

Sheet1

Character Name:

Align:

Home:

Sex:

Ht:

Hair:

14

18

16

8

15

12

11

Weapon

Lance, Light

Scimitar (2)

Dagger

Short Bow

Ammo

Special Abilities

30% Resist Charm/Sleep

Detect Concealed Doors

Fight 2 handed

Excellent Judge of Horseflesh

Improve Quality of Horse

Turn undead

60 ft. Infravision

Major:All, Astral, Charm, Combat, Creation, Divination

Guardian, Healing, Necromantic, Pro., Summ., & Sun

Minor:Elemental

EQUIPMENT

Item

Sheet1

2 Waterskins (1 gal. each)
Scimitar
Belt Pouch, Large
1 skin of Koumiss (1 gal.)
Ring Mail Armor

Personal Encumbrance:

TREASURE/VALUABLES

CP
SP
EP
GP
PP

NOTES/MISCELANNY

Windfoot

Horse riding Specialization: 1. No damage when fall off of horse (prof. check)
3. Grab something off of ground while galloping (prof check) 4. Ride bareback w/o penalties of ANY kind 5. Vault onto stat
6. Judge quality and afflictions of horses (auto) 7. Jump 3' tall/12' wide (auto) 8. Jump to 7' high/30' wide (prof. check)
8. Add 6"/rd. to movement for 4 turns (check each turn) 9. Ride w/ knees (auto unless take dam. then Prof. check or fall(w/o
10. Use mount as armor, AC 6 lower 11. Jump from moving mount and fight in same round, Prof check @ -4 or fall.

Sheet1

Race: 1/2 Elf

Desert

Male

5' 8"

Dsty Blnd

Age:

Wt:

Eyes:

STR

WA: 55# Mx.Prs:170# OD: 8/20 BB/LG: 7%

DEX

Reaction/Missile Adjustment: +2 Defensive Adjustment: -4

CON

HP: +2 Heal 2 or 3/day System Shock: 95% Resurrection Survival: 96%

INT

WIS

+1 vs. Mind affecting magic

CHR

Max Henchman: 5

COM

Adjusted AC

3
AC

Suprised:
Shieldless:
Rear

Used

Light Warhorse

Tricks: Comes galloping when I whistle

Sheet1

Yusuf Al-Nisr ibn Jamal

Class:

Religion:

29 Description:

125 Hair slightly longer than collar length

A Jelleba for cold weather.

Gm

7
7
7

#AT		ROF
	1	NA
2		NA
1		2
NA		2

Loc.

Sheet1

Horse
Sheath
Hip
Horse
Wearing

42

Warrior/Priest

Armor Type(Pieces)
Ring Mail and
Duraq of quality
AC: 1 vs. 1 at/rd.

Mag.

THACO:
Special Attacks/Combat:

Wt.

Sheet1

4

1

1

20

AC: 7 HD: 2 hp:10 Thac0:19 #AT:2 Dam: 1d4/1d4 Encumbrance: 24" - 170# / 12" - 255# / 8" - 340#

Sheet1

Kit: Desert Rider/Mystic

Najm the Adventurous

Brown aba, Keffiyeh and agal, Riding boots

Quiet and reserved

Damage (SM/L)

1d6/1d8

1d8/1d8

1d4/1d3

1d6/1d6

20

Weapon Proficiencies

Scimitar

Light Lance

2 wpn style specialize

Item

Sheet1

Lance
Food and Goat cheese (2wk.)
Tent, small
5 gallon barrel
Waterproof feed bag
Grain for Windfoot
2 Waterskins (1 gal. each)

Horse Encumbrance:

Sheet1

Level: 1/1

Family:
#Siblings:
Birth Rank:

Notes:

9
Hit Points

Ranges

1	2
5	10

Fight w/ 2 hands (2 at/rd.)

Riding Horse (spec.)
Desert Survival
Speak
Religion
Singing
Blind Fighting
Animal Handling
Animal Train (Horse)
Animal Lore

Loc.

Sheet1

Horse

Horse

Horse

Horse

Horse

Horse

208

2. Leap onto a galloping mount (prof. check but no damage if fail (fall))

Sheet1

XP:
Needed:
None
Unknown

SAVING THROWS

	Wgt.
	5
	4
3	1
15	3

Non Weapon Proficiencies

Midani

Wt.

Item

Sheet1

Scimitar
15 Dagger
10 Darag (quality)
10
2
4

MAGIC ITEMS

Darag of quality (+1, but not magic)

Sheet1

2,000/1,500

Soc.Class:
Station: 8
Liege/Patron:

Paralyze/Poison	10
Rod,Staff,Wand	14
Petrify/Polymorph	13
Breath Wpn.	16
Spells	15

Wounds

	Sz.	Type	Spd.	Prof?
L		P	6	Y
M		S	5	Y
S		P	2	N
M		P	4	N

W+3
I

W
Cha

W-1
W
I

Loc.

Wt.

Sheet1

Sheath
Sheath
Arm

3

Horse balks if fail, check again to stay mounted.