

Three Iatwain

S: 17 → +1 H.P., +1 Dam. Adj., +500 Wt. Allow., 15, 13% Class: Cleric / Ranger

I: 14 → 1

Race: Half-Elf

W: 15 → +1 Mag. Att. Adj., Bonus: 2-15th Level, 1-2nd Level Hit Points: 10 - 3

D: 11

Armor Class: 2

C: 16 → +2 hp Adj., 95% SSS, 96% Res. Surv.

Age: 50 (Mature)

Ch: 9 → Max. of 4 Henchmen

Level: 1 / 1

Religion: the White Brotherhood (Lawful Neutral with Good tendencies; actually LG with Neutral tendencies) with bulging

- brooding, ~~very~~ ^{staring} ~~staring~~ ^{staring} eyes.

Symbol: White Surcoat with Black Cross encircled by green / black oak-leaves.

Spells:

1st Level - 3

Flon 2 → 1.

Honey and Treasure : 110 g.p.
 8 g.p. 12 s.p.
 1 g.p. 4 rats heads
 52 g.p.
 Copper headband with bloodstone (40 g.p.)
 3.13 g.p.
 11 s.p.

Dnira Vireth
 Vireth Vireth
 Sonnius Moorien
 Moorien Maurien
 Ozius
 Terrant Scyllus

1 well-balanced "Cartafas" dagger

Special Abilities

Turn Undead as 1st Level Cleric!!!

+ Level # against Giant class

Surprise 50% of the time

Surprised only 1 in 6.

Tracking Abilities: a) Underground: ranger must have observed the creature to be tracked within 3 turns (30 min.) of the commencement of tracking, and the ranger must begin tracking. Normal passage/room: 65%; passes thru. normal doors or stairs: 55%; Goes through trap door: 45%; Up/down chimney/concealed door: 35%; thru secret door: 25%. b) Outdoors: base 90% chance; +02% for each creature in party; -10% for each 24 hrs.; -25% for each hr. of precipitation.

Languages, 30% magic resistance to sleep and charm, 60' infravision, 1 in 6 chance of spotting door, 2 in 6 of seeing, 3 in 6 for concealed door.

Worldly Possessions

Plate & Mail	400 g.p.
Battle Axe	5 g.p.
Hand Axe	1 g.p.
Short Bow	15 g.p.
Backpack	2 g.p.
Iron Holy Symbol	2 g.p.
Prayer Beads	1 g.p.
5 Flasks & Oil	4 g.p.
Quiver, 20 arrows cap.	8 s.p.
Tinder Box	1 g.p.
2 Small Sacks	20 c.p.
Belt	3 s.p.
Wooden Shield	1 g.p.
10 silver arrows	10 g.p.
2 Torches	Ac.f.
Short sword (curved)	
Heavy Warhorse	

473
5/2791
101
15

-Ranger- (Jondore)
the Jolly,

Class - Ranger
hit points - 13-4
Race - human
AC - 4

STR - 15
WIS - 14
INT - 13
CON - 15
CHAR - 9
DEX - 10

No pluses
+Dexterity

Saint George

Level:

+1 PROTECTION RING,

-shot sword carried-

Money - 180

Equipment

6 GP

(DAGGAR WELL MADE)

Chain - 75
Shield - 1
LONG SWORD - 15
DAGGAR - 2
BOW LONG - 60
24 ARROWS - 2-115
4 SILVER - 4
Grey hat - 7 SILVER
hard BLACK BOAT - 1
Belt - 3 SILVER
Rope - 6 SILVER
DARK GRAY GREEN - PLATE mail -

Carlini bud - 4 SP
Woolen bare - 10 SP
5 Oils
LANTERN hood - 7G
LEATHER BACKPACK - 2G
5 SWORDS
50 Rope - 4 SP
TINDER BOX - 1 GP
10 TOUCHES - 3
6G

GIFT, GOLD

75 GOLD
each
384 1234
410
210
1300
1200
1190
1185
1170
1800
1241

And if the Mecks weren't so good at building ships there'd still be pirates on the Rhine

an ^{infer} from the town of TWT Londore adventured from
 the ~~fatherland~~ and sketched with the men of Baron
 desiring to keep the freeland free from the Baron and
 the Church. His father and mother were killed by the
 church officials for protecting the carriage of a young girl
 to the monastery monks. although Ted is mainly free of the
 Church seems it still has some power enough to stop his
 parents. So then Dondore went west with friends to
 ambush the Baron men however, after month of successful
 fighting things went bad and Dondore fled south
 to gain knowledge and experience secretly to return
 north to fight once again.

1181,

1177,

1460th

1560th

25

From: DC of eagle.

Description

Matt is about 5'11" and 200lb.s

When he went into mourning, he shaved his head and destroyed the hair roots by accident. He has the stereotypical sad but steely gaze ("as if those eyes marked great suffering.") He never shaves and his beard will soon look like Gandalf's

He wears mostly light grey loose ~~shirts~~ tunics and blue sandals w/ blue puttees

also has a belt w/ a large, small pouch.

Live at the Smedly's, a block up Smede's lane

Banded armour ^{(tunic) to knees} is chain mail with $\frac{1}{2}$ " bands on chest, over shoulders down to $\frac{1}{2}$ biceps

large metal shin pieces



bands tied w/ leather thongs.

21 years (April 2)

Matt Mason (a good lad!) human fighter (Mason)

- common (coastal)
- catholic
- LEVEL 1
- XP 0

STUFF!

- ✓ On belt { dagger
- Lg sword ; scabbard
- 20 quarrel quiver
- |||||
- SS (silver bolts)
- 2 handed sword (horse or back)
- ✓ B.O. Lt. Cross bow
- ✓ B.O. BANDED ARMOUR
- ✓ * The "Adventure" pouch
- tinder box (large pouch)
- oil flask
- rag
- metal mirror
- small sack
- ✓ Small pouch (w/ money !!!)
- * Backpack
- ✓ B.O. { Great helm
- Kite shield

D	14	
S	16	(+1 Dam)
C	15	(+1 H.P.)
W	13	
I	14	
ch	12	

(9) Hit points : Damage

Prof:
2 hand swd
dagger
17. crossbow
lg swd,

Heavy wart horse w/ Horseshit
i large saddle bags.

"Trots"

Misc, stuff:

(horse) 40 quarrel quiver (w/40)

-1 10 large sacks

23 small racks

4 flasksofoil

1 iron spike
wax candle

in torches

(Horse) Leather armour

(BP) cloak (green)

(BP) rope

4 water skis

- * for adventures

Life Story!

Matt Mason's origins are obscure. Abandoned on a mason's doorstep in 3129 in the city of Calcutyl. The childless couple took the boy in and raised him as a mason's apprentice. When he was ~~1920~~¹⁹²⁰, he fell madly in love with a milkmaid from Belphebe who was visiting her dying grandfather in Matt's hometown. Upon the death of this man, she returned home but not without agreeing to bring Matt home with her. Her father, ~~was~~ a member of the "saved" wanted nothing to do with Matt. A great drama occurred with the end product being the mysterious disappearance of the girl to the bafflement of both Matt and her father. Breathtakingly bereaved and after long months of fruitless search, he returned to Caroutyl in January 3150, to find his parents dead from a fire that destroyed their home. Housed by neighbors, he spent most of his time shopping at "The Unfaithful Maiden" with some strange, demihuman friends. In April he decided to leave with them to Roundel in order to immerse himself in something worthwhile. He ^{is a friend of} ~~was~~ Madrigalson ~~the~~ who was so kind to him.
 Fair-weather
 (not really, actually only when M. has

Marse Goodfellow (Scourge of the north)
(fisherman)

Black cat Familiar
(Murray)

Human-Magic User, 36 yrs, 193 lbs, 6'2"

Int. - 17

Con. - 15

Dex. - 12

Cha. - 11

Wis. - 11

Str. - 10

Backpack

lantern

oil, 5

Dagger

Pouch

L. Sack

Rope 50'

Waterskin

5 iron spikes

Flask

4 bottles of wine

Drugs

Treasure

5 rings

2 bracelets

Silver 50

Gold

Electrum

Leather

Wool

Vials 25

Statuettes 10

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Stuffed

Spells

1st Find Familiar
Hold Portal
Magic Missile
Sleep
Enlarge
Charm person
Read magic
Shield
Light

Ex

1299

21-12

12-12

11-11

11-11

21-10

Description

He has a dark complexion with a lean thin face. His hair is brown with a red tint while his facial hair is a slightly darker shade of brown. He has a beard. He has a large frame which is hairy. His eyes are dark and penetrating having the unique ability of being able to make members of the opposite sex believe he is undressing them. ~~with the~~ He has long straggling hair. Teeth.

madreaglan

Nertzche

(Gambler)

High elf

STR: 16 +0, +1

INT: 12

WIS: 9

DEX: 15 +0, -1

CON: 12

CHR: 12

Age: 176

Hight: 5'1" Weight: 102

Class: Fighter/Thief

Level Title: Veteran/Rogue

Hit Points: 6 -4

Armour Class: 6 -4

Alignment:

Level: 1

Exp:

Needed: 2,001 / 1,251

Money: sp.

Ep.

Gp. 24gp

Pc.

Equipment:

Leather Armour

Arrows 2 dozen

Arrows (Silver) 5

leather Backpack

oil 4

pouch

Shield, small

small sack

50' rope with detachable grappling hook

1 weeks iron rations

Weapons:

+1 long sword 1-8, 1-12

+0 to short bow 1-6, 1-6

+0 x5 dagger

Pick Pockets: 35%

Open Locks: 20%

Find/Remove Traps: 20%

Move Silently: 20%

Hide In Shadows: 20%

Hear Noise: 15%

Climb Walls: 85%

Possessions