abilities.

At creation all Helions have normal chances for psionics and a 25% chance of having 1d8 wizard spells, rolled randomly. All Helions are created with a 15% anti-magic, and for every 3 HD above 3 there is an extra 5%.

Helions have a curious ability to carry things. If they acquire a new item, they simply slide it over their shoulder, like sheathing a sword, and it vanishes. The item can be brought back at will, simply by reversing the motion.

Helions enjoy fire, magical and normal, and are not only immune to it, but also regenerate in it. For every supposed HD of fire damage, they regenerate 1 HP of wounds.

Helions have no mates, are free-willed beings, so no one is sure as to exactly where they come from. Also if, by some weird twist of fate, a Helion meets some humans, and travels with them, the Helion just might get to like them and stay wherever he's at, after a significant length of time(75-100 years ).



**Climate/Terrain** Native to Pandemos  
**Frequency** Very Rare ( Rare on Native )  
**Activity Cycle** Any  
**Diet** Omnivore  
**Intelligence** Very to Genius  
**Treasure** Variable  
**Alignment** Variable Except Neutral and Lawful Good  
**# Appearing** 1  
**AC** -3 Base  
**Move** 18'/60' ( Fly )  
**HD** 3-18+2  
**THAC0** 17 Base  
**# Attacks** 3 Base  
**Damage/Attk.** d6/d6/d8  
**Sp. Attk** Weapons/Spells ( See Below )  
**Sp. Def.** Teleport Innate  
**M.R.** 15 % Base  
**Size** L  
**Morale** Champion ( 17-18 )  
**XP Value** 8000 + 1000 per HD

**Climate/Terrain** Wooded Mountains to Lowlands

**Frequency** Very Rare

**Activity Cycle** Pack/Flock

**Diet** Omnivore

**Intelligence** Average ( 6-10 )

**Treasure** D

**Alignment** Neutral to Evil

**# Appearing** 2-8

**AC** 3

**Move** 12'/48'

**HD** 8-10

**THAC0** 8 HD=10, 10 HD=8

**# Attacks** 5

**Damage/Attk.** d6/d6/d4/d4/d8 ( +7 Str. )

**Sp. Attk** Power Dive ( +4, +4 )

**Sp. Def.** Displacement

**M.R.** Standard

**Size** Large ( 30' wing span )

**Morale** Champion

**XP Value** 2500



**Climate/Terrain** Subterranean Lakes

**Frequency** Very Rare

**Organization** Clan/Family

**Activity Cycle** Any

**Diet** Aquatic Animals

**Intelligence** Genius(17-18)

**Treasure** Variable

**Alignment** Neutrals to Good

**# Appearing** 1 or Family

**AC** 2 (base)

**Move** 24'/48'(swim)/60'(fly)

**HD** 9 (base)

**THAC0** 13 (base)

**# Attacks** 3

**Damage/Attk.** d8/d8/d10

**Sp. Attk** See Below

**Sp. Def.** See Below

**M.R.** See Below

**Size** Large

**Morale** Champion

**XP Value** Variable

## **New Monster: Aqua Dragon**

The Aqua Dragon, a close relative of the Crystal and Blue Dragons, has recently been put into the books. First discovered in an alternate plane adjacent to the Infinite Castle, there was quite an uproar. Colored from deep blue to blue green, with extremely rare liquid black to purple eyes.

An Aqua Dragons' breath weapons are a 120\*20\*10 cone of boiling water or scalding hot steam. The water blast lasts for a full three rounds. This gout will cause any P.C. immersed to make 3 successive Dexterity checks, at a -2. If one of the checks is missed the character must make a Strength check to avoid being washed away. The number of feet washed back is equal to the full amount of damage dice possible.

(Example: A character gets hosed by an 8th age Dragon. he saves for half damage, but can still get knocked back for 6d6+2 feet.) NOTE: this hose will kill a vampire. This hose is a gout equal to 500 cu.ft. per age level.

Its defenses are minimal as its favorite way of conflict is to avoid it all together. First the Dragon can breathe underwater as well as on land. Because of a strange filtering system it receives a +2 save on toxic clouds and poisons in the water. The bonus does not apply on injected or ingested poisons.

Aqua Dragons almost never go looking for trouble, and are quick to try and negotiate. Only if trapped or cornered will they fight. As with some dragons their family is very close knit. Killing a member will bring about plans for revenge.( this does not necessarily mean killing the P.C.)



Lastly the powers gained at the ages are, at first age 30% chance of **ESP** or **telepathy** (50/50). At fifth age **Polymorph Self**, three times a day. At seventh age, **Transmute Rock to Mud** and **Reverse**, three times a day each. At tenth age **Transmute Water to Dust** and **Reverse**, three times a day each. At twelfth age **Legend Lore**, three times a day at one-third the normal time.

Age	AC	Water Damage	Steam Damage
1	2	d4	2d4
2	1	2d4	4d4
3	0	2d6	4d6
4	-1	2d6+2	4d6+4
5	-2	3d6+2	5d6+4
6	-3	4d6+2	6d6+6
7	-4	5d6+2	7d6+6
8	-5	6d6+2	8d6+8
9	-6	7d6+2	9d6+8
10	-7	8d6+2	10d6+10
11	-8	9d6+2	11d6+10
12	-9	10d6+2	12d6+12

Age	Body	Tail	P/W	Spells	MR	XP
1	1-3	1-2	-	-	500	
2	3-7	2-5	-	-	1000	
3	7-10	5-10	-	-	1500	
4	10-15	10-15	1/1	5	3000	
5	15-20	15-30	2/1	10	6000	
6	20-40	30-50	2\1/1	15	9000	
7	40-60	50-70	2\2/2\1	20	12000	
8	60-80	70-90	3\2/2\2	25	24000	
9	80-90	90-110	3\2\1/3\2	30	36000	
10	90-100	110-120	4\2\1/3\2\1	35	50000	
11	100-110	120-130	4\3\1/4\2\1	40	75000	
12	110-120	130-140	4\3\2/4\3\1	45	100000	



**Climate/Terrain** Any (Time and Probability Lines)

**Frequency** Very Rare

**Organization** Family/Clan

**Activity Cycle** Any

**Diet** Any

**Intelligence** S.Genius (19-20)

**Treasure** Variable

**Alignment** Chaotic Neutral to Neutral

**# Appearing** 1 or Family

**AC** -1 Base

**Move** 24'/72'(fly)

**HD** 10 (base)

**THAC0** 12 (base)

**# Attacks** 3 + Special

**Damage/Attk.** d8/d8/d12

**Sp. Attk** Breath (Aging/Time Stop)

**Sp. Def.** See Below (+1 or better to hit)

**M.R.** See Below

**Size** Large

**Morale** Champion (16-17)

**XP Value** Variable

## New Monster: Time Dragon

The Time Dragon has recently been put into its own class. Usually mistaken for a Crystal Dragon, only recent study has brought it into its own. The Time Dragon has a transparent or shadowy appearance, but can appear solid if so desired. From solid to near perfect transparency in three rounds gives it a very low armor class.

Its breath weapons are an 80\*20\*10 cone of **time stop** (1 rnd/age) or aging for 1d4\*10 (at first age) the time stop can only be used 7 times per day and not in sequential rounds.

For defensive purposes it is an extremely agile creature in the air with speed that belies its size. Its magic resistance is 2% at birth, and 4% for every age category afterward. Lastly, twice every day the Time Dragon can shift to any time line or any probability line. To the line and back equals one trip.

NOTE: If a Time Dragon captures a spell book of any sort there is a 6% chance per age level that the dragon can use each spell as a scroll.

Time Dragons have very close knit families and are usually happy to roam the time and probability lines, but are more common on the Astral and Ether planes. Day and night mean little to these creatures as they will eat nearly anything. With their neutral alignments, they will rarely get involved with human affairs, though they can be bribed.

Powers gained are: at first age 25% chance of telepathy. At fourth age **Polymorph Self**. At seventh age, **Time Warp** (ability to cast one enemy, save vs. spell applies, 1d4 rounds into the past). At eleventh age, **Aura Reading**, as the psionic. At twelfth age **Precognition**, as the psionic.



NOTE: A favorite tactic of the Time Dragon, is if two or more are in battle, they use their aging breath on themselves. The effect on THEMSELVES is only temporary.

Age	AC	Time Stop(rnds)	Aging(yrs)
1	-1	1	1d4*10
2	-1	2	1d4+1*10
3	-2	3	1d4+2*10
4	-3	4	1d4+3*10
5	-4	5	1d4+4*10
6	-5	6	1d4+5*10
7	-6	7	1d4+6*10
8	-7	8	1d4+7*10
9	-8	9	1d4+8*10
10	-9	10	1d4+9*10
11	-10	11	1d4+10*10
12	-11	12	1d4+11*10

Age	Body	Tail	P/W Spells	MR	XP
1	1-4	1-5	-	6	1000
2	4-10	5-10	-	10	1500
3	10-15	10-15	-	14	2500
4	15-20	15-20	1/1	18	3000
5	25-40	20-35	2/2	22	4500
6	40-60	35-50	2\1/2	26	5000
7	60-80	50-70	2\2/2\1	30	10000
8	80-90	70-90	3\2/2\2	34	15000
9	90-100	90-110	3\2\1/3\2	38	30000
10	100-110	110-130	4\2\1/3\2\1	42	35000
11	110-120	130-140	4\3\1/4\2\1	46	70000
12	120-130	140-150	4\3\2\1/4\3\2\1	50	75000



**Climate/Terrain** Temprate-Tropical  
**Frequency** Very Rare ( Uncommon on Shanarra )  
**Activity Cycle** Any  
**Diet** Omnivore  
**Intelligence** d8+6  
**Treasure** None  
**Alignment** Any  
**# Appearing** 1 or d20\*7  
**AC** 8 ( Base )  
**Move** 16  
**HD** 5 Base ( +1 Every 3 Levels )  
**THAC0** As Rogue of Level equal to HD  
**# Attacks** As Fighter of Equal Level Plus Any Prof.  
**Damage/Attk.** As Weapon  
**Sp. Attk** Screech ( See Below )  
**Sp. Def.** See Below  
**M.R.** Standard  
**Size** Small ( 2'-3' )  
**Morale** Fearless  
**XP Value** 1500

## New Race/Monster: Mordacane

Mordacane appear as small, human-like monkeys, Mordacane are a fur-bearing race from the Prime known as Shanarra. A large majority of the Mordacane encountered will be, at the very least part thief. Seventy-five percent are single class thief, ten percent dual-class thief and five percent triple- class thief. The remaining ten percent are other classes.

As PS's, the Mordacane are open to all classes allowed by humans, and all multi-classes allowed by half-elves. All the Mordacane's saves are made as per class and level. The Mordacane can only use weapons and armor specifically sized for them.

In battle the Mordacane are not completely defenseless. Their most potent manuver is their high-pitched screech. The effect is that of a **deafness** spell five times the average duration, with a minus three to the save. Also in the screech combined is a **crystalebrittle** for all metal objects, and a **confusion** spell. This tactic is always reserved for moments of near-certian doom.

If the Mordacane is reduced to six HP or less they will use a **mirror image** spell as an attempt to escape. All Mordacane weapons stats are halved.



**Climate/Terrain** Temprate forest to Tropic forest

**Frequency** Rare

**Activity Cycle** Clan/Family

**Diet** Variable

**Intelligence** Average to Genius

**Treasure** Omnivore

**Alignment** Any neutral or Good

**# Appearing** 1-200

**AC** 9 ( Base )

**Move** 12 ( Base )

**HD** 1+1

**THAC0** 20 ( Base )

**# Attacks** 1

**Damage/Attk.** d4 or by weapon type

**Sp. Attk** See below

**Sp. Def.** See below

**M.R.** Standard

**Size** M 4'-5'

**Morale** Steady ( 11-12 )

**XP Value** 250

## **New Race/Monster: Sky Elf**

The sky elves have just recently made themselves known to the worlds. Coming from one of the innumerable outer planes, they have recently been turning up on many a prime.

These elves are similar to many of the other elven races, such as the grey elves.

Also there are many things that make them different. Their skin is a pale blue with white horizontal streaks. Thus the name on this particular prime. Black or silver hair with steel blue to purple eyes are common. As with all elves there is the plus one to dexterity and the minus one to constitution.

Innately sky elves have some distinct advantages over most of their brethren. They all have the ability to jump seven times a day, as per the wizard spell. While in mid-air, the elf can attack two extra times. These attacks are made at a minus one to hit. Attacks made on the elf in flight are at a minus two. Upon landing there is a new initiative role made and combat begins anew.

NOTE: Add one half a foot for every Strength point beyond thirteen, and same for every point of Dexterity beyond fourteen. The last differences for the sky elf are also important. They have at birth a base of five percent anti-magic, and a one percent chance per level of gaining two more percent. Also the sky elf has an additional plus one to whatever type of hit die they earn plus the Constitution bonus.

Lastly, sky elves are more in tune with nature than most beings, and can predict with ten percent accuracy per fifty years what the weather will be like. This attunement also allows them an empathy with neutral and good avians of all sorts. If the elf is



intelligent it may even spend a language slot on them and learn to communicate. It is highly recommended that sky elves play thieves, acrobats, or other classes that require daring antics.

## The All Purpose Ghostbuster

The All Purpose Ghostbuster is a gnomish invention. The item was created to be used by gnomish spies searching for supplies needed to research the invention of a submersible. The "Ghostbuster" was needed to combat the undead controlled by the evil Lich which stole the valued gnomish blueprints...

The "Ghostbuster" is nothing more than a spray gun. It has a compartment which holds a container of liquid such as acid or holy water. More inventive ghostbusters have invented magic jars which hold puddings, oozes and other nasty liquids. The magic jar is costly to construct, since it must fit the spray gun. The "ghostbuster" is used by rolling to hit. Any victim is entitled to the coinciding saving throws against the liquid in use.



## Cloudkill Canister Arrows

Gruly Gumbus was an inexperienced mage when he was almost killed by a raiding band of goblins. It seems he was short of area affect spells at the time and he vowed to protect himself in the future. Thus the most diverse tools in riot prevention and mass combat were inspired...

Canister Arrows are high quality, hand crafted arrows with cans on their shafts rather than points. Each can contains a dosage of cloudkill gas which creates a cloud 30' across and 20' high. The cloud can be directed by a mage using a ~~command~~ spell and it moves 20' per round as long as the mage concentrates on it after the cloud explodes. The cloud eventually sinks because it is heavier than air and it dissipates in thick vegetation or trees. All living creatures within the cloud's effect take 1 hp of damage per round. Any victims of less than 5HD must save vs. poison or be killed by the vapors.

Further research into canister warfare reveals many options such as gaseous cannon balls, bolas, and balloon bombs made of imported (but expensive) gluey substances. Various gases and agents may be substituted (such as blast spores, yellow molds, puddings, oozes and nasty ingredients of the like). Be creative and not always deadly. Laughing gas canisters make for interesting adventures and protect reputations of otherwise terrible bards and comedians. Love potion canisters might disrupt the usual workings of an entire town while powdered wolfsbane can fend off most lycanthropes.

## Daggers of Death

Isenmouthe Longbottom became an assassin at age eight when he was hired to kill his older brother by a local thieves guild. He is evil as any might come. His only distress with his job was being caught by tough fighters after the dagger was in their back. This resulted in many trips to the local temple for healing. Longbottom finally ended this problem when he brainstormed with a mage friend and couterpart, still unknown to this day. The result was a deadly set of daggers and many fallen night watchmen within the city's realm...

Death Daggers are rare and far between, but any assassin will tell you they are the most professional tool of the trade. The daggers have blades colored in smokey black steel and are always of the highest quality. Sometimes gems are mounted in the hilt which actually serves as protection to any one not whispering the predetermined command word before using the daggers. Anyone failing to use the proper command must immediately save vs. the dagger's effects and then faces the possibility of being drained a level or being trapped within one of the gems via a majic jar spell.

The construction of Death Daggers requires a dagger of at least +2 magical effect. A death spell is cast upon the blades followed by permanency. Drain or majic jar must be cast on the coinciding gems followed by a permanency before they are inserted to the hilt. Any other methods of constuction could lead to a magical explosion (50% chance).

Death Daggers function as per the death spell, effecting up to 4HD creatures. A more powerful version of daggers requiring a 9th level advanced death spell can be found which will effect 8HD creatures. Creatures must save vs. death or die each time they are struck by the daggers upon expenditure of a charge via the command word. Creatures with no hit dice are automatically affected while undead remain unaffected.



## The Everlasting Firefizzler

Garvin Ambus, a city watchmen, often complained of the constant fire damage to his home. It seems the place was filled with vengeful arsonists joyful of causing mischief for city officials. Garvin told his woeful tale to the town wizard hoping for some viable solution to prevent further damage and agony to his life. This town wizard designed the first portable, mobile firefighting machine of its kind after ten years of pain-staking adventuring and research...

The Everlasting Firefizzler is nothing more than a wagon with a decanter of endless water mounted upon its buckboard. Four 100' hoses are connected to the decanter. Each hose has a specially researched spell cast upon it. The spell is pressure pump-

Pressure Pump- 3rd lvl This spell provides 50lbs+ 10lbs/lvl of the caster to any hose or pipeline. The spell is very convenient in that it avoids the hassle of bulky, inefficient mechanical pumps of the gnomish kind (which often have nasty habits and rarely work properly). The one precaution is that too much pressure may surge a hose or pipeline causing a blowout (10% chance with piping and a 20% chance with hose material every turn of use).

The Firefizzler is a mobile, lightweight fire engine that never needs filling. It can extinguish small fires of 25ft. diameter base or less in a single round while larger based fires are handled in multiples.

Further theories in the development of the Firefizzler include ideas of other decanters. Decanters of degreaser and other firefighting chemicals and agents (such as animated water elementals) have been discussed, but these ideas are far from reality at the moment.

### **Magic Mouth Tape**

Magic mouths have been a nuisance to many a thief while they protect the laboratories and treasured hoards of many a magician. A thief/priest by the name of Malkein conjured up a device to aid his sticky fingers in ridding of such distractions...

Magic mouth tape is a gluey, sticky roll of tape with a silence 15' radius followed by permanency cast upon it. When placed upon a magic mouth, the mouth is made quiet for 1d12 rounds. The tape can also be used on other creatures, but they are entitled to a save vs. spell.



### Malth's Mighty Mover

Malth's Mighty Mover is essentially a power source of all varieties. It can be used a pump, a mechanical engine, or to power any strange invention. In Malth's case, his research was funded by dwarves. The Mighty Mover is used to power automatic hammers over their anvils. The usage enabled the dwarves to hammer less and increase quality standards ten fold.

Malth's Mighty Mover is essentially nothing more than a see-saw stationed in place with a pebble on one end. The Mighty Mover can then be attached to various wenchers and pulleys so as to be used for tasks at hand. The pebble has a "Recurring" Turn Pebble To Boulder (Tome Of Magic) cast upon it. This causes the pump to move up and down. Permanent Haste and Slow spells have been cast on the machine's dial to achieve proper control measures.

## Spectacles of Omnercerion

Omnercerion was an inexperienced half elven mage who enjoyed his moonshine and frolicking a bit more than most. The potential for danger in his habits reflected on the course of his life when he, in his drunken wisdom, insulted a much more powerful and respected wizard. This action doomed poor Omnercerion to a life of blindness.

After his tragedy, Omnercerion took the life of a recluse and gave up drinking completely. He quickly learned braille and pointed his magical research into a new direction. Omnercerion sought to see again...

The result of Omnercerion's life are the following magical items. But more so than these materials, "the blind wizard" is also known by magicians to be the developer of braille spell books and scrolls. Omnercerion introduced the world of magic to the blind.

Omnercerion developed the following spectacles which function according to the coinciding spells:

- Spectacles of Trap Finding
- Spectacles of Infravision
- Spectacles of True Seeing
- Spectacles of Magic Reading
- Spectacles of Language Reading

Each pair of spectacles is constructed by casting the coinciding spell on a pair of spectacles worth 750gp or more followed by a permanency spell.



### The Traveling Carpet

This exotic carpet is a magically enchanted creature able to fly (as per spell) and carry two passengers to a nearby plane of existence when the "master" concentrates for a round. The carpet may enter a maximum of one plane per turn.

The "master" of the creature is the person who created it, usually a high level priest. If the "master" should be killed, the winner of the battle is the new "master" of the creature. If set free, the carpet disintegrates.

AC: 2 (0 when in flight)  
HD: 4  
Move: 120' in flight+special  
Attacks: Nil  
Damage: Nil  
No. Appearing: 1  
Intelligence: 0  
Alignment: that of its master  
XP: 3,000

## The Traveler's Temperature Toy

Samuel Gilgas was a mage of some renown when he pondered this interesting invention. At the time, he was living in his desert tower, a desert keep far from civilization. After many years of seclusion, Gilgas grew weary from his hours of magical research in the heat of the desert days. He could not cast enough cold spells to have much effect on his distraught surroundings. Then, after many years of searching for comfort, he came up with a plausible idea...

The Traveler's Temperature Toy appears to be nothing more than a sturdy chest with metal mesh screens built into the sides. There is a dial with numbers labeled in degrees on the front of the chest. The chest is actually an air control unit. A **Gust of Wind** spell has been cast in the center of the chest while **Cold** and **Heat** spells have been cast on the metal mesh. A **Control Temperature** spell has been cast on the dial and **Permanency** has been cast on the entire chest. The user need only turn the dial from the "off" position to the desired temperature (in whatever units are used locally). Unfortunately, Gilgas' model contains units based on an archaic language used by magi centuries ago, making the item a little more difficult to use.

Gilgas also had a further theory of using a **Windfan** to power the device, but the project took a backseat to more important research.

Player Characters might be asked to find and return such a device or to attempt building one.



### Web In a Box

Durik Eurnhart was a private security guard for his local town's money reserve. The small merchant town was a likely target of thieves, making the fighter/mage a weary man until he found a way to enjoy the easy life and do his job at the same time...

A **Web In a Box** looks like a safe. As a matter of fact, it is a safe, but when opened a **web** springs upon the thief breaking in. A **magic mouth** then begins alerting the authorities. If the thief should get past all this, the safe appears to be empty. Upon closer inspection, one might notice a secret compartment in the corner of the safe. This compartment leads to a **portable hole** containing the actual treasure. The portable hole is a magical construct and part of the entire safe. It cannot be taken.

Durik Eurnhart became famous for capturing thieves. His invention and later development of a small private army led to the downfall of the local thieves guild.

**Desert Storm/Wall of Sand**

Range: 120'

Duration: Storm, 1 round; Wall, 12 turns

Effect: Storm in a 20'X20'X20' volume or  
Wall of 1,200 square feet

This spell can be cast in one of two ways.

A Desert Storm fills a 20'X20'X20' cube with billowy blasting sand which afflicts 1d6 points of abrasion damage per level of the caster to every creature in the area. A saving throw vs. spells can be made for 1/2 damage.

A Wall of Sand is a 1,200 ft vertical wall of sand 3ft thick. It requires 1d6 rounds to pass through. Creatures less than 4 HD take twice as long to pass through the wall. Transmute mud to rock can be cast upon a Wall of Sand to create an impenetrable wall of stone. Any creatures passing within the wall when this transmutation occurs are immobile and take 1d4 points of suffocation damage per round until freed. Spellcasting by trapped characters is not possible.

This spell is especially useful in desert lands. All effects and damage multiply X1.5.



Detect Peril 1st  
Range: 120'  
Duration: 1 round  
Casting Time: 1 round  
Area of Effect: na  
Saving Throw: none

This spell enables the caster to detect threatening creatures or humanoids under 4 HD within 120' intending to cause harm to the caster. When the spell is cast, a 1d4 must be rolled:

The caster knows: 1 How many creatures there are (in range)  
2 What kind of creatures there are  
3 nothing. No peril is detected.  
4 What kind of creatures and how many

*Summon Sub. Elemental  
Sand Wasp*

Transmute Sand to Glass 2nd

Range: 120'

Duration: na

Casting Time: 1 round

Area of Effect: 60'

Saving Throw: spell for 1/2 dmg.

The material component for this spell is a handful of sand. After being thrown at a target (roll to hit), the sand transmutes into shards of glass and delivers 3d6 points of damage to all those within 60'. Those affected can save for 1/2 damage.