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D&D - Storms of Change RG 5

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09-10-05, 07:32 PM

[silentspace](#)

Registered User



Join Date: Sep 2003

Last Seen: Today (01:07 AM)

Posts: 3,271

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D&D - Storms of Change RG 5

Current Cast of Characters:

Manzanita

Manzanita Sparrow (female gray elf Wizard), a wizard and lawyer, summoned by House Carodan, to explore the ruins of Linace Keep.

Someone

Dunathar Without Name (male dwarf Rogue), exile of the Steelham Diamond Mountains, seeks to amass wealth. He was summoned by House Carodan, to explore the ruins of Linace Keep.

Doghead

Lucan of Shelor (male human Monk), escaped gladiator slave from Galloway by Warden Ricsten for a special mission.

Missing in Action

Isida Kep'Tukari

Zook "Threetongues" Ningle (male gnome Cleric), protector of trick by Warden Ricsten for a special mission.

Sado

Goven of Aldermark (male human Ranger), trusted guide and scout Ricsten. Selected by the Warden for a special mission.

Insight


formerly played Lucan of Shelor

* * *

Silentspace's PbP

Last edited by silentspace : 03-28-06 at 03:10 AM.



 09-11-05, 07:43 PM

Manzanita

LEW judge



Join Date: Jan 2003
Location: Oregon, USA
Last Seen: Yesterday (09:02 PM)
Posts: 5,984

Manzanita Sparrow

Code:

Name: Manzanita Sparrow
Class: Wizard (Universalist - no speciality)
Race: Grey elf
Size: Medium
Gender: female
Alignment: Lawful Neutral
Deity:

Str: 10 +0 (4p.) **Level:** 4 **XP:** 9,884
Dex: 16 +3 (6p.) **BAB:** +2 **HP:** 19 (3d4+3)
Con: 12 +1 (6p.) **Grapple:** +2 **Dmg Red:**
Int: 19 +4 (10p.) **Speed:** 30' **Spell Res:**
Wis: 12 +1 (4p.) **Init:** +7 **Spell Save:** +0
Cha: 10 +0 (2p.) **ACP:** -X **Spell Fail:** 0%

Base Armor Shld Dex Size Nat Misc Total
Armor: 10 +0 +0 +3 +0 +0 +0 13
Touch: 13 **Flatfooted:** 10

Base Mod Misc Total
Fort: +1 +1 +2
Ref: +1 +3 +4
Will: +4 +1 +5

Weapon Attack Damage Critical
dagger +2 1d4+0 19-20x2
MW longsword +3 1d8 19/20x2
Long composite bow +5(1d8) x3, 110ft
Linace Staff +3 1d6 +1 x2

Languages: Common, Elven, Orc, Draconian, goblin, gnoll

Spellbook (50/100 pages). All cantrips(19),

1st level: animate rope, burning hands, charm person, change self, color spray, color languages, expeditious retreat, identify, Mage armor, Magic missile, shield, sleep, I
2nd level: alter self, blur, command undead, knock, invisibility, levitate, rope trick, monster II, web

Second spell book (at the Warden's): (from Bandits) All cantrips, Magic Missile, I Undetectable Aura, Shield, Shocking Grasp, and Sleep.

Third Spell Book (at the Warden's) (from Hextorites): Level 0: All spells except tl Conjunction School Level 1: Burning Hands, Color Spray, Magic Missile, Sleep, and

Scrolls: ~~alter self~~, rope trick .

standard spells prepared daze, detect magic, dancing lights, ghost sound, sheik comprehend languages, magic missile, web, levitate, blur

Appearance: Manzanita is an attractive elf, although the lines on her face would i doesn't smile much. She was named after the Manzanita tree because of her golde and blond hair. She wears a dark grey cloak and tunic of light grey.

Background: Manzanita feels that she has suffered much. Her early life was peace she embraced the academic rigor of wizardry and law. Her exceptional intelligence train in both. But when the wars started, the lands of the grey elves were not spar of her people slain, and barely excaped with her own life when her town was assau embracing only magic, as a weapon of vengeance and justice, she gladly accepted and rode off the meet the caravan.

familiar "adder" tiny green tree viper

Notes:

Level 4 on 09/11/05.

Add blur and knock to spell book

Add ranks in Knowledge (planes), spellcraft, concentration (4)

+1 INT

My [signature thread](#) contains links to all my PCs and games.

Now reading [The Good Marriage](#): How & Why Love Lasts.

Last edited by Manzanita : 03-25-06 at 04:03 AM.



09-15-05, 07:10 PM

Someone

Registered User



Join Date: Jun 2002

Location: over there

Last Seen: Today (09:49 AM)

Posts: 2,934

Dunathar Without Name

Race: Dwarf

Class: Rogue

Level: 4

Alignment: Neutral

Experience: 8999 xp.

AGE: 65

HGT: 4'1"

WGT: 140 lb

SEX: Male

Abilities:

STR: 12 (+1)

DEX: 17 (+3) [4th level ability bonus went here]

CON: 14 (+2)

INT: 14 (+2)

WIS: 14 (+2)

CHA: 8 (-1)

HP: 28 (6+3x(0,75x6)+8)

Saves:

.....Total...Base...Ability

Fort.....+3.....+1.....+2

Ref.....+7.....+4.....+3

Will.....+3.....+1.....+2

Skills: (-1 armor check penalty)

Spot +9 = 7 ranks +2 Wis
 Listen +9 = 7 ranks +2 Wis
 Search +9 = 7 ranks +2 Int
 Hide +10 = 7 ranks +3 Dex ; +2 circumstance in forests, +5 compete Linace's clothes.
 Move Silently +10 = 7 ranks +3 Dex
 Tumble +10 = 7 ranks +3 Dex
 Balance +8 = 3 ranks +3 Dex +2 Tumble synergy
 Climb +4 = 3 ranks +1 Str
 Open Lock +10 = 7 ranks +3 Dex
 Disable Device +9 = 7 ranks +2 Int
 Sleight of Hand +5 = 2 ranks +3 Dex
 Appraise +8 = 6 ranks +2 Int (+10 when stone or metal objects)

Feats:

Weapon finesse, Two weapon fighting.

Languages

Common
 Dwarven
 Gnome
 Undercommon

Combat stats:

AC: 18 (+5 +1 *chain shirt*; +3 Dex) (+4 against Giants)

Speed 20 feet.

Initiative: +3 (+3 dex)

Attack: Melee: +4, ranged +6 (+1 against orcs and goblinoids)

Weapons:

MW Short Sword: +7; Damage 1d6+1, Critical 19-20/x2
 +1 undead bane light mace +7 (+9 against undead); Damage 1d6+2
 undead); Critical 20/x2

MW Light Crossbow: +7; Damage: 1d8 Critical: 19-20/x2

Dagger: +6 melee, +6 ranged Damage: 1d4+1 Critical: 19-20/x2

Special qualities and class features:

Darkvision.

Stonecraft

Bonus with metal and stone items

Resistant to poison

Resistant to spells and spell like abilities

Sneak attack +3d6

Trapfinding

Evasion

Trapsense +1

Uncanny dodge (doesn't lose Dex bonus to AC when flat-footed)

Equipment:

Linace's travelling clothes
 Dagger x3
 Silver Dagger
 MW Short sword
 +1 undead bane light mace
 MW Light Crossbow
 MW Studded Leather Armor
 3 cure light wounds potions
 Backpack with:
 -Rope
 -Waterskin
 -One day's trail rations
 -Bedroll
 -Sack
 -Explorer outfit
 -Thieve's tools

Light warhorse
 -standard bit and bridle
 -military saddle
 -saddlebags
 -7 days rations and 7 waterskins
 -studded leather barding

Case with 8 crossbow bolts

??? gold coins.

Dunathar was a member of the clan Steelhammer, a proud family of n artisans, living embodiment of the most pure dwarven way of life: har for elders, and loyalty to the clan. Dunathar turned to be the family's though talented, his capacities were oriented to the wrong kind of thin were, well, himself. As he grew up, his distaste for the clan's laws did that he thinks they are stupid or not useful, following them blindly is. ' personal philosophy finally clashed with the rest of the clan and he wa his family name and exiled. Now, he sees a way to amass as much mc with the secret hope of being allowed back if he becomes rich enough.

Dunathar looks like your typical dwarf, except for the lack of heavy ari and that he carefully trims his black beard and tries to show as m possible.

Last edited by Someone : 03-12-06 at 06:19 AM. Reason: Updating for level 5



03-11-06, 11:42 PM

doghead

Registered User

Lucan of Oludan, male human monk 3 cleric 1

Lucan of Oludan.

Spoiler:



Join Date: Oct 2002
 Location: the great southern
 land
 Last Seen: Today (07:14 AM)
 Posts: 4,931

[My Bookshelf](#)

APPPEARANCE:

- * Height: 5'8"
- * Weight: 155 lbs.
- * Hair: Black
- * Eyes: Brown
- * Age: 24.

PERSONALITY: Lucan tends to be on the quiet side. Perhaps a result of the Goruka fighting pits, he prefers to let his actions do the talking. The Goruka, in general, and Lucan in particular, have long been drawn to the determinism of Kossuth. There is a saying among them; "Those that part the hands of Fate soon find themselves passed on into the hands of the

BACKGROUND: Born in Oludan, a formerly independent kingdom since Goruka... taken as a slave at age 7, along with his sister Taisa... Master him a house servant, served for 7 years until Rogolka got into the place. Rogolka trained Lucan in combat and sent him to the arena to fight for Rogolka bet against the boy early on, eventually Lucan became a winning slaver lots of cash... escaped arena pens and made it all the way across the outskirts of Shillen. At Carodan Keep he was hired on as a scout for W

There are many faiths worshipped in the fighting pits of Goruka, and not fighting. The Way of the Flame is both a school and faith born out of the Kossuth. Self reliance is common among the pit fighters, but for the followers of Kossuth, it is a central tenet. The practitioners of the way of the Flame protect themselves from the need for any weapons, armour or equipment.

One of Lucan's first mentors was a bugbear follower of the Flame. The combination of strength, dexterity and strength of mind need a Flame warrior. The bugbear began Lucan's training, the first of several was to have in his time in the fighting pits of Goruka. Through dedication Lucan survived those first few years that are often fatal for those following the Flame. For the skills and disciples of the Way do not come quickly, easily find themselves outmatched by fighters favouring the more conventional fighting.

(-_-)

doghead's character thread

[LEW] [Jaan Saaresar of Orsilia](#), servant of the Greenman, is currently trying to get out of

Last edited by doghead : 03-25-06 at 03:27 AM.



03-31-06, 07:32 PM

Scotley

Registered User

Join Date: Apr 2003
 Location: Memphis, TN
 Last Seen: Yesterday (10:42 PM)

Goven of Aldermark

Race: Human

Class: Ranger

Level: 4

Alignment: Neutral Good

Experience: 5100 xp.

Posts: 4,067

AGE: 19
HGT: 5'10
WGT: 175 lb
SEX: Male

Abilities:

STR: 14 (+2)
DEX: 16 (+3)
CON: 12 (+1)
INT: 12 (+1)
WIS: 15 (+2) (+1 at 4th level)
CHA: 10 (+0)

HP: 28

Saves:

Fort 5
Ref 7
Will 3

Skills:

Survival 7 ranks+2 (wis)+2(Knowledge-Nature Synergy)=11
Hide 6 ranks+3 (dex)+2 (stealthy)=11
Move Silently 6 ranks+3 (dex)+2 (stealthy)=11
Listen 4 ranks+2 (wis)+2 (alertness)=8
Spot 5 ranks+2 (wis)+2 (alertness)=8
Knowledge (Geography) 3 ranks+1 (int)=4
Knowledge (Nature) 5 ranks+1 (int)+2 (survival synergy)=8
Heal 4 ranks+2 (wis)=6
Climb 3 ranks+2 (str)=5
Concentration 2 ranks+1 (con)=3
Swim 3 ranks+2(str)=5
Handle Animal 2 ranks+0(cha)=2
Ride 2 ranks+3 (dex)=5
Jump 0 ranks+2 (str)=2
Search 2 ranks+1 (int)=3

Feats

Dodge (+1 AC against 1 enemy)
Stealthy (+2 Hide and Move Silently)
Alertness (+2 Listen and Spot)

Languages

Common
Orc

Combat stats

AC: 19 (+5 +1 Chain Shirt; +1 Light Wooden Shield; +3 dex), 13 Tou
BAB +4
Melee Atk: +7 (1d8+2/x3/S, MW Battle Axe)
Melee Atk: +8 (1d8+4/19-20x2/S, +2 Defending Longsword)
Melee Atk: +6 (1d6+2/x3/S, Hand Axe)
Melee Atk: +6 (1d4+2/18-20,x2/S, Kukri)
Melee Atk: +6 (1d4+2/19-20,x2/P,S, Dagger)

Ranged Atk: +7 (1d8+2/x3/P, Longbow)

Speed 30 ft

Initiative +3 (dex)

Spells 1 1st level ranger spell per day

Speak with Animals

Equipment

MW Battleaxe +1

+2 Defending Longsword

Kukri

Handaxe

Longbow

-20 Arrow

+1 Chain Shirt

Light Wooden Shield

Explorer's Outfit

Backpack:

flint and steel

mirror

4 torches

waterskin

trail rations 2 days

silk rope

smokestick (2)

thunderstone (2)

19 gp

Light Warhorse (Brinsey)

bit and bridle

military saddle

saddlebags

bedroll

tent

block and tackle

3 fishhooks

4 torches

trail rations 8 days

whetstone

Special Abilities

Favored Enemy (Orcs): +2 on bluff, listen, sense motive, spot, and su damage

Wild Empathy: improve attitude of animal as diplomacy; 1D20 +range

Track

Power Attack (Combat Style-Martial)

Endurance

Bio:

Aldermark was not so much a village as a handful of earthen huts clustered around a watering hole on an old hunting trail. Not large enough to appear on a map, it was named so by its inhabitants because of its location amidst a grove of ash trees. From here that **Goven** hailed. Of average height and build, there was little that caused him to stand out from the other men in his company, especially since he was clad in the same studded leather armor as they. Hair brown as the earth and the green of the leaves in the forest set against a plain-if handsome-face.

He had come into the Warden's service first as a guide, employed by the Warden on excursions into the borderlands between Rogan and Goruka. Later, he spent a fair amount of time in the company of a particular band of scouts, of whom he now served, in fact-he had become as much a part of the company as they. He had shown them secrets of these wilderlands, and they in turn had undertaken to instruct him in martial pursuits.

He was a decent hand with a sword, but he had shown a remarkable proficiency with the battleaxe. So like the axe with which he had cut wood for years, his axe was finely balanced, an instrument of death rather than a tool of the woodsman. He had put that battleaxe to good use on his last hunting expedition into the northern wilds.

Aside from this, he carried a curved Kukri and a smaller hand axe. The Kukri was occasionally employed as weapons, but were kept more as tools, the Kukri for cutting through dense foliage, and the smaller axe for cutting wood in the field. His shield secured on his back completed his equipment, other than the necessities of food and travelling supplies he carried in his pack.

Having something of an affinity with animals, he had taken to horsemanship well, and he stood now beside Brinsey, his mount, a light warhorse with the same brown as it's master's hair. Brinsey had served him well, and he had a liking to the creature.

As he came to excel in the art of battle, he was entrusted by the Warden with more and greater responsibilities, until the day came when he was called before the warden to receive orders for a mission of great importance. He bid his companions farewell and made his preparations to appear before the Warden.

Family (in Aldermark)

--Garrival-father (deceased); served as a scout for the previous warden. He was nicknamed "the Wolf"

--Tormey-mother

--Berold-uncle

--Shelm-younger brother (10 years old)

--Ceth-childhood friend and neighbor

--may have relatives or friends in Warden's service at DM's discretion

****feel free to include any or none of these characters as you see fit****

Personality

Quiet, softspoken, a little unsure of himself, hesitant to speak out, he has an aura of quiet competence. Although he enjoys working with his companions, he has never really felt like one of them, since they are mostly regulars and he is something of an outsider they took in. He is friendly with them but has few friends among them. His father's previous service helps to ameliorate his shyness somewhat, especially when dealing with superiors, who still regard him as an able scout. Friendly to others but rarely taking any kind of lead in

go along with others and avoid potential conflicts within the group. He an argument if needed, offering his opinion, but rarely to the point of i against the majority without a stronger personality of the same opinio with him. He doesn't have much appreciation for humor, mostly becau has trouble telling when someone is joking with him. He enjoys being perform tasks related to his fields of expertise, as he feels it increases the eyes of others. In battle he exhibits great courage for the same re to form strong attachments with those who are friendly to him or perfi kindness for him (attachments which are often stronger than the other return).

Last edited by Scotley : 04-01-06 at 04:44 PM.



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