

<b>Name:</b> Getremen Ivaltone	<b>Age:</b> 19	<b>Height:</b> 6'2" 15,042
<b>Race:</b> Human	<b>Weight:</b> 170lbs	<b>Experience:</b> 11,870
<b>Class:</b> Mage	<b>Next Level Xp:</b> 20000	
<b>Alignment:</b> Neutral-Evil	<b>Level:</b> 4	<b>Player:</b> Sam Marginson

Strength: 8      Thac0: +0, Damage: +0, Open Doors: 5, Bend Bars: 1%  
 Dexterity: 14      Reaction adj: +0, Missile Attack: +0, AC: +0  
 Constitution: 14      HP adj: 0, Shock: 88%, Survive: 92%, Poison save: 0  
 Intelligence: 14      Lang's: 4, Spell Lvl: 7th, Learn Spell: 60%, Max Spells/Lvl: 9  
 Wisdom: 9      Magical Defense: 0, Bonus Spells: 0, Failure: 20%  
 Charisma: 9      Max Henchman: 4, Loyalty: 0, Reaction: 0

Morale: 13      Encumbrance rates

Cumliness: 10	Un-	Lght	Med	Hvy	Sev	Max
Skill: 11	35	50	65	80	90	90

Hit Points: 6

Current Weapon Used ( Dagger, 1d4/1d3, 1 attacks ): 19

Armour Worn ( Black Robes +1, Staff of Power ): 7

Unadjusted Thac0: 19

#### Saving Throws:

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
12	9	11	13	10

#### Movement rates:

12	11	10	9	8	7	6	5	4	3	2	1
35	40	45	50	55	60	65	70	75	80	85	89

Treasure: Weight: 4 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:		40		40	
At Home:					
Elsewhere:					

Languages: Common

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

**Non-Weapon**  
 Herbalism      Int -2  
 Agriculture      Int  
 Spellcraft      Int -2  
 Astrology      Int

#### Bonuses/Notes:

Staff of power: +2 AC & Sav. Thr.. +2 magic weapon. Max. charges: 32. Recharges at rate of 1 charge / 3 days.. Powers using 1 charge are: Continual light, Magic Missile, Lightning Bolt, Darkness 5' Radius, Ray of Enfeeblement, Levitation, Cone of cold & Fireb

3.1st  
2x2nd



**HomeTown:** Adbandan

**Quotes:**

Soon I will be powerful and then you will pay.. Strength and battle are for those with tiny minds

**Personality:**

Getremen grew up on his father's farm but he wasn't strong enough to help out much. He despised farm life and showed an interest in magic. He learned tricks off magicians at town shows and began performing them himself at the age of fourteen. At the age of fifteen a teacher at one of the magic schools saw him performing at such a show, saw his potential and offered him a spot in the school.

Getremen jumped at the offer and was on his way to the power he so badly wanted. He continued on to become the youngest mage to pass the test, surpassing Raistlin by 1 year at the age of 19. In this test he gained his staff of power and his magical black robes. After finishing the test he decided he wanted to continue the magical adventure in the quest for more power. In the next battle he was "slain" but because he chose to continue he was not dead but now cannot smell anything except for sometimes when he smells his own blood seemingly dripping down his face and hears his own death cry. This was done to remind him of his weakness.

**Friends:**

Par Ohmsford

**Equipment:**

Dagger  
Staff of Power  
Black Robes (+1 AC)  
Spellbook

**Encumbrance**

1

Money: 1

Total: 1

Grand Total: 172

**Spells:**

**Level**

Cantrip  
Audible Glamour  
Read Magic  
Detect Magic  
Light  
Change Self  
Sleep  
Erase  
Message  
Melfs Acid Arrow  
Flaming Sphere

1  
1  
1  
1  
1  
1  
1  
1  
1  
2  
2