

# Falstaff the Druid

5/19/888

6/1/2005

Class	Druid/Paladin	Hair	Brown	Birthdate	9/12/784
Alignment	Neutral	Eyes	Brown	Age Category	Mature
Race	Half-Elf	Height	6'2"	Orig. Age	104 years
Sex	Male	Weight	180 lbs.	Age Modify	-48 years
Level	40/15	Handed	Left	Current Age	56 years
Experience	13,568,054	Infravision	Yes		
Bonus	+15%	Deaths	0 (4)		

	Original	Age Mod	Race Mod	Class Mod	Other Mod	Present
Strength	12	+1	0	0	+8	21
Dexterity	17	+1	0	0	+3	21
Constitution	14	+2	0	0	+2	18
Talent	12	0	0	-2	0	10
Piety	17	0	0	+2	+4	23
Education	15	+1	0	0	+2	18

Common Lang	<input type="text" value="Common"/>	Racial Lang	<input type="text" value="Elven"/>	Class Lang	<input type="text" value="Druid"/>
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="5"/>	Literacy of Add. Languages	<input type="text" value="yes"/>		
Humanoid (all)					
Woodland (all)					

Description of Character

Learned Disciplines: Master of Glyphs & Runes, Historian & Storyteller, Navigator  
 Mirror of the Void\* (carried by party)  
 Vince owes Falstaff 15,000 gp for Manual plus any information on Raimnet of the Voice, Druids or Elves.  
 Falstaff's Mount: Mithrandir, the Celestial Pegasus  
 Bonus Spell: Ronin Cliff rider

## Equipment

<u>Equipment</u>	<u>Location</u>	<u>Encumbrance</u>
Travelling Clothes	Body	4
Robe of Blending +4*	Body	5
Ring of the Arch Druid*	Left Hand	1
Ring of Regeneration*	Right Hand	1
Amulet of Masking +2*	Neck	1
Plate Mail +3*	Body	6
Thunder, Scabbard of the Voice*	Belt (right)	1
Twig of Weapons of Speed +3*	Scabbard	1
Eyes of Minute Seeing*	Eyes	1
Helmet of Youth*	Head	4
Ioun Stones*: 2 Red, Yellow	Head	0
Girdle of Stone Giant Strength*	Waist	1
Crown of Stones*	Head	0
Boots of Levitation*	Feet	1
Long Sword +5 Vorpal*	Back	6
Dagger +3*	Left Boot	1
Belt Pouch [10]	Belt	1
Amulet of the Four*	Belt Pouch	1
Acorn of Succor*	Belt Pouch	1
Jewel of Continual Light*	Belt Pouch	1
Flute of the Planes*	Belt Pouch	1
Potion of Treasure Finding*	Belt Pouch	1
Falstaff's Holy Symbol*	Belt Pouch	1
Luck Coin*	Belt Pouch	1
Rings: Invisibility*, Swimming*	Belt Pouch	2
Large Quiver with Arrows (20)	Back	5
Leather Backpack [50]	Back	4
Coins and Gems	Backpack	5
Pen, Ink, Parchment, Case	Backpack	4
Iron Rations, Wineskin, Wine	Backpack	3
Weighted Throwing Net	Backpack	3
Rune Short Sword and Dagger*	Backpack	5
Boots of Striding*	Backpack	1
Amulet of the Demons*	Backpack	1
Helm of Teleportation*	Backpack	3
Bestiary of the Planes*	Backpack	5
Bracers of Defense AC 0*	Backpack	1
Rope of Climbing*	Backpack	3
Cloak of Sanity*	Backpack	5
Hammer of Daolith*	Backpack	6

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

---

98

# Equipment

Encumbrance Bonus	80	Restricted Equipment
Effective Encumbrance	18	none
Movement	14	

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small										
medium		1	4							
large										
v large										
copper			jewelry				treas enc		3	
electrum										
silver										
gold	240									
platinum	10									

<p style="text-align: center;">Description of Lair</p> <p>Falstaff has two groves: Bryn Mawr Forest near Teufeldorf and Ravenswood Forest (Haggelthorn) near Dragonsford</p>	<p style="text-align: center;">Other Items In Lair</p> <p>Figurine of the Serpentine Owl* (1 charge), 300 "gold eating coins"*, Mirror of the Void*, Horseshoes of Speed*</p>
--	---

  

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small										
medium										
large										
v large										
copper			jewelry							
electrum										
silver										
gold	53									
platinum										

# Melee Combat

Total number of weapon proficiencies 9                      Proficiencies used 9

Weapons of Proficiency                      Special Slots    Attacks Per Round

Staff	double	3	2 attacks per round
Long Sword	double	3	2 attacks per round
Weighted Throwing Net	normal	1	1 attack per round
Dagger	normal	1	2 attacks per round
Long Bow	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

-23 | -22 | -21 | -20 | -19 | -18 | -17 | -16 | -15 | -14 | -13 | -12 | -11 | -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3

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

+6 to hit with hand-held for strength                      +5 to hit with Long Sword +5 Vorpal

+6 to hit with missile for dexterity                      +3 to hit with Twig of Speed +3

-2 to hit with any weapon right-handed                      +3 to hit with Dagger +3

+0 to hit with two weapons

+0 to hit when backstabbing

-3 to hit with non-proficient weapon

+0 to hit due to race

+3 to hit non-neutral creatures class

+3 to hit with staff (spec)

+3 to hit with long sword (spec)

## Melee Combat

Char Size	Medium	Helm Absorption	25%	Healing	1 pt / 2 hrs
Base AC	1	Armor Absorption	30%	Y. Ioun	1 pt / 1 hr
Dex Bonus	-4	Shield Absorption	0%	Base HP	237
Other Bonus	-4	Other Absorption	0%	Con Bonus	120
Effective AC	-7	Total Absorption	55%	Other Bonus	0
				Total HP	357

### Damage Chart

Weapon	T	VS	S	M	L	VL	H	S	M	L
Staff	1d6	1d6	1d6	1d6	1d6	1d6	1d6			
Long Sword	1d8	1d8	1d8	1d8	1d12	1d12	1d12			
Weighted Throwing Net	none	none	none	none	none	none	none	2	4	6
Dagger	1d4	1d4	1d4	1d4	1d4	1d4	1d4			
Long Bow	1d6	1d6	1d6	1d6	1d6	1d6	1d6	7	14	21

#### Modifications

#### Modifications

+12 damage with hand-held for strength	+5 damage with Long Sword +5 Vorpal
+6 damage with missile for dexterity	+3 damage with Twig of Speed +3
-2 damage with any weapon right-handed	+3 damage with Dagger +3
+0 damage with two weapons	
+0 damage when backstabbing	
-3 damage with non-proficient weapon	
+0 damage due to race	
+3 damage non-neutral creatures class	
+3 damage with staff (spec)	
+3 damage with long sword (spec)	

# Spellcasting

Spell Points (Level)	222	Repertoire	
Bonus (Attribute)	160	1st	23
Spell Points Secondary (Level)	15	2nd	23
Bonus Secondary (Attribute)	60	3rd	23
Other Bonuses	231	4th	23
Total Spell Points	688	5th	23
		6th	23
Rate of Recovery	1 pt / 1 hr	7th	13
Highest Spell Level	9th	8th	12
Chance of Failure	0%	9th	11

First Level Spells	Second Level Spells	Third Level Spells
Affect Normal Fires	Awaken	Charm Plant
Atone With Nature	Blindness	Continual Light
Candle	Commune with the Dead	Create Food & Drink
Cure Light Wounds	Create Water	Cure Disease
Detect Magic	Cure Blindness	Cure Paralysis
Detect Poison	Cure Deafness	Detect Curse
Endure Cold	Darkness	Detect Disguise
Entangle	Deafness	Feign Death
Feather Fall	Detect Charm	Fireball
Hold Portal	Detect Traps	Fly
Jump	Endure Heat	Gust of Wind
Locate Plant	Hold Plant	Heat Object
Pass Without A Trace	Knock	Hold Animal
Predict Weather	Lightning Trap	Locate Object
Produce Flame	Locate Animal	Paralyzation
Purify Water	Magic Lock	Snare
Push	Magic Missile	Speak With Plants
Spider Climb	Obscurement	Summon Giant Animals
Summon Common Animals	Sanctuary From Animals	Swift Steed
Tame Steed	Speak With Animals	Tree
Tongues	Strengthen Steed	Twist Metal
Warp Wood	Summons of the Wild	Ultravison
Woodland Identification	Trailtwister	Water Breathing

## Spellcasting

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Acidball	Airy Water	Charm Monster
Charm Animal	Atonement	Conjure Giant Animals
Commune With Nature	Charm Person	Conjure Guardian Watcher
Conjure Common Animals	Cone of Cold	Find the Path
Control Temperature	Detect Illusion	Freezing Sphere
Detect Lie	Detect Invisibility	Ice Javelin
Detect Life	Diminish	Lightning Bolt
Detect Presence	Enlarge	Path of Air
Detect Silence	Field of Fortune	Plant Door
Diagnose	Fresh Air	Polymorph Self
Dig	Hindsight	Protection From Cold
Dispel Magic	Hold Monster	Protection From Fire
Ears of the Owl	Polymorph to Animal	Protection Frm Lightning
Eyes of the Eagle	Protection From Acid	Repel Insects
Hallucinatory Terrain	Protection From Poison	Return From Stone
Hold Person	Remove Confusion	Staff of Fire
Neutralize Poison	Remove Fear	Staff of Ice
Piety of the Woods	Shape Stone	Starshine
Sand Storm	Speak With Monsters	Summon Insect Swarm
Slippery Floor	Staff to Snake	Sunbolt
Sticky Floor	Summon Woodland Beings	Transmute Rock
Summon Insect Plague	Wall of Fire	Wall of Stone
Wall of Wind	Wall of Ice	Word of Recall

Seventh Level Spells	Eighth Level Spells	Ninth Level Spells
Animate Tree	Conjure Earth Elemental	Animal Resurrection
Control Winds	High Mass	Animate Object
Cure Grievous Wounds	Horn of the Hunter	Conjure Monster
Fire Storm	Mass Charm	Control Weather
Flaming Chariot	Polymorph Any Object	Creeping Doom
Lightning Storm	Sanctuary of the Holy	Earthquake
Move Earth	Steelskin	Favor of the Gods
Rustic Residence	Succor	Finger of Death
Spell Immunity	Thunderous Clap	Massmorph
Sticks to Snakes	Touch of Rust	Protection of the Gods
Summons of the Pack	Transmute Metal	Voice of Oakentree
Transmute Wood	Weather Summoning	
Tree Walking		

Falstaff the Druid

## Spellcasting (minor)

Repertoire	
1st	15
2nd	15
3rd	15
4th	0
5th	0
6th	0
7th	0
8th	0
9th	0

First Level Spells	Second Level Spells	Third Level Spells
Command	Augury	Animate Dead
Detect Disease	Bladehand	Ball Lightning
Detect Evil	Blur	Cure Heavy Wounds
Detect Good	Cure Dumbness	Death's Door
Faerie Fire	Cure Moderate Wounds	Detect Transmutation
Protection from Evil	Dumbness	Detect Undead
Protection from Good	Enchant Skillful Weapon	Enchant Master Weapon
Purify Food and Drink	Friends	Infravision
Silence	Light Bolt	Minor Globe of Invulner
Spiritual Hammer	Misty Cocoon	Paladin's Mount
Suggestion	Sanctuary	Pyrotechnics
Turn Undead	Sanctuary from Undead	Snowburst
Unseen Servant	Shocking Grasp	Speak with the Dead
Whisper	Slow Poison	Wall of Fog
Wink	Trip	Wall of Lights





# Adventuring Percentages

Resurrection Survival & System Shock Percentage	93%
---	-----

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									
+10 against divine spells for piety										+2 to all for Amulet of Masking +2									
-3 against secular spells for talent										+4 to all for Robe of Blending +4									
+5 against poisons, etc. for const																			
+2 against all spells for race																			
+8 against all woodland spells																			

Adventuring Percentages					
Hearing	%	20 %	Concealed Movement	%	10 %
Sight	%	20 %	Silent Movement	90 %	100 %
Smell	%	10 %	Tracking Outdoors	%	100 %
Taste	%	5 %	Evasion Outdoors	%	95 %
Force of Strength	%	84 %	Identify Natural Elements	%	90 %
Endurance	%	72 %	Swimming	%	50 %
Climbing	%	42 %	Riding Mounts	%	40 %
Jumping	%	42 %	Trap Lore	%	95 %
Dodging	%	47 %	Basic Woodland Skills	%	95 %
Tumbling	%	47 %	Simple Wood Crafts	%	76 %
Balance	%	47 %	Determine Underground Loc	%	0 %
Throwing	%	42 %	Tracking Indoors	%	10 %
Fumbling	%	84 %	Evasion Indoors	%	10 %
Surprise	90 %	100 %	Identify Underground Works	%	5 %
Hiding	%	10 %	Simple Metal Crafts	%	26 %
Sleight of Hand	8 %	13 %	Simple Stone Crafts	%	26 %