

PETER HART

MI D & D + GAMMA WORLD

Old Characters

250

Art
Shield

Wet

Tin

Rod

Gen

+ MISCELLANY FROM TSMEC CAMPAIGN

2500

1625

300

1000

4300

2500

2150

A

Mnakhis of Purdimal

saving Throw +1

Fred level: 8

Occupation: Cleric

Experience: 2580

Sex: Male

Alignment: Chaotic

Race: Human

Male

+2 ~ Mt. pts: 8

God: Mabelode the Faceless

Languages: +4

(Priests only) - Chaos Tongue

Orichy Red Common Tongue

Green Dragon Topirian

translating

Strength: 14

Charisma: 15

Constitution: 16

Intelligence: 14

Dexterity: 15

Wisdom: 15

Proficient in: flail
hammer

Money: Copper: -

Electrum: -

Gold: -10

Silver: -100

Platinum: -5

Possessions:

Weapons (non-magic)

flail

hammer

holy symbol

Magic Items (inc. weapons):

magic mace

Armour:

banded

shield(s)

Money: ~

~

~

~

Treasure (non-money):

horses & horse equipment:

Miscellaneous equipment:

back pack

90 ft. rope

tinderbox

small sack

flask of

2 torches

1 iron spike

Divine advantages:

Clerical

8th level Place of worship

not < 2000 sq. feet 120-200 followers w/o pay
+ maintenance

9th level - Rel. Strength not < 2500 sq. ft.
cost 1/2 (Rel. help) m. req. 9

Skel.	Zom.	Chor.	S. had.	Wright	Ghost	Wraith	Mummy	Specter	Vamp.	Ghost	lich	Spec
10	13	16	19	20								

Spells:

1st level

2nd level

3rd level

4th level

5th level

Resist Cold
Cure light Wounds

" " " "

Blessed touch

Shrazzasae

Tim

level: 1

Occupation: Ranger/Cleric

Experience: 14,840

Sex:

Alignment: Lawful Chaotic

Race: Elf

Male

Ht. pts: 15

God: Xan

Strength: 15

Charisma: 11

Constitution: 15

Intelligence: 13

Dexterity: 13

Wisdom: 16

Languages: Elven

Westhigh Orcish

Common Tongue,

h. Gnome, hobbit,

gn. Goblin, Hobgoblin,

Gnoll

Proficient in: heavy crossbow

sting long sword

longbow 2-handed sword

short bow

mace

Money: Copper: 10

Gold: 50 (in bank)

Silver: 180

Platinum: 2

Electrum: 6

Weapons (non-magic):

(20 squares) 2-handed sword

heavy crossbow

footman long sword

long 15' sword +4

Magic items (inc. weapons): +2

magic sword + ESP

Emerald - Magic battleaxe

Ring of Regeneration

Ring of Protection

Ring of Fear

Silver circlet

belt of giant strength

Armor:

horned helmet Scale Armor

Small wooden shield

Great helm

Treasure (non-money)

Amulet of Power

Small ring

horses & horse equipment:

Medium horse

Saddle saddle bags,

bit & bridle

etc.

Miscellaneous equipment:

Cloak (faint)

(Cloak) Backpack

Tinderbox

5 torches

Iron holy symbol

Incense stick

2 flasks of oil

Backpack

Handaxe

Wolverbane

2 buds garlic

Spring belladonna

Strength advantages:

- +2 Hit probability
- +4 damage
- +1,500 carry weight allowance
- 1-4 open doors
- 30% bend bars/lift gates

Clerical spells:

1st level: 2nd level 3rd level

Cure lt. wounds

Bless

Protection from

Evil

Familiar:

Magic Spells:

1st level 2nd level 3rd level 4th level 5th level

- Burning hands
- Charm person
- detect magic
- Light
- Magic Missile
- Read magic
- Write
- Affect normal fires
- Comprehending
- Enlarge
- hold portal
- Grease
- P. from E.
- Flaming disc
- detect invisibility
- Magic mouth
- Flare
- stinking cloud
- Web
- Control
- Rope trick
- Shatter
- Create solid
- Avatar

Chris level: 2

Occupation: Magic-User Experience: 170 Sex: Male

Alignment: Chaotic

God:

Weapons: 84-8-12

Race: human

Languages:

Common Tongue,
Pharmician

70

Strength: 10

Dexterity: 10

Intelligence: 18

Wisdom: 12

Charisma: 9

Constitution: 13

Proficient in:

dagger

Copper:

Gold: 10

Silver:

Platinum: 5/2

Electrum:

Weapons (non-magic):

2 daggers

Long sword 15 gp

Long sword 15 gp

Long sword 15 gp

Magic items (incl. weapons):

audible alarm scroll

+2 magic

Self polymorph potion

Armour:

Leathermail 5 gp

Shield 1 gp

Horsetail 1 gp

Treasure: (non money)

gem

3 Diamond

horse & horse equipment

Miscellaneous equipment:

50 Net in Boat
undead Bone
Backpack
10 flasks of oil
22 torches
1 iron spikes
lantern
50' of rope
Tinderbox
Pole 10'

Belladonna
Garlic
wolverine

Start Spells:

1st level:

Charm Person
Enlarge
Find Familiar
Hold Portal
Magic Missile
Sleep ✓
Unseen Servant
Ventriloquism
Shield
Dancing Lights
Shocking Grasp
Push
Protection from Evil
Message
Feather Fall
Identify ✓
Comprehend Languages
Burning Hands

2nd level:

3rd level:

Ronald (Oxo) Level: 1/5

Occupation: *fighter* Experience: — Sex: *Male*

Alignment — Race: *half orc*

ht. pts: 23 God: *chaotic*

Strength: 18/67

Charisma: 9

Constitution: 17

Intelligence: 11

Dexterity: 15

Wisdom: 12

Languages: *common tongue*
orcish

Proficient in:

2-handed sword

short-bow

longsword

dagger

Languages: Money:

Gold: 10 *(lost 18)* Copper:

Silver: 8

Platinum: 5

Electrum:

Weapons (non-magic)

2-handed sword

short bow / 12 arrows

longsword

dagger

Magic items (inc. weapons)

+1 battleaxe

spell replication scroll (water)

6 random scrolls

+3 chainmail

+3 battleaxe

healing potion

Armour:

bandied mail

great helm

medium shield

Treasure (non-money)

horses & horse equipment:

Miscellaneous equipment:

backpack
 2 torches
 50' rope
 10' pole
 black cloak
 2 garlic buds
 belladonna spray
 10 iron spikes
 wooden cross
 1 week

familiar:

Spells: 1st level 2nd level 3rd level

28

D	D	K	K	K	K	K	K	K	K	K
9	9	4	4	4	4	4	4	4	4	4
		Round			Semfer			8 Draw		
D	D									
9	9	-4								

outside
 5 coming
 28 being alerted
 (herself) dressing
 for action