

Torin Hawkwing

LN hm P14

ATTRIBUTES		MODIFIERS
STRENGTH	18	[+1 +2 225lbs 11 16%]
DEXTERITY	10	[---]
CONSTITUTION	15	[+1 90% 94%]
INTELLIGENCE	14	[4]
WISDOM	19	[+4 (1 1 1 2 2 3 3 4)]
CHARISMA	13	[5 0 +1]
COMLINESS	11	[Plain]

SAVING THROWS		15
Po/Pa/Dm	5	2
Wa/St/Ro	9	6
Pe/Po	8	5
Bw	11	8
Sp	10	7
[+4] vs. Mind Effecting		
[+8] from armor bns		

AC					
-11	Armor	-2			
	Shield	-11			
	Rear	-2			

[83]	HIT POINTS
83	

NON WEAPON PROFICIENCIES		1	15
Read/ Write		Horsemanship	22
Common	15	Religion	19
Dwarf	15	Spellcraft	12
Speak		Alertness	20
Common	14	Observation	14
Dwarf	14	Etiquette	13
Ancient Language -	14	Ancient History -	13
Netheril		Netheril	

WEAPON PROFICIENCIES	
Clubbing Weapons (Tight group)	
Shield Proficiency	
Weapon and Shield Style Specialization (double specialized)	
2 Handed Weapon Style	

TREASURE	
GP 360	PP
CP 57	SP 56 EP
Pendant - Warders Sigil (100g) - worn	
2 x 5000g gems [P]	
Ring (6000g) [P]	
Eyes of Helm (1000g) [P]	
Holy Symbol to Helm (100g) - Worn	
26, 805 g in Special componants [P]	
1 PP - Continual Light Coin [P]	

EXPERIENCE [+10%]	LEVEL 14 PRIEST
1,084,858	1,434,858
	1,575,000

POUCH OF ACCESSABILITY			OTHER ITEMS/CLOTHING		
x	Pouch of Accessability *	10	Carved Ivory Drinking Horn	1	2 x Tabard (White/Blue Trim)[P]
1	Hooded Lantern		set with Tourmaline (800 gp)	1	2 x Robes (White/Blue Trim)[P]
2	100' Silk Rope	11	Magic items marked "P"	1	3 x pants [P]
	4 Large Sacks	12	Iron Pot	1	3 x tunics [P]
	4 Flasks Lamp Oil		Frying Pan	1	3 x undershirts [P]
3	2 Wine Skins	13	3 x Wooden Mugs		Fine cloth cloak (White/Blue Trim)[P]
	Dry Rations (1) w () d		4 x Metal Plates	1	Heavy Woolen Cloak
4	50 Sheets Parchment		4 x Wooden Bowls		High Soft Boots
	2 Vials Ink with Quill	14	10 lb Firewood		
	5 x Continual Light Coins	15	10 lb Firewood		
	Holy Prayer Parephenalia	16	10 lb Firewood		
	7 vials of Holy Water	17	Bedroll		
5	Extra clothing	18	Small wooden writing table 1		
6	Extra Clothing	19	Small wooden writing table 2		
7	Carried Treasure	20	1 cubic foot holy Font		
	Spell Components			23	
8	Ceremonial Shoulder Grievs	21	Scroll (Eagles Splendor)	24	
9	Large Belt Pouch		Scroll (Shield of Faith,	25	
	Flint and Steel		Gust of Wind)	26	
	2 x colored chalk sticks	22	Metal Hot Box (6" x 12" x 4")	27	
	1 lb Soap			28	
	Small Silver Mirror			29	
	Hand Razor			30	

Shield Bearer; Rune Warder of the Black Shield; Watcher of Helm's Shieldhall; Guardian of Illefarn; Dwarf Friend

DICE	2	D4	6	1	D6	4	1	D8	2	1	D10	4	1	D12	1	1	D20	15	79	%
RACE: Human		ALIGNMENT: Lawful Neutral					AGE: 34*			HEIGHT: 6' 0"			WEIGHT (lb): 200			278.5				
EYES: Brown		HAIR: Short Cropped Black Hair					COMPLEXION: Light			FAMILY: House Hawkwing										
RELIGION: Helm - Lord of Guardians					HOMELAND: Hawkwing Keep, Elturel					CURRENT: Helmshold, Asbrvan										
STANDARD ABILITIES				Move: 12		Vision: Infra 60'		Hearing: 40%		# Attacks: 2		Base THACO: 12								

Bonus to Saves	Bonus to AC
% Enlarge bonus	Extra bonus to hit
Str of One modifier	Extra bonus to dmg

+ 5		+ 6		MAIN HAND		2	
THACO	ROLL	HIT AC	6	DAMAGE	3	INITIATIVE	
7	14	-7		12 9		5	

ARMOR		Magic Vestments	
x	Full Plate Armor +3		
x	The Black Shield of Helm + 5 *		
x	Cloak of Protection +3		
x	Great Helm with blue plume (500g)		

+ 4		+ 7		SHIELD		PARRY		Roll: 3		Hit AC: 5	
THACO	ROLL	HIT AC	7	DAMAGE	4	INITIATIVE					
8	18	-10		14	HP	7					

WEAPONS - Weighted*				SPD	BNS	THACO	DAMAGE	NOTES			
c	Quaggalar- Hammer of Throwing*	1	+ 3	8	1D4+1, 1D4	Left Belt		Thrown		Giant	
x	Light Bringer -Mace of Disruption*	3	+ 4	7	1D6+1, 1D6	Right Belt		Undead/Lower planer			
o	The Black Shield of Helm*	3	+ 5	8	1D6 + 1D4	Chaotic		S		M	L x

MAGIC ITEMS		SPEED	EFFECT	
x	Horn of Helm	3	Casts Protection from Evil - 10'r around caster once per day	
x	Necklace of Prayer Beads	3	Special. See Sidebar Notes.	
x	Gloves of Wisdom + 2		Special. See Sidebar notes.	
x	Ring of Spider Climb		Climb walls at speed of 6.	
x	Pouch of Accessibility*		Holds 300lb. 30 x 10lb (1 cubic foot) pockets.	
x	Boots of Levitation	3	Can levitate up to 504lbs at 20' per round.	
x	Circulet of water ele command		As Ring of the same name. See side bar.	
P	Bead of Force (x6)	3	30" range. 5D4 dmg - 10'r. Fail save vs spell - captured for 3D4 rnds	
P	Dust of Appearance	3	20 doses. Reveals hidden/ invisible. 10' r. Lasts 2D10 turns.	
P	Mug of Plenty		Magically fills with cold mead, light ale or dark ale on command.	
P	Potion of Extra Healing x 2	4	Heals 3d8+3 damage	
P	Potion of Gaseous Form	4		
P	Potion of Levitation	4		
P	Scroll of Magic Font		As spell	

SPECIAL NOTES/ ABILITIES	
**	Turn Undead - Destroys: Skeletons, Zombies, Ghouls, Shadows, Wights, Ghosts, Wraiths. Turn: mummy/spectre
**	Alertness: [+2] bonus to surprise rolls. (+3 if alone) - [+3]/[+4] with The Black Shield
**	Karma: Spells are cast at lvl 18 (in regards to Range, Duration, etc.) from Prayer Beads.
**	Clairvoyance - Psionic Wild Talent (Unique power from adventure "The Glittering Veil")
**	Shield Proficiency - grants up to an additional -3 to AC, against 3 attacks per round
	Glyph of Warding - 1/day. Lasts 1 day per level. Because he is a Specialty Priest of Helm.
	Nap - Once per day - Can be interrupted & Re-done. A boon from the Goddess Sharindlar.
	Tongues - Once per day (Duration: 1t). A boon from the Goddess Sharindlar.
	Create Campsite - Once per day. A boon from the Goddess Sharindlar.
**	Immune to Possession. A boon from the Goddess Sharindlar.

For viewing only (Make adjustment on Spell Tab)

PRIEST SPELL SLOTS		7 / 37		MAJOR SPHERES	MINOR SPHERES	BONUS SPHERES
LEVEL 1 SPELLS	9					
LEVEL 2 SPELLS	8					
LEVEL 3 SPELLS	8					
LEVEL 4 SPELLS	6					
LEVEL 5 SPELLS	3					
LEVEL 6 SPELLS	2					
LEVEL 7 SPELLS	1					

SPELLS NORMALLY IN EFFECT	Duration	SPELLS IN EFFECT	Combat Round:
** Protection from Fire	216 hp (18 t.)	** Stoneskin (9)	
** Protection from Lightning	180 hp (18 t.)	**	
** Endure Cold	27 hrs	**	
		**	
** Weighty Chest on Pouch, Shield	18 Days	**	
Mace, Hammer & marked*		**	
** Continual Light on some Coins	Perm	**	

SPECIAL NOTES/ POWERS	
<input type="checkbox"/> Sentry of Helm or Wyvernwatch once/day	
<input type="checkbox"/> Mace of Odo or Exaltation once/day	
<input type="checkbox"/> Seeking Sword once/day	
<input type="checkbox"/> Summon Spectator once/tenday	

THE BLACK SHIELD OF HELM
** Shield Change - The shield can be of any size from buckler to wall shield. Remains Obsidian.
** Shield Parry - Shield can be used for a parry and a punch/round - keeps it's defensive bonus.
** Holy Symbol - The power of the shield allows it to be used as a holy symbol by the wielder.
** New Spheres - Grants Major Access to the Healing and Necromancy Spheres
** Holy damage - Does extra d4 (2-8 vs. Chaos) bonus holy damage. Heals user for that amount.
<input type="checkbox"/> Protection spell - Once per day, from any protection spell he can cast.
<input type="checkbox"/> Sphere of Prot - Once per day. One sphere color of choice, or two random colored spheres.
<input type="checkbox"/> Healing Spell - Once per day, from any healing spell he can cast.
<input type="checkbox"/> Alertness - Can plant Shield and it will warn of enemies in area. See Comment.
** Detection - Alignment, Evil, Good, Illusions, Lie, Invisibility, & Magic.
** Alertness - [+1] bonus to surprise rolls
** Alertness - [-1] to initiative

GLOVES OF WISDOM				ALIGN: LN	INT: 17	WIS: 15	CHA: 15	EGO: 12
** Wisdom +2				** Speech: Common + Telepathy (wearer)			** Infravision: 60'	
			Prayer	** Focus Power		** Death Watch		** Hearing: +25%

NECKLACE OF PRAYER BEADS	6 x Beads	25% more likely to petition his diety
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Curing - Cures Blindness, disease, or serious Wounds (2d8 + 1)		
** Karma	<input type="checkbox"/> Atonement	<input type="checkbox"/> True Sight <input type="checkbox"/> Wind Walk

CIRCLET OF WATER ELEMENTAL COMMAND				
** Special against Water Elementals		** Gets -2 pen to saves vs lightning/electricity		
** Purify Water		** Airy Water		** Water Breathing 5' r
<input type="checkbox"/>	Wall of Ice (1/d)	<input type="checkbox"/>	Create Water (1/d)	** Water Walking
<input type="checkbox"/>	Lower Water (2/wk)	<input type="checkbox"/>	Part Water (2/wk)	

