

## Character (Player): Cathar (2023 Winter Fantasy)

Race: Human Base MV: 12 Current: 9  
Alignment: Lawful Good Infr: 0 Ultra: 0  
Seconday Skills: Leather worker/Tanne None  
Languages:  
abyssal, common, lawful good (rudimentary), pixieish

Combat: Hit Points: **37** Current: **37**  
Class: cleric Lvl: 7 Base AC: **1**  
Class: Lvl: 0 Shieldless: 2  
Class: Lvl: 0  
Amor Worn: chain mail, shield - small, Ring of Protection +3

### Abilities:

STR: 13 0 (+0/+0) Op Doors: 1-2 Bend Bars: 4%  
INT: 10 % Know Spell: N/A Min: N/A Max: N/A  
WIS: 15 Magic Atk: -1 Sp Bonus: one 1st-leve % Fail: 0%  
DEX: 11 Atk Adj: +0 Def Adj: +0  
CON 12 HP Adj: +0 Sys Shock %: 80 Resser %: 85  
CHA: 13 Max Hench: 5 Loyalty %: +0 Reaction %: +5

### Saves:

Paralysis/Poison/Death: 2 Breath Weapon: 8  
Petrification/Polymorph: 5 Spells (Magic): 7  
Rod/Staff/Wand: 6

		-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
Atks/Round:	1/1	Melee To-Hit:	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
		Ranged To-Hit:	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6

<u>Weapon</u>	<u>Hit/Dmg</u>	<u>Spc // Rng</u>	<u>Spd // Fire Rt</u>	<u>Dmg Sm/Md</u>	<u>Dmg Lg</u>
Footman's Mace +2 (x1)	+2/+2	4 // n/a	7 //	1d6+1	1d6

Turn Undead						
Skeleton: <b>D</b>	Zombie: <b>D</b>	Ghoul: <b>D</b>	Shadow: <b>T</b>	Wight: <b>T</b>	Ghast: <b>4</b>	Wraith: <b>7</b>
Mummy: <b>10</b>	Spectre: <b>13</b>	Vampire: <b>16</b>	Ghost: <b>20</b>	Lich: <b>-</b>	Special: <b>-</b>	

<u>Items:</u>	Number:	Weight:
Cathar's Ring of Spell Storing	1	0
chain mail	1	300
Footman's Mace +2	1	0
oil - flask	2	20
Potion of Invisibility	1	0
Ring of Protection +3	1	0
rope - 50'	1	100
shield - small	1	50
symbol - (un)holy - silver	1	1
tinder box with flint and steel	1	10
water - (un)holy - vial	3	30
wolvesbane - sprig	1	0
Weight Allowance (g.p.): 450	Heavy: 800	Loaded: 1150
Max: 1500	Carried: 511	

### Magic Item Details

#### **Potion of Invisibility**

Number: 1 Notes:

Description:

### Ring of Protection +3

Number: 1 Notes:

Description: The ring doesn't stack with the AC benefits of magic armor and is not cumulative with other rings of protection. A ring with a 5' radius effect grants its AC bonus only to the wearer.

The magic of rings operates at 12th level unless a higher level is required. Cursed rings cannot be removed until a Remove Curse is cast. The magic (including curses) has a 20% chance of not working if worn by a dwarf, gnome, or halfling. Absent being subject to an Identify spell, a ring must be tested to determine how it works. No more than one magic ring worn on a single hand will operate, and no more than two magic rings worn by a creature will operate.

### Footman's Mace +2

Number: 1 Notes:

Description:

### Cathar's Ring of Spell Storing

Number: 1 Notes: Cure Disease x1, Cure Serious Wounds x1, Neutralize Poison x1

Description: The ring contains 1d4+1 spells, which the wearer can employ as if a spell caster of the level appropriate to use the spell in question. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see DMG, page 121). The level of each spell is determined as follows:

cleric, druid, or illusionist: 1d6; if 6 is rolled roll d4 instead.

Magic-user: 1d8; if 8 is rolled roll d6 instead.

Which spell type of any given level is contained by the ring is also randomly determined. The ring has the empathic ability to impart to the wearer the names of its spells. Once class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can only be restored by a character of appropriate class and level of experience. Spells stored require 5 segments each to cast.

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### Magic Item Spells:

#### Name: Cathar's Ring of Spell Storing

Spell: Neutralize Poison (cleric)

Range: touch

Duration: permanent

Area of Effect: creature touched or 1 cubic foot of material/2 caster levels

Casting Time: 7 segments

Save: none

Description: Any venom in a creature or substance is detoxified. If the target is unwilling, the caster must score a hit. The effect is permanent only for the currently present venom; a creature that reproduces venom will not be permanently devenomed. If reversed, on a successful hit, the target that fails its save v. poison is killed.

Spell: Cure Serious Wounds (cleric)

Range: touch

Duration: permanent

Area of Effect: creature touched

Casting Time: 7 segments

Save: none

Description: A living, corporeal target has 2d8+1 hp healed. The target must not be one which can be harmed only by iron, silver, or magical weapons. If reversed, the 2d8+1 hp is inflicted but requires a successful to-hit roll.

Spell: Cure Disease (cleric)

Range: touch

Duration: permanent

Area of Effect: creature touched

Casting Time: 1 turn

Save: none

Description: The target is cured of a parasitic, bacterial, or viral disease within 1 turn to 1 week depending on its type and state of advancement. If reversed, and the touched target fails its save, disease will affect the target in 1d6 turns, causing loss of 1 hp per turn and 1 point of strength per hour until the creature is at 10% of its original hps and strength, rendering the target helpless.

### **Name: Potion of Invisibility**

Spell: Invisibility (magic-user)

Range: touch

Duration: special

Area of Effect: creature touched

Casting Time: 2 segments

Save: none

Description: The touched creature and carried gear (or object) are undetectable by normal vision or infravision until the spell expires, is dispelled, is canceled by the caster, or the target attacks any creature. High intelligence, sensitivity, or hit dice grants creatures a chance of detecting invisible objects, but still may suffer the standard -4 to hit invisible creatures, who also gain a +4 to saves (see DMG, p. 60).