

Ernest Goodfellow

10/31/0905

9/5/2015

Class	Fighter/Magic-User	Hair	Brown	Birthdate	6/27/0811
Alignment	Chaotic Good	Eyes	Brown	Age Category	Middle Aged
Race	Human	Height	6'0"	Orig. Age	95 years
Sex	Male	Weight	170 lbs.	Age Modify	-44 years
Level	40/25	Handed	Right	Current Age	51 years
Experience	19,578,491	Infravision	No		
Bonus	+10%	Deaths	10		

	Original	Age Mod	Race Mod	Class Mod	Other Mod	Present
Strength	12	0	0	0	+11	23
Dexterity	16	0	0	0	0	16
Constitution	18	+1	0	0	0	19
Talent	12	+1	0	+1	0	14
Piety	16	+1	0	-1	0	16
Education	16	+1	0	0	0	17

Common Lang	<input type="text" value="Common"/>	Racial Lang	<input type="text"/>	Class Lang	<input type="text" value="Arcane"/>
Common Lit	<input type="text" value="yes"/>	Racial Lit	<input type="text"/>	Class Lit	<input type="text" value="yes"/>
Add. Spoken Languages	<input type="text" value="4"/>	Literacy of Add. Languages	<input type="text" value="yes"/>		

Description of Character

Ernie, although prone to dirtiness, has a physical appearance, like his ancestors before him, which strikes envy into the hearts of mortals and immortals alike. Ernie is thin, strong, tall, and muscular; an athletic figure which has seemd to have sustained a thousand toils, and is ready to dare a thousand more. His contenance is calculated to impress a degree of awe, if not fear, upon strangers. No less fearful is the array of weapons that are always at his side. Their strange and awesome powers have been rumored by many - only his travelling companions know for sure.

Equipment

<u>Equipment</u>	<u>Location</u>	<u>Encumbrance</u>
Hat of Ishmar*	Head	1
Gauntlets of Ogre Power*	Wrists	1
Scarab of Protection +5*	Neck	1
Splinted Mail +6*	Body	8
Cloak of Displacement*	Body	5
Helm of Teleportation +6*	Head	3
Long Sword of Tien*	Scabbard (right)	6
Atli's Bow*	Back	12
Girdle of Fire Giant Strength*	Waist	1
Periapt of Wound Closure*	Neck	1
Ring of Flying*	Right Hand	1
Boots of Levitation*	Feet	1
Lion Shield +3*	Back	2
Leather Backpack w/Coins & Gems [50]	Back	5
Golem Armor*	Backpack	40
Sword of Switching*	Backpack	6
Staff of Serpent*/Yew Staff*	Backpack	11
Crow's Nest Spyglass*	Backpack	25
Long Sword +6, Vorpall Blade*	Backpack	6
Robe of Petrify* / Blending*	Backpack	10
Throwing Axe +3, Call Death*	Backpack	5
Alchemy Jug*	Backpack	4
Bank Book of Gordian Shards	Backpack	3
Runic Musings*	Backpack	5
Keoghtom's Ointment*	Backpack	1
Scroll - Return from Stone*	Backpack	1
Amulet of the Four*	Backpack	1
Eye of the Evokers*	Backpack	1
Potion of Grievous Healing*	Backpack	1
Potion of Grave Healing (2)*	Backpack	2
Potion of Mana*	Backpack	1
Potion of Invisibility*	Backpack	1
Potion of Vitality*	Backpack	1
Potion of Water Breathing*	Backpack	1
Unguent of Timelessness*	Backpack	1
Amulet of Masking*	Backpack	1
Neck of Nightwing/2H Dragons*	Backpack	2
Labyrinth + Nihilo Gold, Book*	Backpack	45
Double-Bladed Sword +9*	Backpack	6
Coins & Gems, Wolfshaunt Coins*		26
		255
NOTE: Armor, helmets, and shields worn must be size: Large		

Equipment

Encumbrance Bonus	100	Restricted Equipment
Effective Encumbrance	155	none
Movement	0	

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small										
medium										
large										
v large										
copper			jewelry				treas enc		25	
electrum										
silver										
gold	2500									
platinum	10									

<p style="text-align: center;">Description of Lair</p> <p>Ernie is currently housed in Dragonsford Castle.</p>	<p style="text-align: center;">Other Items In Lair</p> <p>wooden pyramid hand cut from Sirfexx 300 "gold piece eaters"</p>
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	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small							2			
small			1			2	3			
medium			1				3			
large							3			
v large										
copper			jewelry							
electrum										
silver										
gold	194,400									
platinum	380									

Melee Combat

Total number of weapon proficiencies 17 Proficiencies used 9

Weapons of Proficiency Special Slots Attacks Per Round

Long Sword	double	3	4 attacks per round
Long Bow	double	5	8 attacks per round
Short Sword	normal	1	4 attacks 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
-29	-28	-27	-26	-25	-24	-23	-22	-21	-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9
T	VS	S	M	L	VL	H	Med	Long	10%	25%	50%	75%	90%							
-6	-3	0	0	0	+3	+6	-2	-5	-2	-4	-6	-8	-10							
Modifications										Modifications										
+8 to hit with hand-held for strength										+5 to hit with Sword of Tien										
+1 to hit with missile for dexterity										+8 to hit dragons with Sword of Tien										
-2 to hit with any weapon left-handed										+4 to hit with Long Bow +4										
+0 to hit with two weapons										+5 to hit with Sword of Switching										
+0 to hit when backstabbing										+5 to hit with Atli's Bow										
-2 to hit with non-proficient weapon										+6 to hit with Long Sword +6 Vorpal										
+0 to hit due to race										+9 to hit with Double-Bladed Sword										
+0 to hit due to class										+3 to hit with Hand Axe +3 Call Death										
+3 to hit with long sword (spec)																				
+2 to hit with long bow (spec)																				

Melee Combat

Char Size	Medium	Helm Absorption	30%	Healing	1 pt / 2 hrs
Base AC	3	Armor Absorption	60%	Base HP	268
Dex Bonus	-2	Shield Absorption	0%	Con Bonus	120
Other Bonus	-2	Other Absorption	0%	Other Bonus	0
Effective AC	-1	Total Absorption	90%	Total HP	388

Damage Chart

Weapon	T	VS	S	M	L	VL	H	S	M	L
Long Sword	1d8	1d8	1d8	1d8	1d12	1d12	1d12			
Long Bow	1d6	1d6	1d6	1d6	1d6	1d6	1d6	7	14	21
Short Sword	1d6	1d6	1d6	1d6	1d8	1d8	1d8			
Modifications					Modifications					
+16 damage with hand-held for strength					+5 damage with Sword of Tien					
+1 damage with missile for dexterity					+8 damage to dragon with Sword of Tien					
-2 damage with any weapon left-handed					+4 damage with Long Bow +4					
+0 damage with two weapons					+5 damage with Sword of Switching					
+0 damage when backstabbing					+5 damage with Atli's Bow					
-2 damage with non-proficient weapon					+6 damage with Long Sword +6 Vorpal					
+0 damage due to race					+9 damage with Double Bladed Sword					
+0 damage due to class					+3 damage with Hand Axe +3 Call Death					
+3 damage with long sword (spec)										
+2 damage with long bow (spec)										

Adventuring Percentages

Resurrection Survival & System Shock Percentage	94%
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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
+3 against divine spells for piety	+2 against all for Cloak Displacement
+1 against secular spells for talent	+5 on all saving throws for Scarab +5
+6 against poisons, etc. for const	+1 to all saving throws for Ungent
+0 for race	
+0 for class	

Adventuring Percentages

Hearing	%	10 %	Concealed Movement	%	10 %
Sight	%	10 %	Silent Movement	%	5 %
Smell	%	5 %	Tracking Outdoors	%	50 %
Taste	%	5 %	Evasion Outdoors	%	50 %
Force of Strength	%	92 %	Identify Natural Elements	%	45 %
Endurance	%	76 %	Swimming	%	50 %
Climbing	%	39 %	Riding Mounts	%	60 %
Jumping	%	39 %	Trap Lore	%	5 %
Dodging	%	32 %	Basic Woodland Skills	%	5 %
Tumbling	%	32 %	Simple Wood Crafts	%	21 %
Balance	%	32 %	Determine Underground Loc	%	5 %
Throwing	%	39 %	Tracking Indoors	%	10 %
Fumbling	%	64 %	Evasion Indoors	%	10 %
Surprise		82 % 92 %	Identify Underground Works	%	5 %
Hiding	%	10 %	Simple Metal Crafts	%	21 %
Sleight of Hand	%	5 %	Simple Stone Crafts	%	21 %

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