

BENTHROEWYN

It was several years ago, almost a decade, when you barely survived a vicious mauling from a bear. It was not long before you exhibited the signs of lycanthropy. Despondent about your condition, you fled from society to these woods. Here, given time to reflect, you eventually grew to accept and control your affliction. Living with such violent, destructive impulses has taught you great wisdom, compassion, and restraint. You have shifted your life's focus away from yourself, onto the others you encounter. You have become slow to anger, patient, and self-deprecating, refusing to dwell on your own accomplishments.

You are selfless, always putting others before yourself. You have devoted yourself to helping others, especially those that live in the woods. By bettering others, you are bettering yourself. Above all else, you are kind and gentle, graciously accepting the title "Gentle Ben." You try to pass on to your friends the wisdom you have gained, but you do not criticize or chastise them. They can't be what they are not, so you accept them for what they are.

Although you love peace, you do not run from foes, and will fight them either of your forms. If evil things cannot be swayed to the cause of good, then you have no trouble slaying them.

MAHOGANY, the Dryad, is one of the forest's greatest treasures. She likes to talk to you and share herbs and information. You would protect her tree to the death.

THISTLEDOWN, the Sprite, is an eternal child, even more so than the other faeries present. He rarely takes advice and seldom learns from his mistakes, but his spirit is uplifting.

GLIMMERWING, the Sylph, is a good barometer for your effect on others. She is so innocent and sensitive to hostility that you can tell how well you are keeping your inner peace by her physical reactions.

DYLANDWYRIEL, the Elf, soothes your soul greatly with his excellent music. He calls you "Gentle Ben" and likes to tell stories about your heroics, which you can't stand to hear.

CYGNETHIA, the Swanmay, is the only other human, though she is a shapeshifter, too. She is very dedicated to the welfare of the woods, as you are, and often you find yourselves helping each other out.

CASSIUS, the Centaur, is a bit of a brute, but he is filled with good intentions. He reminds you of yourself before you became a lycanthrope. You have patiently been trying to teach him the wisdom of non-violence, but he is not a very quick learner.

CHARACTER-SHEET

Character name: Benthroewyn
 Alignment: CG Race: Werebear Class: Cleric Level: 5
 Player name: _____ Dungeon master: _____

ABILITIES

Str: 17 Attack: +1 Damage: +1 Weight: 85 Press: 220 OD: 10 BB/LG: 13%
 Dex: 13 Surprise: - Missile: - Defense: -
 Con: 17 HP: +2 SS: 97% RS: 98% # Resurrections left: 17
 Int: 15 Spell level: - Learn spell: - % Max. # spells: -
 Wis: 17 Mental: +3 Failure: 0% Bonus: 2*1st, 2*2nd, 1*3rd
 Cha: 12 Henchmen: 5 Loyalty: - Reaction: -

MOVE

SAVING-THROWS

Encumbr.	Weight	Move	Effect	Paralyze, poison & death magic:	
Unencum.	<u>0 - 85</u>	<u>12/9</u>		Rod, staff & wand	<u>13/12</u>
Light	<u>86 - 121</u>	<u>8/6</u>		Petrify & polymorph	<u>12/11</u>
Moderate	<u>122 - 157</u>	<u>6/4</u>	<u>-1 Attack</u>	Breath weapon	<u>15/12</u>
Heavy	<u>158 - 193</u>	<u>4/3</u>	<u>-2A, +1AC</u>	Spell	<u>14/13</u>
Severe	<u>194 - 220</u>	<u>1/1</u>	<u>-4A, +3AC</u>	Modifiers: <u>+3 Mental</u>	
Special	<u>Human/Bear form</u>			<u>Human/Bear form</u>	

ARMOR

Worn: None/Bear hide
 Normal: 10/2 Slashing: 10/2 Piercing: 10/2 Bludgeoning: 10/2 Parry: -3
 Other defenses: Hit only by +1 or silver weapons in bear form

HIT-POINTS

Maximum HP: 35 Current HP:

Special wounds: _____

COMBAT

Weapon	TH ACO	ROF #AT	Initi- ative	Type	Damage		Range		
					S-M	L	Short	Medium	Long
Quarterstaff	17	1/1	+4	B	1d6+1	1d6+1	-	-	-
Sling (stone)	18	1/1	+6	B	1d4+1	1d4+1	4	8	16
Unarmed	17	1/1	+3	B	1d2+1	1d2+1	-	-	-
Bite	13	1/1	+3	P	2d4	2d4	-	-	-
Front claws	13	2/1	+3	S	1d3+1	1d3+1	-	-	-
Hug	-	1/1	+3	S	2d8	2d8	-	-	-

Special attacks: Hug hits automatic if both front claws hit
Racial/Strength/Dexterity adjustments included in THACO and Damage

Ammunition: Sling stones 00000 _____ 00000 _____ 00000

PROFICIENCIES

SPECIAL ABILITIES

Bear (Auto)
 Common (Int)
 Centaur (Int)
 Elvish (Int)
 Satyr (Int)
 Stone Giant (Int)
 Healing (Wis-2)
 Religion (Wis)
 Herbalism (Int-2)
 Cooking (Int)
 Turn Undead:
 Skeleton or 1 HD: T
 Zombie : T
 Ghoul or 2 HD : 4
 Shadow or 4 HD : 7
 Wight or 5 HD : 10
 Ghast : 13
 Wraith or 6 HD : 16
 Mummy or 7 HD : 19
 Spectre or 8 HD : 20
 Cure Disease in 1d4 weeks

Memorized spells:
 5*1st .. Cure Light Wounds
 level .. Cure Light Wounds
 .. Cure Light Wounds
 .. Cure Light Wounds
 .. Light
 5*2nd .. Augury
 level .. Find Traps
 .. Resist Fire
 .. Slow Poison
 .. Speak with Animals
 2*3rd .. Create Food and Water
 level .. Dispel Magic
 In werebear form only:
 Summon 1d6 brown bears in 2d6 turns
 if any within 1 mile
 Hit only by +1 or silver weapons
 Heal triple rate, Immune to disease

DESCRIPTION

Homeland: Avalon Leige/Patron: -
 Religion: - Deity: -
 Sex: Male Age: 34 Apparent age: 34 Physical age: 34 Mental age: 34
 Height: 6'9" (206 cm) Weight: 297# (135 kg) Hair: Short, curly brown
 Eyes: Brown Complexion: Bronzed
 Personality: See separate paper History: See separate paper

EQUIPMENT

Items	Location	Weight	Magic Items	Location	Weight
Oaken quarterstaff	Hand	4	✓ Scroll: Speak with Animals (8th lvl)	Pouch	0.5
Sling	Pouch	-			
Sling stones (12)	Pouch	6			
Large belt pouch	Belt	1			
Spell components	Pouch	-			
Various herbs, leaves and fungi	Pouch	-			
Small cookpot	Backpack	2			
Ladle	Backpack	-			
Backpack	Back	2			
Picnic basket	Hand	1			
Food	Basket	0.5			
Weight of equipment carried:		17	+weight of valuables:		- = 17

THISTLEDOWN

All your life you've had fun. You are rarely serious. In fact, you usually try to keep others around you from becoming too serious -- unless a situation gets real dangerous. You are more adventurous and curious than the other members of your clan. Not that you are a mischievous little trouble-maker (what some call your pixie friends), though. You are just plain happy all the time, whether it be flitting about the forest, playing hidey-seeK with some birds or chipmunks, or enjoy whatever presents itself.

You love adventure and are prone to make tall tales about your many wondrous adventures -- the more fantastic, the better. You are a dashing hero worthy of admiration, so you bravely face any danger by firing arrows and flying about backstabbing foes.

You are very outgoing and try hard to be friendly, so you expect others to be friendly to you too. You like this group of friends because with them you are unique, not just one of the crowd. You also want to know about everything; how it works, why it's there, what this is used for, when something will happen, who is involved and where things are found. Your friends might find this annoying, but that is better than letting your head get full with questions and start hurting.

MAHOGANY, the Dryad, is one of your best friends. She knows how to talk to plants and trees, helps them grow pretty, and they protect her in return. She is really pretty and a good hidey-seeK player.

GLIMMERWING, the Sylph, is really neat. She's got bug wings like yours, can go invisible and do some great tricks. She likes some of your games, even though she always seems uncomfortable in the woods. You do your best to cheer her up by showing her all the neat things that are around her.

DYLANDWYRIEL, the Elf, tells great stories. He also sings and plays that pretty mandolin real well. He seems to have a big head sometimes, but he's great fun at parties. Maybe you can get him to tell great stories about you.

CYGNYTHIA, the Swanmay, is always so serious. She is real touchy and takes everything personal. She isn't real comfortable around you or anyone else that you can tell. Swans are sure pretty, but they don't know how to have fun. You'll try to loosen her up.

CASSIUS, the Centaur, is VERY BIG! He laughs at lots of your jokes, but you keep your distance, to avoid getting accidentally squashed. It's not real hard, though, since you can hear him coming a mile off.

BENTHROEWYN, the Werebear, is real big, too. He is quiet, calm, and patient. He is very nice to you and everyone else, especially when he heals the scrapes and bruises you sometimes get. But it's still awfully scary when he becomes a Big, Snarling Bear.

CHARACTER-SHEET

Character name: Thistledown
 Alignment: NG Race: Sprite Class: Thief Level: 3
 Player name: _____ Dungeon master: _____

ABILITIES

Str: 6 Attack: -1 Damage: - Weight: 20 Press: 55 OD: 4 BB/LG: 0 %
 Dex: 18 Surprise: +2 Missile: +2 Defense: -4
 Con: 13 HP: - SS: 85 % RS: 90 % # Resurrections left: 13
 Int: 12 Spell level: - Learn spell: - % Max. # spells: -
 Wis: 8 Mental: - Failure: - % Bonus: -
 Cha: 17 Henchmen: 10 Loyalty: +6 Reaction: +6

MOVE

SAVING-THROWS

Encumbr.	Weight	Move	Effect
Unencum.	<u>0 - 20</u>	<u>9/18</u>	
Light	<u>21 - 29</u>	<u>6/12</u>	
Moderate	<u>30 - 38</u>	<u>4/9</u>	<u>-1 Attack</u>
Heavy	<u>39 - 46</u>	<u>3/6</u>	<u>-2A, +1AC</u>
Severe	<u>47 - 55</u>	<u>1/1</u>	<u>-4A, +3AC</u>
Special	<u>Walk/Fly</u>	<u>(MC: B)</u>	

Paralyze, poison & death magic:	<u>13</u>
Rod, staff & wand	<u>14</u>
Petrify & polymorph	<u>12</u>
Breath weapon	<u>16</u>
Spell	<u>15</u>
Modifiers: <u>+4 Dodge</u>	
<u>90% Resistance vs. sleep & charm</u>	

ARMOR

Worn: Blouse of Protection From Normal Missiles (as 3rd level spell)
 Normal: 6 Slashing: 6 Piercing: 6 Bludgeoning: 6 Parry: -2
 Other defenses: Tumbling: -4

HIT-POINTS

Maximum HP: 8 Current HP: 4

Special wounds: _____

COMBAT

Weapon	TH ACO	ROF #AT	Initi- ative	Type	Damage		Range		
					S-M	L	Short	Medium	Long
Sprite sword	19	1/1	+2	P	1d4	1d3	-	-	-
Sprite shortbow	16	2/1	+5	P	1d3	1d3	3	5	8
Unarmed	20	1/1	±0	B	1d2	1d2	-	-	-

Special attacks: Unarmed: +2 Attack if Tumbling

Racial/Strength/Dexterity adjustments included in THACO and Damage

Ammunition: Arrows with 00000 _____ 00000 _____ 00000
sleep poison 00000 _____ 00000 _____ 00000

PROFICIENCIES

SPECIAL ABILITIES

Thieves' Cant (Auto)
Sprite (Auto)
Common (Int)
Burrowing Mammal (Int)
Ambidextrous (Auto)
Juggling (Dex-1)
Tightrope Walking (Dex)
Tumbling (Dex)
Invisibility at will

Pick Pockets 60%
Open Locks 35%
Find/Remove Traps 35%
Move Silently 95%
Hide in Shadows 80%
Detect Noise 55%
Climb Walls 60%
Read Languages -
Detect Evil/Good within 50 yards

