

AD&D 2nd Edition Character Record Sheet

Name: Scar (Charos Sol'kanar) **Sex/Race:** Male/Albino Minotaur
Class: Warrior **Kit:** Pit Fighter
Level: 15 **Alignment:** Lawful Neutral

STR: 19 80% open doors, 50% bend bars/lift gates, +3 to hit, +7 damage
DEX: 17 +2 reaction adj., +2 missile adj., -3 defensive adj.
CON: 19 +5 hp, 99% sys. shock, 100% resur. Survival, +1 save poison
INT: 13 3 lang., 6th level max, 55% learn spells, 9 spells/level max
WIS: 9
CHA: 12
COM: 8

HP: 128



SAVING THROWS

Poison, paralysis, death	4
Rod, staff, wand	6
Petrification, polymorph	5
Breath weapon	4
Spell	7

Normal AC: -2(1)
Rear AC: 4
THAC0: 6
MV: 12"

Age: 23
Height: 7'
Weight: 480 lbs.
Hair/Eyes: White/Pink

Languages (3): Minotaur, Common, Reading/Writing Common(13)

Weapon Proficiencies (13+1): Long Blades (2), Great Axe (1), Forearm Axe (1), Martial Arts (1), Two-weapon Style Specialization (1), Specialization Long Sword (1), Specialization Wrestling (2), Specialization Forearm Axe (1), Specialization Bastard Sword (2), Specialization Great Axe (2)

Non-weapon Proficiencies (4): Close-Quarter Fighting, Endurance(19), Riding(12), Swimming(19)

Possessions: *QuickFire* Bastard Sword +1, Darkness* Great Axe +4, Stone Horse, Hand of the Oard*, Red Dragon Scale Shield +2*, Winged Boots, Fine Chainmail AC:4, Backpack, Cloak, Boots, Normal Clothing, Belt, Large Belt Pouch, Tinderbox, Flint & Steel, 1 wk of Iron Rations, 2 Wineskins, 2 gal. of*

Water, 50' of Silk Rope

Abilities:

Minotaur-

- Natural AC: 6
- +6 HP at 1st level
- +2 to Surprise Rolls
- Track by Smell: 50%
- Immune to *Maze* spells
- +3 on saves vs. *Fear* and Morale Checks
- 60' Infravision
- Take Damage as Large-sized Creatures

Warrior-

- 2 attacks/round with Melee Weapons
- Disarm & Called Shots: +1 Initiative, -4 "to hit"
- Expert Disarms & Called Shots: +2 Initiative, -8 "to hit"
- Parry: THAC0 roll to parry

Pit Fighter-

- Begin with 1 free specialization
- Non-weapon proficiency slots can be used for weapon specialization.
- Receive "-2" to all damage rolls.

Double Weapon Specialization (Great Axe and Bastard Sword)-

- +2 "To Hit", +2 Damage
- 5 attacks/2 rounds

Single Weapon Specialization (Forearm Axe and Longsword)-

- +1 "To Hit", +2 Damage
- 5 attacks/ 2 rounds

Two-weapon Style Specialization-

- Use weapons of equal length in both hands
- 0/-2 penalty "To Hit" for Prime/Off-Hand

Double Wrestling Specialization-

- +2 "To Hit"
- +2 Damage
- +/-2 Chart bonus
- +2 to Strength for maintaining Holds
- "Pulling punches" on damage

ATTACKS:

<u>Weapon</u>	<u>Speed</u>	<u>THAC0</u>	<u>#Att</u>	<u>Damage(S-M/L)</u>
<i>Darkness</i>	9(3)	0(-3)	5/2	(1d10/2d8) +13
<i>QuickFire</i>	spec	0	3/1	(2d4/2d8) +9

Personality/Background:

Honor and strength, these two characteristics provide the foundation for the Minotaur way. Unfortunately for young Charos, born into House Sol'kanar, he was condemned at birth by his people; for Charos was born into Shakandara frail, puny, and an albino. He was considered hideous and abnormal by his own kind, a creature unlikely to survive. Therefore, this "freak" of birth was left to the elements to provide a swift ending. The goddess Serena had greater plans for this helpless creature, though. Through her guiding hands, Charos was placed into the custody of Master Liam—a wealthy human merchant near the capitol Golinoth. Although an early life of bondage seemed a fate worse than death, Charos' servitude under Master Liam would prepare him well for all that Serena foresaw.

It soon became apparent that the genes of numerous minotaur warriors flowed more strongly within young Charos than anyone would have imagined. His frail body grew quickly, and the minotaur physique thought non-existent within him burst forth, rivaling those of the greatest minotaurs.

Master Liam marveled at his great prize; and his keen eye saw ever-growing potential for Charos within the great arena of Golinoth. With this revelation, Charos was placed under the tutelage of a veteran pit-master. Every evening after Charos finished his day's labor on his master's estate, he would train for the arena. Blade masters taught him the secrets of the long blades, masters of unarmed combat trained him in wrestling; but his true skill showed when he was introduced to the forearm axe. Here was a true pit weapon that complemented his proclivity for close-in combat. With this weapon, he would know many future arena victories.

Time progressed with Charos' training. Numerous, live training matches were arranged to condition Charos for his debut. These matches initially included wild animals for opponents, but they soon gave way to sentient, more dangerous opponents. Charos' showed remarkable skill and cunning in these staged fights; he was now ready for the reality of the arena.

Arena night always arrived in Golinoth with great fanfare. It was revered almost as much as a holy day. One always found the stands packed at the arena; and Charos was overwhelmed by the number of spectators at his debut. Set to fight the opening match of the evening, Charos was paired against an ogre who had fought victoriously over another minotaur. The ogre, known as Jabba, reportedly

broke his opponent's neck with great ease; and the air of confidence he showed at face-off welled up racial hatred within Charos.

Jabba's opening ferocity caught Charos unprepared, and it nearly made Charos the rookie Jabba's second victim in as many matches. This ogre's speed and grace belied how clumsy he looked. It took a deep gash on Charos' snout from Jabba's trikal before he realized this was truly life or death. The red blood flowing across Charos' snow-white hair brought howls of delight from the crowd, spurring Jabba into over-confidence. A quick hooking of Charos' foot with Jabba's trikal and it would all be over. Another easy victory for the emerging Jabba. Charos had no desire for this match to go on longer; he needed to bait the ogre and end the match quickly. He presented the reckless Jabba an opening, forcing him to over commit his maneuver. For a brief instant, Jabba's neck was exposed. Charos stepped inside Jabba's reach, and, with a quick swipe of his forearm axe blade, opened Jabba's neck from front to back. The crowd went quiet; momentarily, Jabba's already lifeless form stood wide-eyed, almost suspended, before it slumped to the ground. Charos stood over Jabba's body placing his hand up to his own nasty wound. He looked up at the audience, feeling their eyes riveted to him. A low muffle could begin to be heard from the crowd. The noise grew louder and louder, becoming a chant: "Scar!....Scar!....Scar!...." He wondered if the crowd was referring to him.

QuickFire: This +1 sword acts as a *weapon of speed*, increasing the wielder's attack rate by one place (1 attack/round becomes 2/3, 2/3 becomes 2/1, etc.). Also, in any round when the sword is already in the wielder's hand, the wielder may strike first in combat, unless his opponent is using another *weapon of speed*. In this case, combat occurs simultaneously. When the command word, *FlameFlash*, is spoken, the blade bursts into flame, causing an additional 2d4 points of fire damage and igniting combustibles. Most QuickFire blades are short swords or daggers. There are a few larger swords (long, bastard, and two-handed) known to exist.

Darkness: This great axe has a head carved from magically hardened obsidian. It is +4 on both "to hit" and damage. The haft is made of ebony and is finished to a satiny luster. The obsidian head is extremely sharp, and the great axe acts as a *sword of sharpness(q.v.)*.

Hand of the Oard: This mechanical hand is made of some black, unknown material. It is designed to be used as a replacement for a hand that has been severed. To attach it, a combination of special healing spells must be used. It is very hard (saves

as metal, hard with a +4 bonus) and impervious to rust, including the attack of a rust monster. The tip of the index finger, from the last joint forward, is occupied by a brilliant ruby. This ruby, through force of will on the user, can shoot forth a *magic missile*-like projectile. It strikes unerringly and does 1d8+ (Opponent's AC) points of damage, with a minimum of 1 point per strike. These can be fired at a rate of 1/round, and the user can produce a number of missiles up to their Constitution per day. The hand also posses a 19 strength (this effects only actions involving the wrist and the hand). Finally, up to three times per day, the user can call upon the hand to produce flames equivalent to *burning hands* spell cast by an 8th level mage. Note: although this is actually a technological item, it does involve magic to produce some of its effects, and therefore does radiate magic. (This item is a derivation of the oard Ray Glove from the TSR adventure *CM6: Where Chaos Reigns*)

Red Dragon Scale Shield +2: This simple body shield is made from the scales of a red dragon's hide. It provides protection against fire-based attacks, both magical and non-magical. The shield grants a +2 bonus to saves vs. fire (in addition to the +2 for the shield's magic). For spells that normally do not permit saves, the wielder gets one with no bonuses. Any successful save reduces the damage to ¼; the damage is still halved for any failed save.

XP: (2,000,000 for 16th)
1,807,848

Damage: