

F. J. ... *Matthew Brannan*

HP 42

Human Intelligence

Born 12 Nmul 1630TA

15.61 **PLAYER CHARACTER RECORD (Non Spell-Users And Semi Spell-Users)**

Defense Bonus: 90 (QU)+10

240000

NAME:	LEVEL:	MONEY:	EXPER. PTS
N'VODON LU TWENN	13	Mithril 2 Gold 309 Silver 351 Bronze 209 Copper 16 Tin 12 Iron 90 Gems 90	240000 100

CLASS/PROFESSION: <i>Reave / Mentalist</i>	WEIGHT: 175	SKILL/ABILITY	SKILL BONUS	STAT BONUS	ARMOR PENALTY	ITEMS	MISC	TOTAL
RACE: Man	HEIGHT: 5'11"	Climbing	+50	AG +10	0	+1/lvl	+20P	193
BASE HITS: 120	EYES: ICE BLUE	Swimming	+35	AG +10	0	+1/lvl		158
TOTAL HITS: 132	HAIR:	Stalk	20	AG +10	0	+2/lvl		106
SPELL POINTS: 24	AGE: 22	Hide	20	SD +15	0	+2/lvl		111
		Perception	40	EM +5	0		10P	25
		Ambush	14		0			14
		Disarm Trap	15	EN +5	0	+2/lvl		83
		Pick Lock	19	EN +5	0	+10+2/lvl		76
		Pick Pockets	50	EN +5	0	+2/lvl		81

Item	Weight	Location						
Back Pack, Waterskin			Ride Horse	+40	EM +5	0	+1/lvl	-98
F&S 4 wks Rations			Max	+30	ST +10	0	+36	+81
50' Rope, L...			Disarm Trap	15	EN +5	0	+1/lvl	10P
10 IR...			Adrenal Sprint	35	EM +15	0		50
			Adrenal Sprint	30	EM +15	0		45
			Adrenal Sprint	30	EM +15	0		30
			Adrenal Sprint	+10		0	+1/lvl	10P
								33

STATS	TEMP	POT	MOD.	DEV. PT.	Chain Mail	+57	+10		+62
CO	92	92	+10	8					
SD	90	90	+15	8					
AG	92	92	+10	8					
ME	87	87	+5	8	Shocking Bolt	+30	AG +10		12
RE	87	87	+5	8	Staves & Wands	+50	EM +5		+55
ST	90	90	+15	8	Rings	+50	EM +5		+55

STATS	TEMP	POT	MOD.	DEV. PT.	SPELL LISTS	1-5	6-10	11-20	25	30	50
						X	X	*			
QU	90	90	+10	8	MIND ATTACK	X	X	*			
PR	92	92	+15	8	Mind Mastery	X	X	*			
IN	90	90	+5	8	Cloaking	X	X	*			
EM	87	87	+5	8	MIND CONTROL	X	X	*			
					Magic T	X	X	*			
					Presence	X	X	*			
					Mind Merge	X	X	*			
					Sense Control	X	X	*			
					Mind Speech	X	X	*			
					Bailliance	X	X	*			
					Mind: Hear	X	X	*			
					Detections	X	X	*			
					Self Healing	X	X	*			
					Delving	X	X	*			

LANGUAGES	Skill Spoken	Skill Written	ARMOR TYPE	Movement Rate (Walking)
Rhovanian	8	8	5 13	55'
Westron	8	8		
Smeagol	6	6		

WEAPON	SKILL BONUS	STAT BONUS	WEAPON BONUS	ARMOR PENALTY	LEVEL	ITEMS	MISC	TOTAL	Special Items and Abilities
Brd Sward	+56	ST 15	+25	0	+39			135	Mithril Magical +5 Broadsword *
Long bow	52	AG +10		0	+			101	+10 Shield *
Hand Axe	+45	ST +15	+15	0	+			114	RATIONS
Throw Axe	+5K	ST +15	+15	0	+			123	
Dagger	25	ST +15		0	+			79	
Short Sward	+5	ST +1		0	+			59	Magic

Morningstar +20 St +15 +20 +5 99  
Lance +5 +15 +

3 Light horses, 1 in war feather. \* Magic Item

① Hand AXE +15

2 +30 L shield (+10)

① +25 A shield (+5 images)

① +25 Mithril h. Sward  
detects ORCS and other evil  
in 500' R.

① 6 wool Blankets

② 2 extra Cloaks

③ Tent

③ shirt

③ pants

③ Boots

① +10 TYPE 13 Chain Mail (superior)

① FIGHTER SHIELD +25 +25 Magic Jemma

① MORNING STAR +20

① 2 QUIVERS 40 ARROWS

① ARMOR TYPE 6 (MISC) +18 Kemo

① 1 water skins

① 150 ft superior rope

③ Backpack

③ 3 torches

③ first-aid kit

③ 3 empty vials (small)

③ Five SET of COURT clothes

① 50 arrows. (25 tipped with coarbs)

① 2 composite Bows

### Rings

20% Ring of Learning 100' 4x day (3rd level Softy Bisha essence)

Lethal

+30 Defense Bonus analyzes all Herbs + Poisons

Pendant +3 mentalism

100 Milkchanna flenda. 1 day sterility  
sweet galenas (pigeon) -75 for 1-10 rds

Hobbit 3rd level Fight  
Koldamac Turnkey

Cost	Skill	Special	+ 5					+ 2					+ 1													
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
a	Armor		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3/7	Climbing		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Swimming		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1/3	Stalk and Hide		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1/3	Perception		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Ambush		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Body Development	maxed out	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Weapon	strength	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Weapon		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Ride Animal	Howl	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Ride Animal		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Forging		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Staves-Wands		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Runes		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2	Channeling		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	Directed Spell	Shaking Bolt	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/6	Directed Spell		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/6	Directed Spell		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1*	Spell List Chance		/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
	Spell List Automatic		/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
2*	Language	Elvish	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2*	Language	WESTERN	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2*	Language	SINDARIN	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2*	Language		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2*	Language		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2*	Language		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
<b>OTHER SKILLS</b>																										
2/5	Disarm Traps		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/6	pick locks		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/6	" pockets		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1/4	Reading		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3/8	WEAPON	Long Bow	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	WEAPON	short sword	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	WEAPON	Hand AXE	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	"	DAGGER	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2/5	"	BROAD sword	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3/9		Thrown Hand Axe	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3/7	Boxing		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
		Mounted lance	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
		Eschin	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
3/9		Mounted bow	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

NOTE: Use a / to indicate that the skill is being developed, and convert it to a X when the development is complete.