

NAME: Setienne Teilhard **RACE:** Human **SEX:** male
CLASS: Cavalier (1st ED.) **ALIGNMENT:** Chaotic Good
Ht. 5'11" Wt. 208# Eyes: grey Hair: Blond Age: 31
Level: 11 HD Roles: 10+3,7,12,12,9,9,5,8,9,6,+5 **HP:** 125
EXP= 768,550

STRENGTH: 18/32 +1/+3 HIT/DAM, +1000#, OD 1-3, BB/LG 20%
INTELLIGENCE: 10 +1 ADDITIONAL LANG.(elven)
WISDOM: 10
DEXTERITY: 17/01 -3AC +1 REACTION
CONSTITUTION: 17/15 +3 HP/HD
CHARISMA: 12
COMELINESS: 12
PERCEPTION: 15

ADDITIONAL ABILITIES:

Languages: Common, Elvish, Chaotic Good
military horsemanship:99% stay on horse/uninjured if thrown; attack at 1 level up if fighting mounted; determine quality of a steed. mount horse and be under way in 1 segment **SKILL:** swimming

COMBAT: H lance,br.sword,horse mace,longsword,bastard sword,hand axe,javelin

SPECIAL: damage w/ lance +1/level; +2/hit w/lance; +2/hit w/b.sword; +1/hit w/ horseman's mace; attack 2/round w/ b.sword

10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9
--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

2-8/2-12 spd5 broadsword
3-9/3-18 spd8 H lance
1-6/1-4 horse mace
1-8/1-12 spd5 long sword
2-8/2-16 spd6 bastard sword
1-6/1-4 spd4 hand axe
1-6/1-6 javelin
2-5/2-5 horse flail

paralyz,pois,death mag/petrify.polymrf/rod etc/breath/magic
7 | 8 | 9 | 8 | 10

SPECIAL ABILITIES: +1 save vs. magic; ESP 1/week: 3 rnds; double specialized w/ bastard sword(+3 +3 +1 att); skin functions as AC4 when required

Armor: Plate Armor, Ring +3, Helm of
Telepathy (see page 2)
AC(-2/1) modified AC(-5/-2)

Weapons: Broadsword (Stonecutter) +2, longsword +3
Horseman's mace, Dagger, Bastardsword of
Sharpness +5

magic items:

Helm of Telepathy: ESP 6" rad/directional 120 degree line of sight, blocked by 3'
stone, 3" iron, lead/gold, 1/day implant suggestion (3rd lvl MU spell), +4 save vs.
psionics

Stonecutter: Broadsword +2, CG INT 14, telepathy in CG Elvish and common,
1 in 6 slay vs earth/stone based creatures, detect enemies 2" rad, deflects
lightning and magic missile type attacks, crumbles stone like a horn colapsing,
and does double damage to devils

2 Shields +2

RINGS: spell-turning (5 charges); ring of spell storing (nystuls magic aura,
dimension door, water to dust, move earth); protection +3

POTIONS: fire resistance; clairvoyance; levitation; extra-healing x2

WANDS ETC: illumination (10 charges)
passage (34 charges)

MISC : dagger +2; white dragon tooth;