

Palmyra of Delaware



LEVEL 13
ELF MAGE
LAWFUL-GOOD

STRENGTH 6
DEXTERITY 7
CONSTITUTION 10
INTELLIGENCE 18
WISDOM 17
CHARISMA 14

HIT POINTS 20

"I WONDER HOW
TO SUMMON ONE
OF THOSE"

Name: Palmyra of Delaware	Age: 29	Height: 5'11"
Race: Elf	Weight: 132	Experience: 1391450
Class: Mage	Next Level Xp: 1500000	
Alignment: Lawful-Good	Level: 13	Player: Retired

Strength: **6** Thac0: -1, Damage: +0, Open Doors: 4, Bend Bars: 0%
 Dexterity: **7** Reaction adj: +0, Missile Attack: +0, AC: +0
 Constitution: **10** HP adj: 0, Shock: 70%, Survive: 75%, Poison save: 0
 Intelligence: **18** Lang's: 7, Spell Lvl: 9th, Learn Spell: 85%, Max Spells/Lvl: 18
 Wisdom: **17** Magical Defense: +3, Bonus Spells: 3rd, Failure: 0%
 Charisma: **14** Max Henchman: 6, Loyalty: +1, Reaction: +2

Morale: **10** Encumbrance rates

Cumliness: 12	Un-	Lght	Med	Hvy	Sev	Max
Skill: 11	20	29	38	46	55	55

Hit Points: **20**

Current Weapon Used (Dagger, 1d4, 1 attacks): **17**

Armour Worn (Leather): **8**

Unadjusted Thac0: 16

Saving Throws:

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
11	7	9	11	8

Movement rates:

12	11	10	9	8	7	6	5	4	3	2	1
20	23	26	29	32	35	38	41	44	47	50	53

Treasure: Weight: 3 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:		30			
At Home:		260524			
Elsewhere:		1000000			

Languages: Common, Elven, Dwarven, Orcish, Gnomish

Proficiencies: **Weapon** (Thac0 Dmg #Att)

Non-Weapon

Trap knowledge Wis
 Ride Wis +3
 Con Chr
 Ancient history Int -1
 Sea lore Int -1
 Religion Wis
 Control chaos warrior Chr -3

Bonuses/Notes:

Memorizing spells: 5 x 1st, 2nd and 3rd; 4 x 4th and 5th; and 2 x 6th

Racial Bonuses:

90% resistance to sleep and charm-related spells; +1 to hit with bows (not crossbows)
 -4 opponents surprise when alone or in elven party (-2 if door needed to be opened);
 +1 to hit with short or long swords; 60' Infravision. 1 on d6 to automatically
 spot secret doors; 1-2 on d6 to find secret door when searching; 1-3 on d6 for portals (must search)

HomeTown: Delaware, Damourq (Galador)

Quotes:

"I wouldn't do that if I were you", "I wonder how to summon one of those"

Personality:

Most of Palmyra's time is devoted to studying in the Tower of Spirits. He has learnt many. spells in the time that he has been alive. His name is feared and told to children to scare. them even though he his of the white cloak. He has seldom need to fight since he has a. personal body-guard that was given to him as a present when he passed the test. Before the Test Palmyra was a worthy fighter and his strength was something to be proud of. Although he had little power then he was satisfied. At the age of 23 Palmyra took his test. His test was one of the mind, in which he confronted by Raistlin Majere. This was a test of wisdom, had he attempted to attack Raistlin with spells he would have died and failed, but instead he waited until dark,... During the night he crept into the Tower of High Sorcery and took Raistlin in his sleep, while he was still strong. But this drained all the strength from him and Raistlin made him crippled, only left now, to rely on his spel

Friends:

Nearly everyone

Equipment:**Encumbrance**

10 daggers (2 on hand)	2
6 throwing daggers (2 carried)	2
30' rope and grapple	9
pack of holding	
3 flasks	1
key to labrynth (gem x 4 & green rod)	
Lantern	1
Spade	2
10 oils	1
Map of Delaware Castle	
Wand of recall (10 charges)	
Talisman of Lore	
Healing root (x4)	4
Blue yoshi GOLT - Thac0: 13, Ac: 6, Hp:10, Dmg 1d6	
Yellow yoshi LODDI - Thac0: 13, Ac: 6, Hp:12, Dmg: 1d4+1	
Potion of courage	1
Bone	
4 pouches (small)	
White robes	2
Cloak of invisibility	1

Money: 3
 Total: 26
 Grand Total: 161

Spells:**Level**

Illusion	1
Lock	1
Sleep	1
Far-seeing	1
Languages	1
Find	1
Spell of seeing	1
Nightsite	1
Twisting	1

Read magic	1
Read languages	1
Weakness	2
Starry orb	2
Levitate	2
ESP	2
Invisibility	2
Mirror selves	2
detect invisible	2
Flying	3
Fireball	3
Fear	4
Wall of fire	4
Dimension door	4
call upon wave	4
pass through wall	5
teleport	5
leave body	5
cloudkill	5
Call upon elemental	5
All heal	6
Automatic death	6
permanent invisibility	6
Ressurect	7
Power word stun	7
Control mind	8