

# Ernest Goodfellow

3/1/0905

8/15/2015

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	94 years
Sex	Male	Weight	170 lbs.	Age Modify	-44 years
Level	40/24	Handed	Right	Current Age	50 years
Experience	18,608,533	Infravision	No		
Bonus	+10%	Deaths	9		

	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 the Serpent*	Backpack	6
Yew Staff*	Backpack	5
Long Sword +5, Vorpal 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 +8*	Backpack	6
Coins & Gems		25
		229
NOTE: Armor, helmets, and shields worn must be size: Large		

# Equipment

Encumbrance Bonus	100	Restricted Equipment
Effective Encumbrance	129	none
Movement	3	

	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>
--	--

  

	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										+5 to hit with Long Sword +5 Vorpal										
+0 to hit due to race										+8 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	+5 damage with Long Sword +5 Vorpal
+0 damage due to race	+8 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)	

# Spellcasting

Spell Points (Level)	126		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	126	5th	14
		6th	14
Rate of Recovery	1 pt / 3 hr	7th	8
Highest Spell Level	7th	8th	0
Chance of Failure	35%	9th	0

First Level Spells	Second Level Spells	Third Level Spells
Detect Evil	Darkness	Cloak of Gray
Detect Magic	Deafness	Continual Light
Find Familiar	Detect Charm	Detect Curse
Grasp	Detect Traps	Fireball
Hold Portal	False Trap	Fly
Light	Fetch	Gust of Wind
Jump	Forget	Haste
Push	Hold Plant	Infravision
Shimmering Cloud	Knock	Locate Object
Suggestion	Magic Lock	Minor Globe of Invulner
Tongues	Magic Missile	Secret Page
Unseen Servant	Mirror Image	Shadow Walk
Wink	Rope Trick	Wall of Shadows
Whisper	Web	Water Breathing

# Spellcasting

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Comprehend Languages	Charm Person	Big Step
Conjure Faithful Hound	Detect Illusion	Contingency
Detect Lie	Detect Invisibility	Disintegrate
Dimension Door	Enlarge	Instant Aid
Dispel Magic	Globe of Invulnerability	Return from Stone
Ears of the Owl	Invisibility	Sword of Fire
Eyes of the Eagle	Passwall	Transmute Rock
Floating Eye	Range Amplification	Wall of Stone
Identify	Teleport	

Seventh Level Spells	Eighth Level Spells	Ninth Level Spells
Grasping Hand	Irresistible Dance	
Ice Storm	Send Message	
Limited Wish	Touch of Rust	
Phase Door	Winds of Sleep	

## Adventuring Percentages

Resurrection Survival & System Shock Percentage	94%
---	-----

### 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	%	58 %
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 %

Ernest Goodfellow