

# U-Gene the Dwarf

3/1/0905

8/14/2015

Class	Fighter/Magic-User	Hair	Brown	Birthdate	10/12/0774
Alignment	Chaotic Good	Eyes	Brown	Age Category	Mature
Race	Dwarf	Height	4'4"	Orig. Age	131 years
Sex	Male	Weight	149 lbs.	Age Modify	-47 years
Level	40/28	Handed	Right	Current Age	84 years
Experience	21,618,628	Infravision	Yes		
Bonus	+10%	Deaths	3		

	Original	Age Mod	Race Mod	Class Mod	Other Mod	Present
Strength	19	+1	+1	0	0	21
Dexterity	15	+1	0	0	0	16
Constitution	17	+2	+1	0	0	20
Talent	10	0	-1	+1	+4	14
Piety	12	0	-1	-1	0	10
Education	12	+1	0	0	0	13

Common Lang	<input type="text" value="Common"/>	Racial Lang	<input type="text" value="Dwarven"/>	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"/>		
Orcish	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Goblin	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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### Description of Character

U-Gene was crowned the Dwarven King of the Shadowyarn Mountains. The capital of his kingdom is Dwarrowdelf, formerly known as the Shadowkeep and the Free City of Paddington before that. It is now known that U-Gene is a direct decendent of Durin, ancient King of the Dwarves. U-Gene has a familiar owl, Ollie, which gives him superior hearing and night vision. He also has a 2-headed dog named Fluffy.

## Equipment

<u>Equipment</u>	<u>Location</u>	<u>Encumbrance</u>
Durin's Crown*	Head	1
Amulet of Masking*	Neck	1
Plate Mail +5 Dragon's Breath*	Body	9
Small Shield +5*	Belt	1
Cloak of Displacement*	Body	5
Boots of Dwarven Justice**	Feet	1
Ring of Dwarven Justice**	Right Hand	1
Axe of Dwarven Justice**	Left Hand	5
Twig of Weapons +4*	Belt	2
Large Belt Pouch [10]	Belt (front)	3
Flask of Endless Healing*	Belt Pouch	1
Periapt of Proof Poison +2*	Belt Pouch	1
Bead of Instant Aid*	Belt Pouch	1
Protomatter Powder*	Belt Pouch	1
Grindstone of Dwarven Smiths*	Belt Pouch	1
Potion of Water Breathing*	Belt Pouch	1
Potion of Deadly Healing (5)*	Belt Pouch	5
Potion of Mana* (9)	Belt Pouch	9
Potion of Invisibility*	Belt Pouch	1
Potion of Fire Resistance*	Belt Pouch	1
Elixir of Dream Protection*	Belt Pouch	1
Spectacles of Awareness*	Belt Pouch	1
Leather Backpack [50]	Backpack	4
Iron Rats*	Backpack	6
Amulet of Technopathy*	Backpack	1
Ring of Shadows*	Backpack	1
Battlefield Map*	Backpack	5
Jack-in-the-Box*	Backpack	2
Wolfshaunt Tokens (24)	Backpack	1
Skull Amulet*	Backpack	1
Throwing Axes (8)	Backpack	5
50' Rope	Backpack	10
Large Sack (2)	Backpack	4
Coins and Gems	Backpack	0
Runestaff of U-Gené**	Back	5

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

# Equipment

Encumbrance Bonus	80	Restricted Equipment
Effective Encumbrance	18	2-H swords
Movement	11	

	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	11										
platinum	10										

<p style="text-align: center;">Description of Lair</p> <p>Dearven Signet Ring, Dwarven Plate Mail +3, Small Helmet +3, Bead of Chain Reaction</p>	<p style="text-align: center;">Other Items In Lair</p> <p>Helmet +1, 300 "gold eating coins", Amulet of the Four, Bone Ring, Mana Potion, Long Sword +4 Dragon Slayer, Twig of Weapons +2, Marshal's Plate Mail +5*</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	100,251										
platinum	390										

# Melee Combat

Total number of weapon proficiencies 17                      Proficiencies used 15

Weapons of Proficiency                      Special   Slots   Attacks Per Round

Battle Axe	double	3	4 attacks per round
Hand Axe	double	3	4 attacks per round
Short Bow	single	3	8 attacks per round
Throwing Axe	double	3	4 attacks per round
Long Sword	double	3	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%
-3	0	0	0	+3	+6	+9	-2	-5	-2	-4	-6	-8	-10

Modifications

Modifications

+6 to hit with hand-held for strength	+20 to hit with Axe of Dwarven Justice
+1 to hit with missile for dexterity	+4 to hit with Twig of Weapons +4
-2 to hit with any weapon left-handed	+4 to hit with Long Sword +4
+0 to hit with two weapons	
+0 to hit when backstabbing	
-2 to hit with non-proficient weapon	
+8 to hit with any axe for race	
+0 to hit due to class	
+3 to hit with battle axe (spec)	
+3 to hit with hand axe (spec)	
+1 to hit with short bow (spec)	
+3 to hit with throwing axe (spec)	
+3 to hit with long sword (spec)	

# Melee Combat

Char Size	Small	Helm Absorption	25 %	Healing	1 pt / 2 hrs
Base AC	1	Armor Absorption	50 %	Base HP	323
Dex Bonus	-2	Shield Absorption	25 %	Con Bonus	160
Other Bonus	-2	Other Absorption	0 %	Other Bonus	0
Effective AC	-3	Total Absorption	100 %	Total HP	483

## 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			
Short Bow	1d6	1d6	1d6	1d6	1d6	1d6	1d6	5	10	15
Throwing Axe	1d6	1d6	1d6	1d6	1d6	1d6	1d6	1	2	3
Long Sword	1d8	1d8	1d8	1d8	1d12	1d12	1d12			

Modifications	Modifications
+12 damage with hand-held for strength	+20 damage with Axe of Dwarven Justice
+1 damage with missile for dexterity	+4 damage with Twig of Weapons +4
-2 damage with any weapon left-handed	+4 damage with Long Sword +4
+0 damage with two weapons	
+0 damage when backstabbing	
-2 damage with non-proficient weapon	
+8 damage with any axe for race	
+0 damage due to class	
+3 damage with battle axe (spec)	
+3 damage with hand axe (spec)	
+1 damage with short bow (spec)	
+3 damage with throwing axe (spec)	
+3 damage with long sword (spec)	

# Spellcasting

Spell Points (Level)	150		Repertoire
Bonus (Attribute)	0	1st	14
Spell Points Secondary (Level)	0	2nd	14
Bonus Secondary (Attribute)	0	3rd	14
Other Bonuses	0	4th	14
Total Spell Points	150	5th	14
		6th	14
Rate of Recovery	1 pt / 3 hr	7th	9
Highest Spell Level	7th	8th	0
Chance of Failure	35%	9th	0

First Level Spells	Second Level Spells	Third Level Spells
Breath of the North	Blur	Clairvoyance
Detect Evil	Detect Charms	Continual Light
Detect Good	Detect Traps	Detect Curse
Detect Magic	Fetch	Detect Disguise
Detect Poison	Forget	Fireball
Find Familiar	Friends	Fly
Hold Portal	Knock	Gust of Wind
Jump	Magic Missile	Haste
Shimmering Cloud	Mirror Image	Locate Object
Sleep	Rope Trick	Shadow Walk
Suggestion	Stinking Cloud	Snowburst
Unseen Servant	Web	Wall of Shadows
Whisper		Water Breathing
Wink		

# Spellcasting

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Acidball	Charm Person	Big Step
Detect Lie	Cloudkill	Contingency
Detect Presence	Detect Illusion	Disintegrate
Dispel Magic	Detect Invisibility	Freezing Sphere
Ears of the Owl	Enlarge	Glasse
Extension	Interposing Hand	Instant Aid
Eyes of the Eagle	Invisibility	Project Image
Floating Eye	Passwall	Shield
Hold Person	Range Amplification	Sword of Fire
Identify	Shape Stone	Sword of Ice
Sword of Flame	Teleport	True Setting
Talent of the Ancients	Wall of Ice	Wall of Stone

Seventh Level Spells	Eighth Level Spells	Ninth Level Spells
Grasping Hand		
Limited Wish		
Mind Blank		
Move Earth		
Phase Door		
Touch of Rust		

# Adventuring Percentages

Resurrection Survival & System Shock Percentage	95%
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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										auto for Ring of Dwarven Justice									
+1 against secular spells for talent										+8 to all for Ring of Dwarven Justice									
+7 against poisons, etc. for const										+2 to poison for Periapt									
+4 against poison, etc. for race										+2 to all for Cloak									
+0 for class										+1 to all for Ungent +4 Ring of Youth									

## Adventuring Percentages

Hearing	60 %	80 %	Concealed Movement	%	10 %
Sight	70 %	80 %	Silent Movement	%	5 %
Smell	%	10 %	Tracking Outdoors	%	50 %
Taste	%	5 %	Evasion Outdoors	%	50 %
Force of Strength	16 %	100 %	Identify Natural Elements	%	45 %
Endurance	%	80 %	Swimming	%	45 %
Climbing	%	42 %	Riding Mounts	%	56 %
Jumping	%	37 %	Trap Lore	%	5 %
Dodging	%	32 %	Basic Woodland Skills	%	5 %
Tumbling	%	32 %	Simple Wood Crafts	%	21 %
Balance	%	32 %	Determine Underground Loc	%	75 %
Throwing	%	42 %	Tracking Indoors	%	20 %
Fumbling	%	64 %	Evasion Indoors	%	15 %
Surprise	41 %	51 %	Identify Underground Works	%	75 %
Hiding	72 %	87 %	Simple Metal Crafts	%	21 %
Sleight of Hand	%	5 %	Simple Stone Crafts	%	41 %

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