

CHARACTER NAME: ANDROS PLAYER NAME: RJ BORTON

SPECIES: Human CLASS: Fighter HEIGHT: 77 inches WEIGHT: 220 lbs GENDER: M AGE: 31



P: 20 APPEARANCE
Eye Color: Brown
I: 11 Hair Color: Dark Brown
W: 13 Skin Color: Dark tan
Features : big strong

D: 17 BONUSES
E: 18 P - Damage +10
A: 15 D - To Hit: +5%
E - Pal +3 (added)

PAL: 43
MAL: 26

CHARACTER ABILITIES

Normal vision range: 4 miles.

Infravision range (IR): 0 feet

Ultravision (UV) range: 0 feet.

Walking speed: 80 yards/min

Walking speed: 4 hex/round

Running speed: 250 yards/min

Running speed: 12 hex/round

Max Carrying capacity: 100% body weight.

Recognizing faint sounds: 10%

Knowing direction anywhere: 25%

Climbing any climbable surface: 20%

Skulking or moving silently: 15%

Hiding in any natural area: 15%

Possessing more than five magical items: 80% chance of insanity per day (temporary wisdom and intellect = 1)

Hand-to-hand combat: -10% to hit

Learning a new weapon - see rulebook.

Using Weapon w/o training: -20% to hit.

Detecting traps: 20%

*** Cut here and give the bottom to your GM if your character dies. The GM will then give ONLY this information to anyone finding or searching your body ***

CURRENT FUNDS: 175.3 Geld
(include Geld and Items)

EQUIPMENT: Padded Armor (1); Leather Armor (1); Scaled leather Armor (1); Chain Mail Armor (1); Dagger 10" blade (1); Club (1); Flail, footman's (1); Sword, Bastard, 52" blade, 6 lb, two hand (1); Belt, leather plus hanging ties (1); Change of Clothes (1); Hat, plain leather (1); Cloak, heavy wool with hood (1); Belt Pouch, leather (1); Tinderbox, flint & steel (1); File, sharpening stone (2); Blanket / Bed Roll, wool (1); Skin, water, quart, full (1); Field Rations, 1 day (10); Candle, beeswax (2); Torch, 3-5 hr burn-needs oil (3); Cloth sack, 2 cu ft. (1); Backpack, faded leather (1); Hammer, tool type, 2 lb (1); Iron Spike, 10", each (2); Tent, medium 2 person (1); Wound Salve (1); Salve, Burn, 1 dose not

magic (3)

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Defense Rating: 5

Damage: 1d6+10

Attacks: 1 / round

Range: 3 feet

EQUIPPED ITEMS

Weapon: Club

Armor: Scaled leather

Weight of Equipment: 134.3 lbs

Carrying Capacity: 220 lbs

TRAINED WEAPONS

Dagger 10" blade

Club

Sword, Bastard, 52" blade, 6 lb, two hand

CHARACTER NAME: ANDROS PLAYER NAME: RJ BORTON

class spells

Shield

Cost: 2 + 1d4 MAR

Range: self Duration: special

Forms a glowing red +2 shield vs. phys attacks, will absorb 20 PAR from magical attacks (e.g., fireball) then dispell Lasts 1 minute (ten rounds) or until dispelled.

Fire Missile

Cost: 2 + 1d4 MAR

Range: touch Duration: 1 round

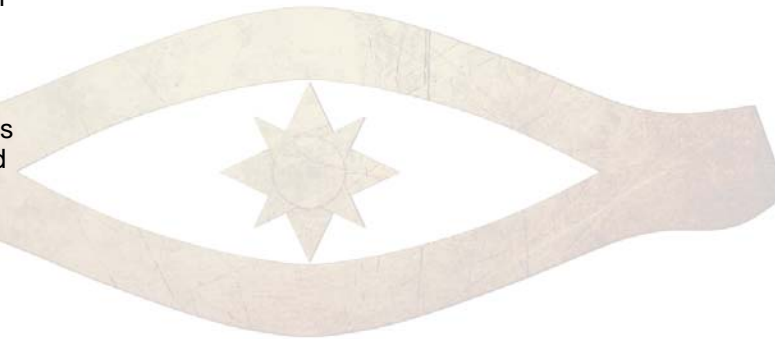
Causes tips of up to four normal missiles (dart, arrow, thrown dagger, spear, etc.) flame. +1d6 fire damage on hit plus 1d6 fire damage/round till extinguished.

Fire Blade

Cost: 3 + 1d6 MAR + 2 PAR

Range: touch Duration: 10 rounds

Causes a red flame to dance around any handheld weapon that the spell caster holds. Adds 1d6 fire damage on hit plus 1d6 per round until extinguished.



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