Vincent Fleetwood

10/31/0905 9/5/2015

Class	Ranger/Witch	Hair	Brown	Birthdate	1/13/0805
Alignment	Chaotic Good	Eyes	Brown	Age Category	Middle Aged
Race	Human	Height	5'10"	Orig. Age	101 years
Sex	Male	Weight	180 lbs.	Age Modify	-53 years
Level	40/25	Handed	Right	Current Age	48 years
Experience	21,567,902	Infravision	No		
Bonus	+15%	Deaths	8		

	Original	Age Mod	Race Mod	Class Mod	Other Mod	Present
Strength	17	0	0	0	+8	25
Dexterity	15	0	0	0	+4	19
Constitution	18	+1	0	0	0	19
Talent	13	+1	0	0	+4	18
Piety	15	+1	0	0	0	16
Education	9	+1	0	0	0	10

Common Lang	Common yes		ł	al Lang			Class Class		Arcan yes	.e
Add. Spoken	Lanugua	ages	1	Lite	racy of	Add.	Languag	es n	0]
				·			·			

Description of Character

Equipment

<u>Equipment</u>	<u>Location</u>	<u>Encumbrance</u>
Halistra's Comb*	Hair	0
True Eyes of Charming*	Eyes	0
Circlet of the Vain Warrior**	Head	1
Helmet of Illusion +2*	Head (Winked)	3
Ioun Stone (Clear)*	(Winked)	1
Ring of the Vain Warrior**	Right Hand	1
Scabbard	Body	1
Double-Bladed Sword +8*	Body	6
Chain Mail +5*	Wrists	6
Cloak of Displacement*	Head	5
Gauntlets of Dexterity*	Waist	1
Gloves of the Vain Warrior**	Belt	1
Girdle of Cloud Giant Strength*	Back	1
Throwing Stars (12)	Backpack	6
Backpack [50]	Backpack	4
Arrows Silver(2) Reg(22)	Backpack	5
Amulet of True Seeing*	Backpack	1
Amulet of Masking*	Backpack	1
Periapt of Long Years*	Backpack	1
Medallion of Thoughts*	Backpack	1
Pin of Ash*	Backpack	1
Ring of Protection +5*	Backpack	1
Ring of Gasous Form*	Backpack	1
Rune Dagger**	Backpack	1
Crown of the Ranger King*	Backpack	3
Helm of Deceit*	Backpack	5
Nectar of the Gods*	Backpack	1
Rod of Interference*	Backpack	1
Rod of Resurrection*	Backpack	1
Staff/Talisman/Sphere*	Backpack	6
Conjurer's Bestiary**	Backpack	3
Potion of Grave Healing*	Backpack	1
Staff of Power*	Backpack	5
Abbot's Staff*	Backpack	1
Ring of Regeneration*	Backpack	1
Ring of Conjuring*	Backpack	1
Incense of Meditation*	Backpack	1
Wolfshaunt Tokens*	Backpack	1
NOTE: Armor, helmets, and		81
shields worn must be size: Large		

Equipment

Encumbrance Bonus	120	Restricted Equipment
Effective Encumbrance	0	none
Movement	15	

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small										
medium										
large										
v large										
copper electrum silver				elry			trea	s enc	1	
gold		30	l							
platinum		32								

Description of Lair

Vince is currently staying at a temporary command center built in Teufeldorf.

Other Items In Lair

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small										
medium										
large										
v large										
copper			jewe	elry	Ivory	Tusk	Scabba	ard		
electrum										
silver										
gold	6	53,742								

Melee Combat

Total number of weapon proficiencies 16 Proficiencies used 15

Weapons of Proficiency Special Slots Attacks Per Round

Battle Axe	double	3	7 attacks per 2 rounds
Hand Axe	double	3	7 attacks per 2 rounds
Long Bow	single	3	7 attacks per round
Long Sword	double	3	7 attacks per 2 rounds
Dagger	double	3	7 attacks per 2 rounds

	To Hit Chart																			
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
-29	-28	28 -27 -26 -25 -24 -23 -22 -21 -20 -19 -18 -17 -16 -15 -14 -13 -12 -11 -10 -9																		
Т		VS	S		М	L	V	'L	Н	Me	ed	Lone	r 1	0%	25%	5	0%	75%		90%
-6		-3	0		0	0		-3	+6	1	-2	-5		-2	-4		-6	-8		-10
	-		Modi	fica	ation	ns	•			•	•			Modi	fica	tion	ıs		•	
+10	to	hit	with	har	nd-he	eld f	or s	stre	ngth	+ 2	L7 t	o hi	t me	elee	with	n Ri	ng c	of VW		
+4	to	hit	with	mis	ssile	e for	dex	ter	rity	do	oubl	e sw	ings	s wi	th Ri	ing	VW			
-2	to	hit	with	any	y wea	apon	left	-ha	nded	+ [5 to	hit	mis	ssil	e wit	h R	ing	of V	W	
+0	to	hit	with	ı two	o wea	apons				do	oubl	e sh	ots	wit	h Rir	ng V	W			
+0	to	hit	when	bac	cksta	abbin	.g			+3	3 to	hit	wit	th R	ing V	/W				
-3	to	hit	with	ı nor	n-pro	ofici	ent	wea	apon	+ 8	3 to	hit	wit	th D	ouble	e Bl	aded	l Swo	rd	+8
+0	to	hit	due	to 1	race															
+8	to	hit	wood	lland	d cr	eatur	es f	or	clas	s										
+3	to	hit	with	ı bat	tle	axe	(spe	ec)												
+3	to	hit	with	har	nd a	xe (s	pec)													
+1	+1 to hit with long bow (spec)																			
+3	to	hit	with	lor	ng st	word	(spe	ec)												
+3	to	hit	with	dag	gger	(spe	c)													

Melee Combat

Char Size	Medium	Helm Absoprtion	10%	Healing 1 pt / 2 hrs
Base AC	4	Armor Absorption	50%	Base HP 264
Dex Bonus	-3	Shield Absorption	15%	Con Bonus 120
Other Bonus	-2	Other Absorption	0 %	Other Bonus 0
Effective AC	-1	Total Absorption	75%	Total HP 384

Damage Chart												
Weapon T VS S M L VL H S M										L		
Battle Axe 1d8 1d8 1d8 1d8 1d8 1d8 1d8												
Hand Axe	1d6	1d6	1d6	1d6	1d6	1d6	1d6					
Long Bow	1d6	1d6	1d6	1d6	1d6	1d6	1d6	7	14	21		
Long Sword	1d8	1d8	1d8	1d8	1d12	1d12	1d12					
Dagger	1d4	1d4	1d4	1d4	1d4	1d4	1d4					
Modifications					Mod:	ificat	ions					
+20 damage with hand-held	for st	rength	ı +1	damag	e mele	e with	n Ring	VW				
+4 damage with missile fo	r dext	erity	+50	l6 dama	ge mel	ee wit	h Ring	g VW				
-2 damage with any weapon	left-	handed	1 +5	damage	missi	le wit	h Ring	g VW				
+0 damage with two weapon	.s		+3	damage	with	Ring V	7W					
+0 damage when backstabbi	ng		+8	+8 to hit with Double Bladed Sword +8								
-3 damage with non-profic	ient w	veapon										
+0 damage due to race												
+8 damage to woodland cre	atures	3										
+3 damage with battle axe	(spec	2)										
+3 damage with hand axe (spec)											
+1 damage with long bow (
+3 damage with long sword												
+3 damage with dagger (sp												

Spellcasting

Spell Points (Level)	90		Repertoire
Bonus (Attribute)	40	1st	16
Spell Points Secondary (Level)	132	2nd	16
Bonus Secondary (Attribute)	50	3rd	16
Other Bonuses	0	4th	0
Total Spell Points	312	5th	0
		6th	0
Rate of Recovery	1 pt / 2 hr	7th	0
Highest Spell Level	7th	8th	0
Chance of Failure	25%	9th	0

	Company I areal Compiler	mbind Lonel Gralls
First Level Spells	Second Level Spells	Third Level Spells
Atone With Nature	Bless	Create Food and Drink
Breath of the North	Blindness	Cure Disease
Cone of Sparks	Change Self	Cure Heavy Wounds
Cure Light Wounds	Commune with the Dead	Cure Paralysis
Detect Evil	Cure Blindness	Detect Curse
Detect Good	Cure Moderate Wounds	Feign Death
Detect Magic	Darkness	Fireball
Detect Poison	Deafness	Fly
Feather Fall	Detect Traps	Gust of Wind
Light	Dumbness	Infravision
Produce Flame	Knock	Locate Object
Push	Magic Lock	Messenger
Suggestion	Magic Missile	Paralyzation
Summon Common Animal	Obscurement	Resist Cold
Tongues	Speak with Animals	Summon Giant Animal
Wink	Summons of the Wild	Water Breathing

Spellcasting

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Seventh Level Spells	Eighth Level Spells	Ninth Level Spells

Spellcasting (minor)

	Repertoire
1st	18
2nd	18
3rd	18
4th	16
5th	16
6th	15
7th	8
8th	7
9th	6

First Level Spells	Second Level Spells	Third Level Spells
Conjure Lillends**	Conjure Pegasus**	Bountiful Bow**
Conjure Tenderfoot**	Conjure Ret. Hound**	Bug**
Find Familiar - weasel	Mirror Image	Haste
Unseen Servant	Rope Trick	Random Blink**
		Shadow Walk
		Swordspeak**

Spellcasting (minor)

Conjure Doppleganger** Charm Person Big Step Conjure Elemental Imp** Giant Ambush** Conjure Army** Craft Common Item** Conjure Rhino Golem** Conjure Dirt Monster** Detect Lie Decimate** Conjure Insect Swarm** Dimension Door Detect Invisibility Contingency Emergency Beacon** Flying Wall** Igloo** Hide In Plain Sight** Inhabit** Imprison** High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast** Unconjure**
Craft Common Item** Conjure Rhino Golem** Conjure Dirt Monster** Detect Lie Decimate** Conjure Insect Swarm** Dimension Door Detect Invisibility Contingency Emergency Beacon** Flying Wall** Igloo** Hide In Plain Sight** Inhabit** Imprison** High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Detect Lie Decimate** Conjure Insect Swarm** Dimension Door Detect Invisibility Contingency Emergency Beacon** Flying Wall** Igloo** Hide In Plain Sight** Inhabit** Imprison** High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Dimension Door Detect Invisibility Contingency Emergency Beacon** Flying Wall** Igloo** Hide In Plain Sight** Inhabit** Imprison** High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Emergency Beacon** Flying Wall** Igloo** Hide In Plain Sight** Inhabit** Imprison** High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Hide In Plain Sight** Inhabit** Imprison** High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
High Kings Protection** Invisibility Quick Switch** Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Identify Soul Ward** Sword of Ice Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Shadowguard** Teleport Thief's Masking** Spell Stutter** Vatic Gaze** Thoughtcast**
Spell Stutter** Vatic Gaze** Thoughtcast**
Unconjure** Unseen Stalker
Seventh Level Spells Eighth Level Spells Ninth Level Spells
Conjurer's Bestiary** Blessed Weapon** Handful of Spells
Grasping Hand Irresistable Dance Wish
Limited Wish Quick Shuttle**
True Seeing Permanency

Adventuring Percentages

Resurrection	Survival	&	System	Shock	Percentage	94%
TCD GTT CCCTOIL	Dar vivai	٠.	2722011	0110011	I CI CCIICAGC	2 1 0

	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											
+3	aga	inst	div	ine	spel	ls f	or p	iety		+5	for	Ring	of	Prot	ecti	on			
+5	aga	inst	sec	ular	spe	lls	for	tale	nt	+2	for	Cloa	k of	Dis	plac	emen	t		
+6 against poisons, etc. for const						against poisons, etc. for const													
+0 for race							+5	for	Pin	of A	sh								
+8 against all woodland spells																			

Adventuring Percentages												
Hearing												
Sight	14 %	24 %	Silent Movement		0/0	5 %						
Smell	%	5 %	Tracking Outdoors		%	90 %						
Taste	%	5 %	Evasion Outdoors		%	90 %						
Force of Strength	8 %	108 %	Identify Natural Elements		0/0	85 %						
Endurance	%	76 %	Swimming		0/0	50 %						
Climbing	%	84 %	Riding Mounts		0/0	90 %						
Jumping	%	44 %	Trap Lore		0/0	85 %						
Dodging	%	38 %	Basic Woodland Skills		0/0	85 %						
Tumbling	%	38 %	Simple Wood Crafts		0/0	64 %						
Balance	%	38 %	Determine Underground Loc		0/0	5 %						
Throwing	%	84 %	Tracking Indoors	12	0/0	62 %						
Fumbling	%	76 %	Evasion Indoors		0/0	10 %						
Surprise	90 %	100 %	Identify Underground Works		%	5 %						
Hiding	%	10 %	Simple Metal Crafts		0/0	24 %						
Sleight of Hand	30 %	35 %	Simple Stone Crafts		٥/٥	24 %						