

Player Name:	Rob	Gender:	Male	Created:	?
Character Name:	Keith	Alignment:	NG	Age:	34
Character Race:	Human	Deity:	Greek	Height:	6'0"
Character Class:	Fighter	Eyes/Hair:	Brown/Blonde	Lbs:	180

HP: 91	Level = 12	XP=1,164,130	SPEED: 30	THACO= 9	6% Magic Resistance	Accelerated healing - +5HP per day
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	Score(nat.)	Modifier	Special Abilities/Feats (3+2+2+4=11 - next at 15th)
STR:	24(17)	+6/+12(girdle)	Gaming(w) 1(ch-0) Blacksmithing(g) 1((s-0)
DEX:	17(17)	+2Reac/+2ToHit/-3AC	Running(w) 2(co-6) Riding Land Based(g) 1(w+3)
CON:	16(16)	+2	Swimming(g) 1(s-0) Animal Handling(g) 1(w-1)
INT:	10(10)		Rope Use(g) 1(d-0) Juggling Longswords(r) 2=1(d-1)
WIS:	8(8)		BlindFighting 1(na-0)
CHA:	20(19)	25H, +12 loyal, +9 Reac (ioun)	Languages - Common, Storm Giant, Nymph

Weapons:

Vorpal Long Sword +3 (ThroatCutter)
 Vorpal Long Sword +3
 Long Sword +2 (Boltcutter)
 Long Sword +2/+4 vs Dragons (Red)

Armor: AC: -5 = (Armor = -12, Dex = -3)

Full Plate Mail +3
 Ring of Protection +2
Cloak of Celene

Misc Magic:

Gauntlets of Ogre Power
 Ring of Feather Falling
 Potion of Extra Healing x2
Girdle of Storm Giant Str
 10 Continual Light Coins
 Boots of Speed

Ioun stone of Charisma
Dwarven Medallion
 Potion of Frost Giant Str
 Scarab of Equus (African Elephant)
 Potion of Polymorph Self
 Powder of Coagulation - 4 pinches

Non Magic:

48' Silk Rope

Combat: Attacks are twice with primary, once with secondary every round (specializations below):

Primary To Hit AC0 = -2 (THACO=9, -6 (Str), -3 (Sword), -1 (Spec.), -1 Elf) Damage = d8 (or d12) +17 (+12 Str, +3 Sw, +2 Spec)
Vorpal (natural 17-20 severs normal, 18-20 severs large creatures, 19-20 severs solid metal or stone)
 Secondary To Hit AC0 = -2 (THACO=9, -6 (Str), -3 (Sword), -1 (Spec.), -1 Elf) Damage = d8 (or d12) +17 (+12 Str, +3 Sw, +2 Spec)

Weapon Proficiencies (8 - next at 15th level)

- 1) Long Sword
- 2) Normal weapon specialized (+1 to hit, +2 damage)
- 3) Single weapon style-specialized with Long Sword (2) additional +2AC if using single weapon and open hand
- 4) Two-Hander style-specialized with Long Sword +1Damage (no speed bonus - it is not a two-hander weapon)
- 5) Ambidextrous
- 6) Two weapon style-specialized
- 7) Crossbow
- 8) Weapon and shield style-specialized

Notes about above magic items:

- Long Sword +3 (ThroatCutter) - Vorpal (NG) Int. 17 - Primary hand (Keith=10+19+11 vs Ego15+Int=32)
 Speech & Telepathy - wielder only Detect Good - continuous. Heal owner 1 per 24 hrs.
 Dispel Magic at 18th lvl (1 per 24 hrs) - owner only. Vibrates when evil HD15 within 50 yards.
 Never attacks being of Good alignment
- Long Sword +2/+4 vs Dragons is a Dragonslayer (Red x3) - (enruned with INCARNADINE)
- Dwarven Medallion (+1 Charisma to Dwarves - When below ground - beards grow, speak Dwarven, Detects as Dwarves, 60' Infravision)
- **Cloak of Celene** (Cloak of Elvenkind and racial abilities (detect secret doors, infravision 60', +1 bows/swords))

Keith mentally keeps track of weapon information; especially swords:

- Doria is a LG Fighter/Priest - weapon = ?
 - Tokugawa is a xG Fighter - weapon = +5 Kitana (Wolf/Flow) - can't harm dogs
 - Jorb is a TN Fighter - weapon = Broadsword +2 and a LongSword +2 and a Quarterstaff +5, +4 Defender Broadsword
 - Ramy is a LN Thief - weapon = has Nikar (a broadsword that speaks all languages)
 - Klorda is a xG Fither - weapons = a two-handed sword named George. A +4 Defender LS (Levitate wielder for 1 turn 6 per day, Detect Good/Evil 10' radius 5 per day). A LS+2 - White Dragon Slayer. A LS+2 9 Lives Stealer. He has "Winetaster" - an intelligent LS. He also has Nightwatcher - detects enemies. He has a Two-Handed Sword +2, 9 Lives Stealer. He has a LS +1.
 - Tolin is a xG Fighter/Mage - weapon = +2 Flametongue and SunBlade (Bastard Sword) (Neutral Good) Int. 12 (Semi-empathy) Ego 10 (Detects invisible objects in a 10' radius) He had wyvern bane Kitana)
 - Logain has +4 TideRipper that used to be a vorpal LS (vibrates within 100 yards of Lawful 12th lvl or higher). Now it is a Thrysus. The Blade Perilous (Chaotic Neutral Ego 31 +3 weapon, Size of a two-handed sword, but wielded as a short sword. Special Purpose - Defeat Warriors When such, Wounding x2 for 10 rounds. It can communicate telepathically with its owner, regardless of language. Glows a ghastly red, leaving a fading phosphorescent trail of crimson in the air. It can detect invisible objects in a 10-foot radius and can Entrance 3 times per day. He had a LS of wounding.
 - Draken uses a Rod of Lordly Might that is an axe
 - McClain had two-handed Cascair Famhair - an invisible sword that could detect traps and poison
 - Yo is NG and uses a spear +3 (and also has a spear +1 of returning)
 - Throrar is a NG Warrior/Thief. He has a throwing axe +3 and Dwarven throwing hammer +3 (axe of hurling)
 - Doria has a morning star +3, a Footman's mace +3
- 3,600gp, + 134,895gp at the Dwarven Kingdom

Some History:

Keith has a dog named Butch. He also had Fido but the blind dog died when he fell down a pit in the Dragons' lair.

Keith's girlfriend (according to him) is Katrina - a Paladin of Athena that he has had relations with.

Keith lost his right arm when he was killed by a fighter with a battle axe. He got his arm back. He also lost his right eye and got it back.

Keith has a number of followers that were Knights of Dey. 1 5th level Cavalier, and 30 (now 2nd level) cavaliers. 1 of those 30 will go to follow Welch because Welch raised him from the dead.

Keith has 100 infantry with scale, polearm, and clubs?

Due to 2 wishes, Keith speaks Storm Giant and Nymph.

Due to 3 wishes, Keith gains 5 HP every day (accelerated healing).

Due to 3 wishes, Keith has 6% Magic Resistance.

Due to a wish, Keith only needs 4 hours of sleep per night.

Due to a wish, Keith has a permanent Aura of Comfort cast on him (Rain, snow, and hail will not touch him. He feels a comfortable 70 degrees as long as the temperature is between -20 and 140 due to normal weather).

Due to a wish, Keith has the permanent effects of a Necklace of Adaptation (breathe underwater or in airless space for 7 days - ignore effect of all respiratory gases).

Due to a wish, Keith has the permanent effects of a Clerical Free Action spell cast on him (move normally through web or slow spells or underwater.

Negates paralysis and hold spells.).

Due to a wish, Keith has complete protection from being scryed upon.

Keith has the following items at the keep:

Long Sword +2/+4 vs Dragons - Dragonslayer (enruned with UMBRA - prefers black dragons dam x3)

LS +2 named Scorbane, LS -1, Javelin+2, He has 7 basic Long Swords +1, and one more Long Sword +2 on loan to Jorb

LS that is silver plated steel with jet black jewel in hilt worth 1000gp.

He has 4 ornate long swords worth 300gp each. He has a heavy crossbow from Klorda. He has anormal crossbow and 20 bolts. He has a valuable tapestry of farmers battling the ground worth 200gp (15' by 30')

7649sp from Acerak adventure. 36782gp from Acerak adventure.

Stuff Keith has acquired used around the keep:

He gave Full Plate + 2 to the lead Knight of Dey that follows him.

He gave an Armor of Command to Stilgar - the Castellan of the keep.

He gave Elven Chain + 1 to Stilgar - the 9th level Cleric of Demeter at his keep.

He gave Ramy an Elven Chain +3 - but has forgotten that.

He gave a LS+1 (of Pain) to one captain at his keep; and LS+2 (of Attn) to another captain.

He gave one fighter than won a contest a long sword that turned out to be a luck blade and the fighter brought a temple of Aphrodite into existence in Keith's keep.

Used around the keep: Morningstar + 1, Full Armor Chain Mail +3 and a Medium Shield +2, Scale Mail of Blending +4, Horseman's mace +2

Used by guards on the gate at night: 8 Studded Leathers +1

Used in the jail: Ring of weakness,

Used in target practice - Medium Shield -1 Missile attractor

He has 214 hand crossbows. He has 3 plate mail armors. He has 1 chain mail armor

His keep costs him 2000gp per month to keep going. Keith gave Small Shield +2, Body Shield +2 for charges.