

PLAYER'S NAME MARV  
 CHARACTER'S NAME PERSELLS  
 CLASS DRUID  
 RACE HALF ELF AGE: 145  
 ALIGNMENT N

STRENGTH 17 DEXTERITY 14  
 INTELLIGENCE 11 CONSTITUTION 15  
 WISDOM 18 CHARISMA 17  
 SA 15 FUA 15

+2 HIT +2 DAM  
 BONUS +4 SAVE +30% CHRISMA  
 HALFWING GDB/HOB GDB/ORG +2 SAVE VS FIRE & LIGHTING  
 GNOLL 30% RES TO SLEEP

CURRENT HIT POINTS: 73 ARMOR CLASS: -8  
 DAMAGE: 43 THACO 12

**EXPERIENCE POINTS:**

POINTS NEED FOR NEXT LEVEL: 3,500,000

3,000,000  
 15,300  
 71,670

**LEVEL: 15**

GOLD: 200 SILVER:  
 GEMS/JEWELS (TALLY)  
 10 IIII 2000 NIII 100,000 IIII  
 50 IIIIII 5000  
 100 IIII 10,000 IIIIII  
 500 III 25,000 IIII  
 1,000 III 50,000 IIIII

**MAGIC ITEMS**

- POTIONS:  
 x2 POTION HEALING  
 2 POTIONS SWEET WATER  
 x +6 +1 RING OF PROTECTION  
 x +3 LEATHER ARMOR  
 x 1 AMULET OF NON DETECTION  
 x +2 CLOAK OF PROTECTION  
 x 1 WAND OF LTS 83 SHG  
 x 1 PAIR OF LIONS 5/6 5+2 14 14 1-10  
 21PTS 50HP 27 21  
 1 RING OF FIRE RESIST  
 x 1 SCARF OF PROTECTION  
 x 1 BROCH OF MAGIC MISSILE 14  
 x 1 RING OF REGENERATION  
 x 1 RING OF INVIS  
 x 1 SILVER HORN OF VALHALLA  
 1 RING OF WARMTH  
 1 ROD OF CANCELIATION  
 x 1 ROD OF BEGUILING III  
 x 1 CUBE OF FORCE  
 x 1 PHALTRIC OF FAITH  
 x 1 NECKLACE OF ADAPTATION  
 1 IRON FLASK  
 x 1 BAG OF HOLDING

- +3 DAGGER  
 +1 SPEAR  
 +2 SLING  
 x +2 JAVELIN WND  
 x +2 JAVELIN  
 +3 DAGGER  
 +3 +6 FROST  
 SCIMITAR BRAND  
 x +5 SCIMITAR

- +2 FIRE BALL STONES  
 13 ICE STORM  
 1 PEARL of Power  
 1 PEARL of Power  
 1 BELT of Flying  
 1 WAND 3 Magic Det.  
 1 WAND 3 SPECTOR Ltg.  
 x 2 DUST OF DISAPPEARANCE  
 TECH ARMOR A/C - 0  
 1 RING FREE ACTION  
 2) +3 SCIMITAR  
 1 RING

- SCROLLS:  
 ANIMAL GROWTH  
 CURE DISEASE  
 PROTECTION/AIR ELEMENTAL  
 BARK SKIN  
 LOC ANIMAL  
 ANTI ANIMAL  
 CURE SERIOUS  
 PRODUCE FIRE

PSEUDO DRAGON  
 13 HIT PTS

MUNDANE POSSESSIONS ON BACK

**MUNDANE POSSESSIONS:**

- 1 SCIMITAR
- 4 SILVER DAGGERS
- 3 SPEARS
- 1 SLING
- 1 BACK PACK
- FLINT & STEEL
- WOOD SAWED
- 2 FLASKS OF OIL
- 2 HOLY WATER
- 1 MIRROR
- 50' ROPE
- 1 HOLY SYMBOL - SILVER
- 5 IRON SPIKES
- 2 MEDICAR HORSES 13/11 HPTS

**EXPERIMENTAL RESULTS**

POINTS NEEDED FOR NEXT LEVEL

LEVEL 1

**PSIONICS**

TOTAL STRENGTH:

CURRENT ATTACK STRENGTH:

CURRENT DEFENSE STRENGTH:

ATTACK MODES:

DEFENSE MODES:

**DISCIPLINES:**

**MAGIC ITEMS**

POTIONS:

EXPERIMENTAL RESULTS

POINTS NEEDED FOR NEXT LEVEL

# THIEVES/ASSASSINS/MONKS

ABILITY:	BASE %	BONUS %	TOTAL	SPECIAL ABILITIES:
PICK POCKETS:.....	.....	.....	.....	
OPEN LOCKS:.....	.....	.....	.....	
FIND/REMOVE TRAPS:..	.....	.....	.....	
MOVE SILENTLY.....	.....	.....	.....	
HIDE IN SHADOWS.....	.....	.....	.....	
HEAR NOISE.....	.....	.....	.....	
CUMB WALLS.....	.....	.....	.....	
READ LANGUAGES.....	.....	.....	.....	
BACK-STABBING MULTIPLIER: _____				
OPEN HAND DAMAGE:		ATTACKS/ROUND:		
CON ABILITY.....	.....	.....	.....	

## NOTES:

DIETY BRIDGEST

- +1 SCIMITAR
- +3 BRD SWD
- +2 LEATHER
- +1 SPEAR

TRIDENT

BROAD SWD OF SHARPNESS

+4 BROAD SWD

+2 SHIELD

100,000 GP

Add'l +1 on

Saves vs fire

-1 on enemy saves  
vs fire spells.

Fire Elementals

Never turn on  
Druid.

1 Fireball/Day

Weapons Known 5

Scimitar

Sling

Spear

Javelin

Dagger

Skills 9

Ride Horse 20

Survival 11

Animal Handling 17

Weather Watching 17

Read/Write 12

Religion 18

Swim 17

Healing 16

Singing 17

# SPELLS

LEVEL OF MASTERY: \_\_\_\_\_

+6 Spell levels daily

## 1ST LEVEL

NO. USABLE: 8

## 2ND LEVEL

NO. USABLE: 8

## 3RD LEVEL

NO. USABLE: 7

## 4TH LEVEL

NO. USABLE: 7

1. DETECT MAGIC -3 X2
2. ENTANGLE -3 X2
3. FAIRIE FIRE -3
4. SPEAK W/ANIMAL -3
5. DETECT SNARES & TRAPS -3
6. PURIFY WATER 1 RND
7. INVIS TO ANIMAL -4
8. HIBERNATION -3
9. Animal Friendship
10. Detect Balance
11. Detect Poison
12. Locate Animals 10
13. Know who trace
14. Predict Weather
15. Shillelagh
16. Bless
17. Combine
18. Detect Evil  
Det. Magic  
Det. Poison

1. HEAT METAL -4 X3
2. WARD WOOD -4 X
3. CURE LT WINDS -4 X
4. FIRE TRAP -T
5. BARK SKIN -3 X
6. CHARM MAMMAL OR PERSON
7. OBSCUREMENT -4 X
8. TRIP -4
9. REFLECTING POOL
10. FEIGN DEATH -3
11. Create Water
12. Messenger
13. Flame Blade
14. Good berry
15. Locate Plants
16. Produce Flame
17. Snake Charm
18. Find Traps  
Dust Devil  
Fire trap Slow Poison

1. SUMMON INSECTS X
2. CALL LIGHTING 1-T
3. SNARE -3 R
4. CURE DISEASE 1-R X
5. NEUTRALIZE POSITION 5X
6. QUICK SAND XX
7. TREE
8. WATER BREATHING 5
9. HOLD ANIMAL
10. CLOUD BURST
11. Know Align
12. Plant Growth
13. Prot Fire
14. Pyrotechnics
15. Spike Growth
16. Starshine
17. Stone Shape
18. Locate Object  
Speak w dead animals  
Flamewalk Meld into stone

1. CURE SERIOUS WINDS 6 XX
2. CAUSE FIRE -6
3. DISPELL MAGIC 6 XXX
4. HALLUCINATORY FOREST 6
5. CONTROL TEMP 6 X
6. REPEL INSECTS 1 R X
7. ANIMAL SUM I 6
8. Call Woodland Beings
9. Hold Plant
10. Plant Door
11. Prot Lightning
12. Speak w Plants
13. Grant Insect
14. Lower water
- 15.
- 16.
- 17.
- 18.

## 5TH LEVEL

NO. USABLE: 6

## 6TH LEVEL

NO. USABLE: 6

## 7TH LEVEL

NO. USABLE: 6

## 8TH LEVEL

NO. USABLE: \_\_\_\_\_

## 9TH LEVEL

NO. USABLE: \_\_\_\_\_

1. STICKS TO SNAKES 7
2. WALL OF FIRE 7 XX
3. ROCK TO MUD 7 XX
4. CONTROL WIND T
5. ANTI PLANT 7
6. ANIMAL SUM II 7
7. Animal Growth
8. Commune w Nature
9. Insect Plague
10. Moonbeam
11. Pass Plant
12. Spike Stones
13. Atonement
14. Airwalk
15. Rainbow
- 16.
- 17.
- 18.

1. FIRE ELEMENTAL 6 Bk
2. FEEBLE MIND Y 2 8
3. Live oak
4. FIRE SEED 1 RND
5. CURE CRITAL 8
6. TRANS VIA PLANT 3
7. ANTI ANIMAL 1 R
8. WALL OF THORN 8
9. Animal Sum III
10. Water to Dust
11. Turn Wood
12. Weather Summon
13. Part Water
14. Stone tell
15. Heal
- 16.
- 17.
- 18.

1. FINGER OF DEATH 5 1.
2. CONFUSION 9 2.
3. FIRE STORM 9 3.
4. CHANGE STAFF 4.
5. Control Weather 5.
6. Animate Rock 6.
7. Chariot of Sustarre 7.
8. Earth Elem 8.
9. Creeping Doom 9.
10. Reincarnate 10.
11. Sun ray 11.
12. Metal to Wood 12.
13. Chariot of Sustarre 13.
14. Earthquake 14.
15. Fire storm 15.
- 16.
- 17.
- 18.

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