

27 yrs. old

PLAYER'S NAME *Lina*  
CHARACTER *Brolenteen*  
CLASS *Fighter*  
ALIGNMENT *C/N*  
EXPERIENCE POINTS

STRENGTH 20 DEXTERITY 18  
INTELLIGENCE 10 CONSTITUTION 17  
WISDOM 10 CHARISMA 17  
SA 14 FUA 14 AC: -9  
HP 110 DAMAGE: THACO

Lord  
Storm

3000000  
81680  
LEVEL: *XX*



BONUSES +4 Hit +8 damage  
+3 Hit +3 damage  
+3 Hit w missiles  
+3 Hit & Def +4 defense  
+1 saves THACO 2

GOLD PIECES  
49,171  
13,429

GEMS (TALLY)  
10 " 5000 I  
50 " 10000 II  
100 " 25000  
500 " 50000 III  
1000 " 100000 IIII  
500,000 I



POSSESSIONS

LOCATION

MAGIC ITEMS

21 Nets 305 micrograms acid

\* 5 empty vials

THACO - 8  
+14 damage

WHO LOVES DARSHA

"Flame Tongue" " "  
Frost Brand +3 L.S. +6 Fire user or dweller  
+1 sword +4 reptiles  
1 Long sword +1 +5 shield  
2 Long swords +3 +4 plate armor  
Bastard sword +2 +1 plate "  
1 spears +1 \* +2 plate storm  
1 dagger +3 see other side  
3 " +2  
2 " +1  
2 daggers  
+2 crossbow  
+3 Javelin

2 automatics 3 clips 12 rds 3000/round 20  
10 left

2 tubes of Rust (inanimate) disappearing

Potions, rings  
water walking  
Human influence  
Warmth  
Human control  
super broadly +1 protection  
SPEED (wish? invisible)

SPELL BOOK ON BACK OF SHEET

SPECIAL ABILITIES/NOTES

speaks Drow  
Weapon speciality Long sword  
+3 +3

Manned to Alana ... +13

MISC. ITEMS

Base THACO 2



# SPELL BOOK (SPELL LISTING FOR CLERICS)

INT:      BONUS:      MAX NO. SPELLS USABLE PER SPELL LEVEL:

(WRITE NO. ABLE TO MEMORIZE PER LEVEL IN CIRCLE)

## 1ST LEVEL SPELLS ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

## 2ND LEVEL SPELLS ○

- 1 Flame tongue
- 2 +1
- 3 +2 regenerating creatures
- 4 +3 cold using, inflammable, evian
- 5 +4 undead
- 6
- 7
- 8 sword flames on command
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

## 3RD LEVEL SPELLS ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

## 4TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

Storm Plate  
 doesn't conduct heat can transfer  
 immune to temp.  
 stand secure in gale + walk at normal  
 speed

## 5TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

## 6TH LEVEL ○

## 7TH LEVEL ○

## 8TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

## 9TH LEVEL ○

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

### THIEVING ABILITIES: (DEX: )

ABILITY:	BASE %	BONUS	TOTAL
PICK POCKET	-	-	-
OPEN LOCKS	-	-	-
FIND/REMOVE TRAP	-	-	-
MOVE SILENTLY	-	-	-
HIDE IN SHADOWS	-	-	-
HEAR NOISE	-	-	-
CLIMB WALLS	-	-	-
READ LANGUAGES	-	-	-

(READ MAGIC AT 10TH LEVEL)  
 BACK STABBING ABILITY: +4 TO HIT,  
 DAMAGE/LEVELS: 2X/1-4,  
 3X/5-8, 4X/9-12, 5X/13-16+



- Proficiencies 8
- Swim - 20
  - Ride Horse 13
  - Ride Eagle 8
  - Tracking 16
  - Carving 10
  - Blind fighting -

Speak Common  
 Drow

- Weapon Proficiencies 9
- Longsword, double specialization (3)
  - Dagger
  - Spear
  - Crossbow
  - Bastard Sword
  - 2 More weapons