

Vincent Fleetwood

3/1/0905

8/14/2015

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	40/24	Handed	Right	Current Age	48 years
Experience	20,682,732	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	<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 Lanaguages	<input type="text" value="1"/>	Literacy of Add. Languages	<input type="text" value="no"/>		

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
Chain Mail +5*	Body	6
Cloak of Displacement*	Body	5
Gauntlets of Dexterity*	Wrists	1
Gloves of the Vain Warrior**	Head	1
Girdle of Cloud Giant Strength*	Waist	1
Throwing Stars (12)	Belt	6
Backpack [50]	Back	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 Gaseous 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
Ring of Regeneration*	Backpack	1
Ring of Conjuring*	Backpack	1
Incense of Meditation*	Backpack	1

NOTE: Armor, helmets, and 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			jewelry				treas enc		1	
electrum										
silver										
gold	30									
platinum	32									

<p style="text-align: center;">Description of Lair</p> <p>Vince is currently staying at a temporary command center built in Teufeldorf.</p>	<p style="text-align: center;">Other Items In Lair</p>
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	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small										
medium										
large										
v large										
copper			jewelry				Ivory Tusk Scabbard			
electrum										
silver										
gold	63,742									
platinum										

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	-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										
+10 to hit with hand-held for strength										+17 to hit melee with Ring of VW										
+4 to hit with missile for dexterity										double swings with Ring VW										
-2 to hit with any weapon left-handed										+5 to hit missile with Ring of VW										
+0 to hit with two weapons										double shots with Ring VW										
+0 to hit when backstabbing										+3 to hit with Ring VW										
-3 to hit with non-proficient weapon																				
+0 to hit due to race																				
+8 to hit woodland creatures for class																				
+3 to hit with battle axe (spec)																				
+3 to hit with hand axe (spec)																				
+1 to hit with long bow (spec)																				
+3 to hit with long sword (spec)																				
+3 to hit with dagger (spec)																				

Melee Combat

Char Size	Medium	Helm Absorption	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		Modifications	
+20 damage with hand-held for strength		+17 damage melee with Ring VW	
+4 damage with missile for dexterity		+5d6 damage melee with Ring VW	
-2 damage with any weapon left-handed		+5 damage missile with Ring VW	
+0 damage with two weapons		+3 damage with Ring VW	
+0 damage when backstabbing			
-3 damage with non-proficient weapon			
+0 damage due to race			
+8 damage to woodland creatures			
+3 damage with battle axe (spec)			
+3 damage with hand axe (spec)			
+1 damage with long bow (spec)			
+3 damage with long sword (spec)			
+3 damage with dagger (spec)			

Spellcasting

Spell Points (Level)	90		Repertoire
Bonus (Attribute)	40	1st	16
Spell Points Secondary (Level)	126	2nd	16
Bonus Secondary (Attribute)	48	3rd	16
Other Bonuses	0	4th	0
Total Spell Points	304	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

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)

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Conjure Doppelganger**	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**		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%
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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	+5 for Ring of Protection
+5 against secular spells for talent	+2 for Cloak of Displacement
+6 against poisons, etc. for const	+1 for Ungent of Timelessness
+0 for race	+5 for Pin of Ash
+8 against all woodland spells	

Adventuring Percentages

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

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