

Palace of the Vampire Queen

TotalCon: Mansfield, MA Feb. 18-21, 2010

MELCHIOR "THE MAD"

(Character from GaryCon I:
Lake Geneva WI, March 2009)

Fighting Man (Human or Elf), Warrior (level 2)

Law Neutrality Chaos

Str	17	
Int	8	
Wis	8	
Con	16	+1hp/HD
Dex	13	+1 to hit w missile
Cha	8	

Plate, Helm, & Shield: AC 2

Weapons: Any *SPEAR, SHORT BOW, MACE*

Hit Points 2 dice+ConBonus = *118*

LARGE SACK

24 GP

4 CP

ROUNDER PLAIN SETTING

8 SP + SILVER KEY

L2 Thac0 = 19

Saving Throws

Fighter 1-3

Death Ray / Poison 12

Wand, Paralyz, Poly 13

Stone 14

Dragon Breath 15

Staves & Spells 16