

Hylax the Barker

10/31/0905

9/5/2015

Class	Magic-User/Witch	Hair	Gray	Birthdate	7/3/0766
Alignment	Chaotic Neutral	Eyes	Ice Blue	Age Category	Mature
Race	Gnome	Height	3'6"	Orig. Age	140 years
Sex	Male	Weight	77 lbs.	Age Modify	76 years
Level	40/32	Handed	Right	Current Age	216 years
Experience	28,238,683	Infravision	Yes		
Bonus	+10%	Deaths	13 (2)		

	Original	Age Mod	Race Mod	Class Mod	Other Mod	Present
Strength	15	+1	-1	0	+6	21
Dexterity	16	+1	0	0	+1	18
Constitution	15	+2	0	0	+7	24
Talent	17	0	+1	+2	+4	24
Piety	10	0	0	-2	0	8
Education	12	+1	0	0	0	13

Common Lang	<input type="text" value="Common"/>	Racial Lang	<input type="text" value="Gnomish"/>	Class Lang	<input type="text" value="Arcane"/>
Common Lit	<input type="text" value="yes"/>	Racial Lit	<input type="text" value="yes"/>	Class Lit	<input type="text" value="yes"/>
Add. Spoken Lanaguages	<input type="text" value="2"/>	Literacy of Add. Languages	<input type="text" value="no"/>		
Elvish (high)					
Druidic					

Description of Character

Hylax appears to the casual observer as a harmless, somewhat eccentric, little gnome. Although quite normal in his physical appearance, most gnomes find his icy blue eyes disarming and, indeed, they are rumored to bespeak of a not-so-pure ancestry. He tends to be rather quiet, preferring to listen rather than to talk, except after a few rounds at the pub. He is well known for his impish sense of humor, sarcastic wit, his often self-defeating stubbornness and his poetry.

Equipment

<u>Equipment</u>	<u>Location</u>	<u>Encumbrance</u>
Travelling Clothes	Body	4
Cloak of the Elder Mage**	Body	5
Pointy Hat of the Elder Mage**	Body	3
Eyeglasses of the Elder Mage**	Eyes	1
Wizard's Signet Ring*	Left Hand	1
Skull Amulet*	Neck	1
Runestaff of Dimensions**	Right Hand	5
Horned Frog "King"	Shoulder	1
Leather Backpack [50]	Back	4
Coins and Gems	Backpack	1
Spellbook*	Backpack	3
Diamond of Light*	Backpack	1
Hourglass of Extra Minutes*	Backpack	1
Wolfshaunt Tokens* (18)	Backpack	1
Wood Beggar's Bowl (St. Hablot)	Backpack	1
Silver Bowl	Backpack	1
Silver Flask (Empty)	Backpack	1
Silver Arrow	Backpack	1
Clay pipes (3)	Backpack	1
Finest Hobbit Tobacco (3)	Backpack	1
Iron Rations (3 days)	Backpack	3
Parchment, quill, ink	Backpack	1
50' Rope	Backpack	10
Tinderbox	Backpack	2
Torches (3)	Backpack	3
Pints of Stout (3)	Backpack	3
Bronze Spikes (4)	Backpack	2

NOTE: Armor, helmets, and
shields worn must be size: Small

Equipment

Encumbrance Bonus	80	Restricted Equipment
Effective Encumbrance	0	armor, shields, great axes, 2-H swords, broad swords, bastard swords
Movement	12	

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs	
v small											
small											
medium											
large											
v large											
copper	jewelry		treas enc					0			
electrum											
silver											
gold											
platinum											
				10							

<p style="text-align: center;">Description of Lair</p> <p>Hylax's possessions are kept in a chest at the Willows. This lair is designated as a treasure trove.</p>	<p style="text-align: center;">Other Items In Lair</p> <p>Research Spellbook, Amulet of the Four*</p>
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	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs	
v small											
small											
medium											
large											
v large											
copper	jewelry										
electrum											
silver											
gold											
platinum											
				129,528							

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Melee Combat

Total number of weapon proficiencies 7 Proficiencies used 7

Weapons of Proficiency Special Slots Attacks Per Round

Long Sword	double	3	1 attack per round
Bola	single	2	1 attack per round
Dagger	normal	1	1 attack per round
Staff	normal	1	1 attack per round

To Hit Chart

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
-23	-22	-21	-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3

T	VS	S	M	L	VL	H	Med	Long	10%	25%	50%	75%	90%
-3	0	0	0	+3	+6	+9	-2	-5	-2	-4	-6	-8	-10

Modifications

Modifications

+6 to hit with hand-held for strength	
+3 to hit with missile for dexterity	
-2 to hit with any weapon left-handed	
+0 to hit with two weapons	
+0 to hit when backstabbing	
-6 to hit with non-proficient weapon	
+0 to hit due to race	
+0 to hit due to class	
+3 to hit with long sword (spec)	
+1 to hit with bola (spec)	

Melee Combat

Char Size	Small	Helm Absorption	0%	Healing	1 pt / 1 hr
Base AC	0	Armor Absorption	0%	Base HP	134
Dex Bonus	-3	Shield Absorption	0%	Con Bonus	240
Other Bonus	-6	Other Absorption	55%	Other Bonus	0
Effective AC	-9	Total Absorption	55%	Total HP	374

Damage Chart

Weapon	T	VS	S	M	L	VL	H	S	M	L
Long Sword	1d8	1d8	1d8	1d8	1d12	1d12	1d12			
Bola	1d3	1d3	1d3	1d3	1d3	1d3	1d4	2	4	6
Dagger	1d4	1d4	1d4	1d4	1d4	1d4	1d4			
Staff	1d6	1d6	1d6	1d6	1d6	1d6	1d6			

Modifications

Modifications

+12 damage with hand-held for strength	
+3 damage with missile for dexterity	
-2 damage with any weapon left-handed	
+0 damage with two weapons	
+0 damage when backstabbing	
-6 damage with non-proficient weapon	
+0 damage due to race	
+0 damage due to class	
+3 damage with long sword (spec)	
+2 damage with bola (spec)	

Spellcasting

Spell Points (Level)	222	Repertoire	
Bonus (Attribute)	200	1st	24
Spell Points Secondary (Level)	174	2nd	24
Bonus Secondary (Attribute)	160	3rd	24
Other Bonuses	396	4th	24
Total Spell Points	1152	5th	24
		6th	24
Rate of Recovery	1 pt / 1 hr	7th	13
Highest Spell Level	9th	8th	12
Chance of Failure	0%	9th	11

First Level Spells	Second Level Spells	Third Level Spells
Candle	Awaken	Blink
Caster's Mark	Blindness	Charm Plant
Dancing Lights	Blur	Continual Light
Detect Evil	Darkness	Detect Curse
Detect Good	Detect Charm	Detect Disguise
Detect Magic	Detect Traps	Enchant Masterful Weapon
Detect Poison	Enchant Skillful Weapon	Explosive Rune
Faerie Fire	False Trap	Feign Death
Feather Fall	Feeblemind	Fireball
Find Familiar	Fetch	Fly
Floating Disc	Fire Trap	Gust of Wind
Grasp	Forget	Haste
Hold Portal	Friends	Heat Object
Jump	Hold Plant	Hold Animal
Light	Knock	Locate Object
Mending	Levitate	Minor Globe of Invulner.
Push	Magic Lock	Paralyzation
Sleep	Magic Missile	Secret Page
Spider Climb	Mirror Image	Shadow Walk
Suggestion	Obscurement	Slow
Tongues	Rope Trick	Snowburst
Unseen Servant	Shatter	Ultravision
Whisper	Stinking Cloud	Wall of Shadows
Wink	Web	Water Breathing

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Spellcasting

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Charm Animal	Charm Person	Alarm
Clumsiness	Cloudkill	Big Step
Comprehend Language	Cone of Cold	Charm Monster
Conjure Faithful Hound	Detect Invisibility	Contingency
Detect Lie	Diminish	Delay Magic
Detect Life	Enchant Harmful Weapon	Disintegrate
Dig	Enlarge	Dream Projection
Dimension Door	Explosive Gem	Forceful Hand
Dispel Magic	Globe of Invulnerability	Freezing Sphere
Ears of the Owl	Hindsight	Glassees
Extension	Hold Monster	Ice Javelin
Eyes of the Eagle	Interposing Hand	Instant Aid
Finger of Frost	Illusionary Script	Lightning Bolt
Floating Eye	Invisibility	Path of Air
Free Web	Passwall	Project Image
Fumble	Poison Blade	Read Magic
Hammertouch	Range Amplification	Return From Stone
Hold Person	Shape Stone	Shield
Identify	Telekinesis	Sunbolt
Poison Arrow	Teleport	Sword of Fire
Sand Storm	Wall of Blades	Sword of Ice
Shout	Wall of Fire	Transmute Rock
Talent of the Ancients	Wall of Ice	Unseen Stalker
Wall of Wind	Wall of Thorns	Wall of Stone

Seventh Level Spells	Eighth Level Spells	Ninth Level Spells
Area of Invisibility	Antipathy	Crushing Hand
Fire Storm	Irresistible Dance	Death Spell
Grasping Hand	Mass Charm	Earthquake
Ice Storm	Permanency	Handful of Spells
Instant Summon	Power Word Blind	Legends and Lore
Limited Wish	Send Message	Major Globe of Invulner.
Mind Blank	Succor	Massmorph
Move Earth	Sympathy	Power Word Kill
Phase Door	Thunderous Clap	Temporal Stasis
Power Word Stun	Touch of Rust	Time Stop
Reverse Gravity	Transmute Metal	Wish
Spell Immunity	Winds of Sleep	
Vanish		

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Spellcasting (minor)

Repertoire	
1st	24
2nd	24
3rd	24
4th	21
5th	21
6th	20
7th	10
8th	9
9th	8

First Level Spells	Second Level Spells	Third Level Spells
Affect Normal Fires	Clairaudience	Alter Other**
Alter Self**	Clarivoyance	Confusion
Audible Glamer	Compulsion**	Corporeal Anchor**
Conjure Rope**	Deafness	Detect Illusion
Conjure Spectre Steed**	Detect Presence	Diagnose
Conjure Will-O-Wisp**	Detect Silence	Disguise Party**
Detect Disease	Detect Transmutation	Feign Death
ESP	Dumbness	Hallucinatory Terrain
Hallucinatory Artif**	Ethereal Gold**	Improved Mirror Image**
Lie**	Fear	Infravision
Magic Aura	Gnome Sight**	Invisibility Undead**
Mimicry**	Hallucinatory Struct**	Long Distance**
Miniaturize**	High Noon**	Loosen Bonds**
Perfect Disguise**	Improved Invisibility**	Luck**
Polymorph Any Object	Improved Silence**	Mask Alignment**
Produce Flame	Magic Mouth	Memory Loss**
Shimmering Cloud	Minor Tranfiguration**	Mirror**
Silence	Misdirect**	Nightmare**
Ventriloquism	Tattler**	Quivering Palm
	Wall of Fog	Summon Shade**
		Trap**

Adventuring Percentages

Resurrection Survival & System Shock Percentage	99%
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Saving Throws

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
-10	-9	-9	-8	-8	-7	-7	-6	-6	-5	-5	-4	-4	-3	-3	-2	-2	-1	-1	0
0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Modifications	Modifications
-5 against divine spells for piety	50% resist to magical fire, cold, etc.
+11 against secular spells for talent	Invulnerable to norm fire, cold, etc.
+11 against poisons, etc. for const	+2 to all for Raiments
+4 against all spells for race	+1 for all for Ungent (permanent)
+7 against spells within coven	

Adventuring Percentages

Hearing	%	15 %	Concealed Movement	%	10 %
Sight	54 %	64 %	Silent Movement	%	5 %
Smell	%	10 %	Tracking Outdoors	%	10 %
Taste	%	5 %	Evasion Outdoors	%	10 %
Force of Strength	%	84 %	Identify Natural Elements	%	5 %
Endurance	%	96 %	Swimming	%	5 %
Climbing	%	39 %	Riding Mounts	%	5 %
Jumping	%	39 %	Trap Lore	%	5 %
Dodging	%	36 %	Basic Woodland Skills	%	5 %
Tumbling	%	36 %	Simple Wood Crafts	%	23 %
Balance	%	36 %	Determine Underground Loc	%	55 %
Throwing	%	39 %	Tracking Indoors	14 %	29 %
Fumbling	%	72 %	Evasion Indoors	%	15 %
Surprise	48 %	58 %	Identify Underground Works	%	55 %
Hiding	85 %	100 %	Simple Metal Crafts	%	33 %
Sleight of Hand	10 %	20 %	Simple Stone Crafts	%	23 %

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