

Geoffroy d'Elbazz



Voleur

Année 1036

FEUILLE DE PERSONNAGE

Date de création _____

Nom

Geoffroy d'Elbazz

Classe Voleur Titre Maître Voleur Niveau 19
 Race Efle Wil Sexe M Age 143 ans Poids 56 kg Taille 1m60
 Asmodée Talents acquis Joueur Classe sociale ULC

Couleur de peau _____ Couleur des yeux _____ Couleur des cheveux _____ Autres _____

Signes particuliers Stérile

Vision infra à 20m Ecoute _____

Détection _____

Langues Commun, Alignement, Elfe, Drow, Gobelin, Gnôme,

Hobgobelin, Orque, Gnoll, Argot

Résistances 90% charme et sleep, paralysie des goulés

Trésor 1,555,600 PO

Alignement Loyal Mauvais

Force

F ₁₈	F _{18⁰⁰}	Ajustement	toucher +3	dommages +6	Ajustement poids 3000	Défonçage porte 1-5(2)	Torsion barreau 35%
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Intelligence

I ₁₀	I ₁₀	langues additionnelles	\	Chance de connaître les sorts	\	Min. de sorts/niv.	\	Max. de sorts/niv.	\
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Sagesse

S ₁₀	S ₁₀	Ajustement d'attaque magique	\	Bonus sorts	1er niveau	2ème niveau	3ème niveau	4ème niveau	Echec sorts	\
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Dextérité

D ₁₉	D ₂₁	Ajustement réaction	+4	Ajustement projectiles	+4	Ajustement classe d'armure	-5
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Constitution

C ₁₆	C ₁₆	Ajustement point de vie	+2	Choc métabolique	95%	Chance de résurrection	96%	Nbre de résurrections	0
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Charisme

Ch ₁₂	Ch ₁₃	Beauté : 11	Nbre max. de suivants	5	Ajustement loyauté	1	Ajustement réaction	5%
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Talents de voleur

- 155 % Pick-Pocket
- 123 % Crochetage de serrure
- 115 % Repérage/ Désamorçage des pièges
- 122 % Déplacement silencieux
- 127 % Dissimulation dans l'ombre
- 55 % Ecoute aux portes
- 99,6 % Escalade
- 80 % Lecture des langues

Classe d'armure

Armure	Cuir pourpre, AC 3	CA	3	3
Bouclier	Anneau +5, cape +2 depl	Bonus	-2	-7
Autres	Bottes de 7 lieux	Bonus	-1	-1
Dextérité		Bonus	-5	-5
CA de Dos	0 (-4)-2	-5 -2	CA de Face	-5 (-9)-2
			CA Optimale	-10

Jets de protection

Poison/Mort magique	9	Bonus magique
Pétrification/Paralysie	8	+5 anneau, +2 cape, +1 scarabé
Souffle	6	
Baton/Baguette/Batonnet	12	Bonus dextérité
Sorts	7	Dex +4
Psionic Blast	12	11 10

Armes utilisées

Toucher AC0	Att./Round	Arme	Force	Magie	P/M	G	Force	Magie	Commentaires	
12	2	Glaive	+3	+3	1-6	1-10	+6	+3	Glaive des 9 enfers	
		Longue	+1	+3	+2/+5	1-8	1-12	+6	+2/+5	Vampirique, +5
		Dague		+3	+1/+4	1-4	1-3	+6	+1/+4	Venom
		Shurikens		+4		1-3	1-2			

Points de vie

Tiré : 108
 Ajustemen: +2
 -10 -9 -8 -7 -6 -5 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90

Vitesse de déplacement

Pied Vol Nage
 12" —"

Apitudes Spéciales

Guérisons **2F/sem**

Camouflage = anneau +5 remplacé par anneau invisibilité + | protection vs bien

Points d'expérience

Bonus 10 %
2,090,000 xp
 Niv. Sup. à:
2,200,001 xp

Scénario du ??/??/????

OBJETS EN AVENTURE

Objet	Charges	Localisation
Tête		
Lentille d'aigle	\	Sur moi
Mains		
Bracelet AC3	\	Mains
Anneau +5	\	Main droite
Anneau régénération	\	Main gauche
Torse		
Broche de protection +1	5	Sur moi
Amulette des plans	\	Autour du cou
Dos		
Cape +2 déplacement	\	Sur moi
Sac de contenance	750 kg	Sur moi
Ceinture		
Glaive des 9 enfers	\	Ceinture gauche
Epée longue +5	\	Dos
Dague +1, +4 Venom	10	Ceinture droite
Dague 2x +3, 2x +5	\	Ceinture dos
Anneau invisibilité	\	Poche droite
Anneau libre action	\	Poche gauche
Dose de poussière de disparition	1	Poche droite
Gemme de vision réelle	\	Poche gauche
Pieds		
Bottes de 7 lieues	\	\
Sac de contenance		
Anneau de bélier	15	1d6/2d6/3d18 à 3" + JP
Ailes de vol	\	Sur moi
Batonnet merveilleux	23	Sur moi
Cape elfique	\	
Batonnet d'illumination	81	Sur moi
Carafe d'eau infinie	\	Sur moi
Flèche directionnelle	\	8f en 8 tours
Forteresse de Daern		
Potion de diminution		<5% size / 1d4+1 t
Potion de persuasion		+25% reaction, suggestion 1f/t, 1d4+4t
Parchemin de protection vs dragon noir		1r / 2d4+4 r
Parchemin de protection vs petrification		1r / 1d4+1 t
Pistolet automatique	1	
Grenades	3	
Ongent de Keatom	14	vs poison & disease, 9-12 pv

OBJETS CHEZ MOI

LE TRONE :

1 F/ jour au 19^{ème}

- Magique missiles : 10 missiles
- Protection vs missiles normaux
- Mur de feu
- Connaissance d'alignement



CONNAISSANCES :

Arq al Ada
Darkhor
Deliamber - Vera
Nioldoreth
Silverstar
Irulan – Gmork
Finduilas
Temti
Jahman
Gurney Halleck – Rivia
Hô

Heita
Lichna d'Otheim
Loreus
Rydeck
Chayrog le Victorieux
Mme Mim
Tegretal (Baron samedi)
Arkonnen
Jean Eud Tesson
Katalyn de Tendar
Odrade


FAITS MARQUANTS :

A fait une communion chrétienne
A vu Béliat en personne
A rencontré SNOWL
A fait un tour en hélicoptère



Possède un champ de tulipe noire : elles rendent stérile au touchée sans sauvegarde. Il est possible d'en extraire de la poudre permettant d'endormir les ennemis pour 1-10 heures. JP vs magie.

NIGHTMARE

CLIMATE/TERRAIN:	Lower planes	
FREQUENCY:	Very rare	
ORGANIZATION:	Solitary	
ACTIVITY CYCLE:	Any	
DIET:	Carnivore	
INTELLIGENCE:	Very (11-12)	
TREASURE:	Nil	
ALIGNMENT:	Neutral evil	
NO. APPEARING:	1	
ARMOR CLASS:	-4	
MOVEMENT:	15, Fl 36 (C)	
HIT DICE:	6+6	
THAC0:	13	
NO. OF ATTACKS:	3	
DAMAGE/ATTACK:	4-10/4-10/2-8	
SPECIAL ATTACKS:	Burning hooves	
SPECIAL DEFENSES:	Paralyzing cloud	
MAGIC RESISTANCE:	Nil	
SIZE:	L (6' at shoulder)	
MORALE:	Elite (13-14)	
XP VALUE:	2,000	

Nightmares are the evil steeds of the lower planes, often serving as mounts for baatezu, tanar'ri, night hags, liches, and powerful undead lords.

They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their flowing manes and great tails are ragged and wild.

Nightmares can understand commands from evil riders. They communicate among themselves by empathy.

Combat: Nightmares are hateful of material life. They will often attack any non-lower planar creature they encounter (and will sometimes attack the lower planar creatures, too). They have vicious fangs that inflict 2-8 points of damage on a successful bite. Their burning hooves each inflict 4-10 (1d6+4) points of damage per attack and will set any combustibles on fire.

During combat, the excitement and fervor of the fight will cause nightmares to emit a smoking, hot cloud of noxious vapors. It blinds and chokes all those within 10 feet of the evil steed. Victims must make a saving throw vs. paralysis or be at a -2 penalty on their attack and damage dice.

Although they have no wings, nightmares are able to magically propel themselves through the air at an impressive rate. They may fly through the Astral and Ethereal planes at will.

Habitat/Society: Nightmares are the servitor steeds of many lower planar creatures. They are intelligent, however, and cannot be treated as casually as a simple horse. They will willingly and gleefully serve as a mount for any mission involving evil. However, for the unwary rider, a nightmare's own ambitions can prove to be insurmountable. These hateful steeds will often do what they want rather than follow the wishes of their "master." In many ways, nightmares pose the same problems as magical weapons with large egos.

Anyone on the lower planes who is not a native thereof can attract the attention of a nightmare to secure it as a mount. The process involves several spells, as well as an offering for the creature's service. The summoning requires a mage or specialist wizard of at least 5th level. The following spells must all be cast by the same spell-user. First, the mage must cast a mount spell. This conjuration is used to attract the attention of the nightmare. Next, a monster summoning III spell must be cast to bind the nightmare into service. When that is complete, a wall of fog spell is cast. If all of this is done properly, the nightmare will come galloping through the fog, nostrils flaring and eyes gleaming, ready to perform in the service of evil. Lastly, an offering is required. This may be given by anyone, not just the spell caster. The offering must be oat-like flakes made from platinum that the nightmare will eat. The flakes must be of at least 200 gp value. Whoever feeds the oats to the nightmare will be its master for 72 hours.

Creatures of the lower planes do not perform these steps to summon a nightmare. It is unknown what dark agreement they make for a nightmare's service.

Once per decade, on the plane of Hades, there is a dark and sinister time called Gloom Meet. At this time the various lower planar denizens will meet and decide how they will spread their will for the next decade. The nightmares play a special role in Gloom Meet, for they spread the word that the meeting is about to begin. As the Gloom Meet approaches, there is a higher concentration of nightmares and their frequency changes from very rare to uncommon. This is the first indication that Gloom Meet is to occur, and lasts for approximately two weeks. Immediately prior to the meeting, the nightmares ride the planes in a terrifying charge that notifies all that the Gloom Meet has started.

Ecology: Nightmares are the wild steeds of the planes. It is their place in the lower planes to act as mounts for missions of evil and dread. They have no biological link to true horses. A nightmare is merely a foul minion of evil, without need of food or air, that through some unknown pact has taken the form of a huge, terrible steed. Nightmares are listed as carnivores, based solely on their habit of eating fallen foes whenever possible. However, there is nothing to indicate that the nightmares derive any of their sustenance from the flesh of animals -- they more likely gain all their strength through their service to evil.

OBJETS PARTICULIERS

RING OF THE RAM: This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a detect magic on the ring discovers an evocation upon it.

The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if two charges are used, or 3d6 points if three charges (the maximum) are used. The ring is quite useful for knocking opponents off walls or ladders, or over ledges, among other things. The force of the blow is considerable, and a victim who fails to save versus spell is knocked down. The range of this power is 30 feet. The target of the blow applies adjustments to the saving throw from the following list:

Target smaller than man-sized	-1
Larger than man-sized	+2
Strength under 12	-1
Strength of 18-20	+3
Strength over 20	+6
4 or more legs	+4
Over 1,000 lbs. weight	+2
2 charges expended	-1
3 charges expended	-2

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should not gain any benefit from Strength and weight unless he knows that he's about to be struck by the force of the ring. This is a case where common sense will serve best.

In addition to its attack mode, the ring of the ram also has the power to open doors as if a person of 18/00 Strength were doing so. If two charges are expended, the effect is as for a character of 19 Strength, and if three charges are expended, the effect is as if a 20 Strength were used. Magically held or locked portals can be opened in this manner.

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage accruing for applications of two or three charges. Magical items struck by the ramlike force must save versus crushing blow if three charges are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save versus crushing blow from the impact.

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a wizard employing enchant an item and Bigby's clenched fist in combination.

WAND OF ILLUMINATION: This wand has four separate functions, three of which approximate wizard spells, and one of which is unique:

- Dancing lights: The wand produces this effect at a cost of one charge.
- Light: The illumination wand sends forth light at an expenditure of one charge.
- Continual light: This function require two charges.
- Sunburst: When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this sunburst is 120 yards maximum, and its duration is 1/10 of a second. Its area of effect is a globe of 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wands or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges. The wand can be recharged.

RING OF FREE ACTION: This ring enables the wearer to move and attack freely and normally even when attacked by a web, hold, or slow spell, or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

WAND OF WONDER: The wand of wonder is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible of the wand include:

D100

Roll Effect

- 01-10 Slow creature pointed at for one turn
- 11-18 Deludes wielder for one round into believing the wand functions as indicated by a second die roll
- 19-25 Gust of wind, double force of spell
- 26-30 Stinking cloud at 30-foot range
- 31-33 Heavy rain falls for one round in 60-foot radius of wand wielder
- 34-36 Summon rhino (1-25), elephant (26-50), or mouse (51-00)
- 37-46 Lightning bolt (70' x 5') as wand
- 47-49 Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder)
- 50-53 Enlarge target if within 60 feet of wand
- 54-58 Darkness in a 30-foot diameter hemisphere at 30 feet center distance from wand
- 59-62 Grass grows in area of 160 square feet before the wand, or grass existing there grows to 10 times normal size
- 63-65 Vanish any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal)
- 66-69 Diminish wand wielder to 1/12 height
- 70-79 Fireball as wand
- 80-84 Invisibility covers wand wielder
- 85-87 Leaves grow from target if within 60 feet of wand
- 88-90 10-40 gems of 1 gp base value shoot forth in a 30-foot-long stream, each causing one point of damage to any creature in path -- roll 5d4 for number of hits
- 91-97 Shimmering colors dance and play over a 40-by 30-foot area in front of wand--creatures therein blinded for 1d6 rounds
- 98-00 Flesh to stone (or reverse if target is stone) if target is within 60 feet

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.

AMULET OF THE PLANES: This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the Outer Planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns the device, transport will be random. Roll 1d6. On a 4-6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1-3, do not add 12 to a 1d12 roll. Figure the total and consult the following table to determine where the holder of the amulet ends up:

1-2	Mount Celestia	13	Carceri
3	Bytopia	14	The Gray Waste
4	Elysium	15	Gehenna
5	Beastlands	16-17	Baator
6-7	Arborea	18	Acheron
8	Ysgard	19	Mechanus
9	Limbo	20	Arcadia
10	Pandemonium	21-24	Prime Material Plane*
11-12	The Abyss		

*As an alternative, you can substitute the following for totals between 22 and 24:

- 22 Ethereal plane
- 23 Astral plane
- 24 Prime, but alternate Earth

BOOTS OF STRIDING AND SPRINGING: The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours--they need that long to "recharge."

In addition to the striding ability, these boots allow the wearer to make great leaps. While "normal" paces for the individual wearing this type of footgear are three feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of 9 feet, and vertical springs of 15 feet.

If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger--there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 2 becomes 1, Armor Class 1 becomes 0, etc.

CLOAK OF ELVENKIND: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible--the cloak has chameleon-like powers.

Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed is:

Outdoors, natural surroundings

heavy growth	100%
light growth	99%
open fields	95%
rocky terrain	98%
Urban surroundings	
buildings	90%
brightly lit room	50%
Underground	
torch/lantern light	95%
infravision	90%
light/continual light	50%

DECANTER OF ENDLESS WATER: This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

Stream: pours out 1 gallon per round

Fountain: 5-foot long stream at 5 gallons per round

Geyser: 20-foot long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

GEM OF SEEING: These finely cut and polished stones are indistinguishable from ordinary jewels, although a detect magic will reveal its enchantment. When gazed through, the gem of seeing enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range.

Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, 100 feet if small things are to be

seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way. There is a 5% chance each time the gem is used that the viewer will see an hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

WINGS OF FLYING: A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (20-foot span) and empower the wearer to fly as follows:

- 2 turns at speed 32
- 3 turns at speed 25
- 4 turns at speed 18
- 6 turns at speed 15
- 8 turns at speed 12

After the maximum number of possible turns flying, the wearer must rest for one hour--sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. Wings of flying can be used just once per day regardless of the length of time spent flying. They will support up to 500 pounds weight.

ARROW OF DIRECTION: This typically appears to be a normal arrow. However, its magical properties make it function like a locate object spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following:

- Stairway (up or down)
 - Sloping passage (up or down)
 - Dungeon exit or entrance
 - Cave or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

ARMES DE COLLECTION

SWORD +1, +2 VS. MAGIC-USING AND ENCHANTED CREATURES: This sword always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against wizards, monsters that can cast spells, and conjured, created, gated, or summoned creatures. Note that the +2 bonus would not operate against a creature magically empowered by an item (such as a ring of spell storing) to cast spells.

SWORD OF LIFE STEALING: This +2 weapon will eliminate one level of experience (or Hit Die) and accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures.

The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e., only a character who has suffered loss of hit points can benefit from the function).

SWORD +1, LUCK BLADE: This gives its possessor a +1 bonus to all saving throws and will have 1d4+1 wishes. The DM should keep the number of wishes secret.

GUILDE DE GEOFFROY D'ELBAZZ

SKINSK

Voleur N7 (épée longue +2)

3 Voleur N6

Gnôme Voleur 4 (Bracelet AC4, Anneau +3, Epée courte +2, Cape +2,)

PV : 20 AC : -1

Gnôme Voleur 2 (Bracelet AC5, Anneau +2, Epée courte +2, Cape +2,)

PV : 8 AC : 1

Humaine Voleur 3 (Bracelet AC4, Anneau +3, Epée courte +2, Cape +2,)

PV : 15 AC : -1

Humain Voleur 3 (Bracelet AC5, Anneau +2, Epée courte +2, Cape +2,)

PV : 15 AC : 1

+ 10 voleurs niveau 1

Ressource Hexagone

200 habitants + 150 ruraux

Agriculture : 1000 PO

Commerce : 2000 PO

MIETEH

Voleur N7 (épée longue +2)

3 Voleur N6

Elf Guerrier 3 / Voleur 4 (Bracelet AC4, Anneau +3, Epée courte +2, Cape +2,)

PV : 30 AC : -1

Elf Voleur 4 (Bracelet AC4, Anneau +3, Epée courte +2, Cape +2,)

PV : 20 AC : -1

Elf Voleur 2 (Bracelet AC5, Anneau +2, Epée courte +2, Cape +2,)

PV : 8 AC : 1

½ Elf Guerrier 5 / Magot 4 / Voleur 4 (Bracelet AC5, Anneau +3, Epée courte +3, Cape +2,)

PV : 25 AC : 0

+ 8 Voleur Niveau 1

Ressource Hexagone

500 habitants + 100 ruraux

100 habitants + 100 ruraux

Agriculture : 1500 PO

Pêche : 250 PO

Elevage : 300 PO

Commerce : 4000 PO

Armures : 300 PO

Bijoux : 2000 PO

ROSKOF

Dans cette ville se trouve un bordel de luxe permettant de mieux repérer et attirer les riches marchands de passage. Il est sous le contrôle de la voleuse suivante :

Humaine Voleur 3 (Bracelet AC5, Anneau +3, Epée courte +2, Cape +2,)

PV : 15 AC : 0

Voleur N7 (épée longue +2)

3 Voleur N6 (épée longue +2)

Elf Voleur 4 / Magot 5 (Bracelet AC4, Anneau +3, Epée large +4, Cape +2,)

PV : 20 AC : -1

Humain Voleur 6 (Bracelet AC4, Anneau +3, Epée courte +2, Dague +3, Cape +2,)

PV : 30 AC : -1

Nain Voleur 6 (Bracelet AC5, Anneau +2, Epée courte +2, Cape +2,)

PV : 30 AC : 1

Nain Voleur 3 (Bracelet AC5, Anneau +2, Epée courte +2, Cape +2,)

PV : 15 AC : 1

+10 Voleur Niveau 1

Ressource Hexagone

2000 habitants + 3500 ruraux

Agriculture : 500 PO

Pêche : 2500 PO

Elevage : 1200 PO

Commerce : 4000 PO

Const. Navale 1000 PO

Alchimie : 500 PO

Imprimerie : 600 PO

Forêt : 200 PO

Alcool : 200 PO

Armures : 300 PO

VOLEURS DE PASSAGE :

1 voleur 9; 2 voleur 8; 2 guerrier/voleur 8/8; 2 magot/voleur 7/8; 3 cleric/voleur 7/7