

Race: Human (Tysha 1<sup>st</sup> generation).

Name: Selman VanDrake

Gender: Male

Age: 1,025

Max. age: Immortal

## Physical attributes

Height: 6'-2"

Weight: 180 lbs.

Skin Color: Beige

Hair Color: White

Eye Color: Amethyst-blue.

Handed: Ambidextrous

# Characteristics

Awareness: 30 (39) +9

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Charisma: 33 (46)

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Constitution: 39 (40 Darkstrome Ability)

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Coordination: 26 (52) +46 (Coor. raised to 40 for Darkstrome ability, and raised an additional +6 for items worn).

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Dexterity: 38 (49) (+8 Dex Ring / +2 Dex Gloves /+1 Dex Power Armband)

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Intelligence: 44 ()

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Mental-Strength: 72 (81) +6 mental-strength crest / +3 mental-strength headband

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Strength: 62 (215) (+11 Bear Species Amulet / +4 Power Armband)

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Wisdom: 29 ()

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**Jumping:** Horizontal: 15'-8" standstill / 37'-4" running  
Vertical: 11'-0"

# Characteristic Items worn:

Special Gem: "Silkweave (+5)": White, faceted, gem that increases a person's charisma just by wearing it (must be carried upon one's person, not necessarily in the open, for its power to work).

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+ 1-D8 charisma = +5

Value: 4,000 white-gold per point of charisma = 20,000 white-gold.

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Ring: "Characteristic":

Awareness: +1

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Amulet, Species:

Bear: +11 Strength

Forest Cat: Awareness: +1, Coord.: +6, Dex: +1,

Wolf: +8 Awareness

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Baret, Charisma: +8 (transfer magics on this to another item, other than a baret, hehe, the mighty selman with a baret :) hehe)

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Armband, Power: +1 Dex. / +4 Strength

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**Offense:** 38 (Dex) +11 (Ring: +8 Dex. / Gloves: +2 Dex. / +1 Dex Power Armband) = 49) + 30 (jahthein) = 71

**Weapons:**

Rank: 5 (4 (rank drained) Morgel Short Sword Sword (created from the tooth of a Morgel Dragon)

Attacks / turn: 2/1

Range: 1 Space(s).

Size: Small.

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage: 1-D4 +8 (for the rank) +39 (strength adj.) = 1-D4 +47

Weight: LBS.

Alloy / Leather / Wood type of weapon: Morgel Dragon Tooth.

Special: Morgel Ability: When this sword strikes armor, an avoidance-roll vs. "Stun" must be successful, or the target will be stunned for 1 turn (5 seconds) per time failed. When this sword strikes flesh, an avoidance-roll vs. "Death" must be successful, or the target will be slain.

Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Rank:

Attacks / turn: /

Range: Space(s).

Size:

Strength to wield proficiently:

Type:

Value: White-Gold.

Weapon Damage:

Weight: LBS.

Alloy / Leather / Wood type of weapon:

Special:

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Defense: 52 (coor) + 30 (jahthein) +2 (Class-2 Armor Cloak) = 84

## Armors

### Inner Armor:

Class- 4 (was class 5 - drained) krakkin-steel skin

Coordination adjustment: 0

Damage-Reduction: 1

Dexterity adjustment: 0

Movement adjustment: 0

Special: Sealing

Silenced

Weightless

### Special abilities to turn (% roll, or higher, to turn):

Acid: 86+

Blunt edged: 94+

Cold: ---

Electricity: max

Fire: max

Needle: 51+

Sharp edged: 81+

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# Cape-guard:

Class-

Coordination adjustment:

Damage-Reduction:

Dexterity adjustment:

Movement adjustment:

Special abilities to turn (% roll, or higher, to turn):

Acid: +

Blunt edged: +

Cold: +

Electricity: +

Fire: +

Needle: +

Sharp edged: +

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Armors: Enchanted:



Barding:

C-5 Banikur Scale

C-10 Krakkin-Steel, Chain, (Defiance)

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Magical:

Barding:

C6 Gage-Steel Plate

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Cape-Guard:

C-2 Gage-Steel Chain

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Shields: 1 random

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Wardog:

C-1 Krakkin-Steel Chain

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# Enchanted Items: 30 random

The following are all the enchanted item I have:





Capsule, Communication: 3-

Capsule, Siege: 2 (1 moon)

Carpet, Guardian: 1

Chain, Command: 1 (10')

Cloak, Blood: 1

Cloak, Spell (Healers): Runes sewn into cloak (usable one time each): 20 (roll them up randomly)

Clover: 1

Crystal Ball, Common: 3

Crystal Ball, Surrix: 2

Crystal, Communication (8 of them)

Crystal, Communication (1 of them - the other 7 are unknown - never tried the one I have. Who knows who holds the other 7)

Crystal, Communication (2 of them - the other 2 are unknown - never tried the one I have. Who knows who holds the other 6)

Crystal, Vision: 1

Cube, Acid: 1 ( 3 charges)

Cube, Air: 1 (4 charges)

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Reigns, Communication: 1  
Reigns, Control: 2  
Ring, Energy: 1 (1- charge of 4 remaining)  
\*Ring, Fused (C-5 Armor Skin: 1, Death-Resistance 70% 4- , Transport: 10- 5- , Energy: 4- , Hiskakk (Permanently charged ring), Spell-point (30- )  
Ring, Illusionist (3 spells)  
Ring, Dexterity (+1)  
Ring, Appeasing: 1  
Ring, Balant: 1  
Ring, Barter: 1  
Ring, Biters: 2  
Ring, Damage-Point: 1 (300 in each area)  
Ring, Faith: 1 (+1 vs. avoidance-roll vs. "Faith").  
Ring, Illusion: 1  
Ring, Magic (Necromancer): 1 (Suffocation, Familiar, Repel Undead, Animated Bones 4, Golithic Sting, Animated Bones 2)  
Ring, Oxygen-Point: 1 (1-D8 O.P. regen per turn).  
Ring, Premonition: 1  
Ring, Shadow: 1  
Ring, Sickness-Resistance: 1 (70% chance - Charges: 10- (2 remaining)  
Ring, Transport: 10- 9- (cursed to mis-transport) - You know this ring is cursed after letting Grovlin borrow it (to his demise).  
Ring, Zoom: 1  
Robe (Fate): 1 Power (Bane)  
Robe (Healer): (Life, Relieve Sickness, Relieve Swelling)  
Robe (Monk): (Defense, Needle)  
Robe (Psychic): (Minor Telekinesis, Mind Shield, Chaotic Retribution)  
Rock, Hearing: 2  
Rope, Command: 1 (10')  
Rune, Warding: 1  
Runeblock (Necromancer): (Animated Bones 3)  
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Gems:



# Magic Gems:

Sapphire / 1 Karat / Spell: Relieve Fever (usable 1/moon) - Blessed.

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**Airshiahn Gem:**

The gem must be worn against the bare flesh to save on oxygen-points lost when not breathing. 8 hours. If worn against the bare skin, this gem will also reduce oxygen-point loss per turn by -1.

Value: 800 white-gold.

Ice Crystal:

Ice-clear gem with prisms within.

This gem will increase the power of imprisonment spells, sealing the targeted into one of many prisms within the gems surface. This gem can imprison 3-D20 creatures (the number of prisms within the gem).

Value: 50,000 white-gold

Ironese Crystal:

Karat: 5

Value: 500,000 W.G.

Rotsilt:

Cluster of 10 / +25 to avoidance-rolls vs. undead attacks.

Gray-black grains of gem that help to avoid the draining attacks of Undead creatures.

These gems will grant a +25 added to any avoidance-roll, or the like, to escape the power the undead have of draining you.

If, because of these tiny gems, you are able to avoid an undead's touch-drain, it will be consumed forever. The gem will simply fade away, leaving you completely unharmed.

These small gems need only be carried in a small pouch, and tucked away safely upon one's person, for their shielding power to work.

Value: 500 white-gold each.

Dragon's Lure:

Purple gem that is see-through.

Dragon's Bane Gem must be on the person who attempts to tame, train, or subdue any dragon species and breeds.

Only those who follow the class of Trainer can use this gem's power.

Grants a Trainer a +30 on rolls when using an ability to tame, train, or subdue a dragon species.

Value: 30,000 white-gold

Special notes: Consumable gem. When the wearer of this gem succeeds in taming or subduing a dragon species, it will vanish.



# Non-Magical Items: 30 Random

Bracelet, Ankle

Flint and Steel: 8-

Gloves, Heavy Leather

Jacket, Restraint

Reigns, Horse: 1

Tent: 1 (3 man)

Torches: 11-

Random

Potion Bottles: 5

10 gallons of spiced cider

Winter Clothing

Sledge Hammer

Drums

Steel Cup

Flint and Steel: 81-

Field dressing roll

Cloth hat

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Potions:

Anitdote, Poison: 1-

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Changing: 1-  
Charming: 2-

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Electric Water: 1-

Energy: 3 (2-, 1-, 2-)

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Fear Immunity: 2-

Flash: 1-

Fog: 1-

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Healing (Ice Burn): 1-

Healing 3: 4-

Healing 50: 1-

Healing 24: 1-

Healing 50: 4- (blessed 1/24 hours imbiber can heal 50 points in all areas forever (can heal another 1/24 hours)

Healing, Relieve Fever: 4-

Healing, Relieve Infection: 1-

Hue and Cry: 2-

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Legends and Tales: 6- / 8-

Love: 1-

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Quake: 2-

Quest: 2-

Quickness 1: 3-

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Shielding: 6-

Soft Matter: 1- (imbiber can still move if he or she swallows a gem, stone, or the like potion)

Speed Healing: 4-

Spell-point: +5: 1-

Spell-Point Regeneration: 6-

Spell-Point Regeneration: 6-

Spell-Point Regeneration: 1-

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Vulnerability (Spiritual): 1-

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X-Ray-Vision: 5 (4- , 5- , 5- , 3- , 6- ).

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Relics:





Blood Brazier:

Gold and White

Physical power granted when used

Ethereal Traveler can take one circle of beings w/ him or her.

Defensive power: Gives targeted the ability to physically Touch Ethereal objects and beings without being effected by them.

1. Cost: 1 B.P. loss (permanent)

2. 1% chance for each in the circle to be forever trapped into the chalice.









**Scrolls:** These scrolls were from the old system. You must re-roll them randomly (no whining about it now). Tsk tsk, Selman got nerfed . . . again! Where's the manager!



Druid: 9

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Weapons:

## Enchanted:

R-4 Poison Elbow-Spike

R-5 Staff, Spell-Storing:

R-2 War Axe (Kill Goblin)

R-15 Magician's Dagger (2 spells: Earth Rune / Earth Energy)

R-2 Maiden Dagger of Healing: (spell-points: 50- /9 spells) - Taken from a Healer and an Assassin betrayer, who attempted to kill me. Now I have all their items.

R-7 Maiden Dagger of Healing: (spell-points: 50- /10 spells) - Next time, don't get jealous, be an ally (especially when you are being power leveled). Gratitude is best.

R-26 Dragon's Claw Dagger (Woodland Dragon)

R-21 Tracer Dagger

R-11 Jester's (roll up a random weapon)

R-3 Hunter's Spear

R-5 Earthen-Bolt Warpick

R-11 Dragon Claw Dagger (fire-dragon)

Magical: 90 random

Daggers: (R-15),

Bows: (R-1 110 lbs. recurve),

Dart, Throwing, R10, H.T. K.S. O.W.: 14-

# Character class information

Character type: Magician

Level: 46

Experience earned: 37,107

Experience points to level: 51,800

Ability-points: 163-

Spell-points: 275-

45 spell-points were obtained by spell-point potions.

\*Ring, Spell-point, 30- (fused with other rings listed in E.I. section).

Modification-points: 1,087-

90 modification-points were obtained by modification-point potions.

Notes:

You have a 20 point modification-point potion in your items (unused). Save it, just in case (you never know who might need it - trade them something nice for it).

(47th: 54,100)	(48th: 56,450)	(49th: 58,850)	(50th: 61,300)	
(51st: 63,800)	(52nd: 66,350)	(53rd: 68,950)	(54th: 71,600)	(55th: 74,300)
(56th: 77,050)	(57th: 79,850)	(58th: 82,700)	(59th: 85,600)	(60th: 88,550)
(61st: 91,550)	(62nd: 94,600)	(63rd: 97,700)	(64th: 100,850)	(65th: 104,050)
(66th: 107,300)	(67th: 110, 600)	(68th: 113,950)	(69th: 117, 350)	(70th: 120,800)
(71st: 124,300)	(72nd: 127,850)	(73rd: 131,450)	(74th: 135,100)	(75th: 138,800)
(76th: 142,550)	(77th: 146,350)	(78th: 150,200)	(79th: 154,100)	(80th: 158,050)
(81st: 162,050)	(82nd: 166,100)	(83rd: 170,200)	(84th: 174,350)	(85th: 178,550)
(86th: 182,800)	(87th: 187,100)	(88th: 191,450)	(89th: 195,850)	(90th: 200,300)
(91st: 204,800)	(92nd: 209,350)	(93rd: 213,950)	(94th: 218,600)	(95th: 223,300)
(96th: 228,050)	(97th: 232,850)	(98th: 237,700)	(99th: 242,600)	(100th: 247,550)

Note:  
250,000 Experience points to advance each level after 100th



# Allies

**King Nishane Asmond**, High King of Zurkel Mainland.

**Siantia**: My younger sister.

**Nickodemus**: My son.

**Roxanne**: Guardian Magician of Iron Keep.

**Freaker**: Mutant.

**King Crusher**: King of Iron Keep.

**Omnax**: Warrior.

**Vannessa**: Jahtha Druid, and daughter of Vannar. Note: There is much to this legend that cannot be told here. I am currently in the process of writing the novel that tells this story.

**Zane**: Though this seems an unlikely relationship, yet it is true.

**Mitcheio**: High Essence Magician of Gaunten, the capitol city wherein Nishane Asmond personally dwells.

**Goro**: After Zane manipulated Goro to reveal the general location of Templar Island (Selman's sanctuary), she destroyed the island (Seman's wife and two children were forced to flee through a plane gate, which was destroyed in the attack). Affected personally by Goro unwitting stupidity, Selman now deemed Goro a threat. Failing twice to have him secretly assassinated, so as to remain anonymous should Goro escape, Selman hired an Imperial Gargoyle, who was successful. Thus passed the most deadly of Selman's allies.



Armors trained in

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# Background

This novel is currently being written. Release date? Not given yet. There are a few projects I'm working on at the moment that take precedence over this history (which I work on now and then in the hopes of getting a head start later). I really want to write this one.

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# Beliefs

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# Blessings

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# Cursings

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# Divine Favors

Spirit of Battle (60) / Spirit of War (120)

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# Morals

Selman struggles with the murder of his family. Because of this incident, Selman is quick to be vicious, yet quick to aid those who have earned his trust. He regrets the choices of his earlier years, which forged many enemies who still hunt him to this day. He now lives his existence trying to right the wrongs of his past.

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# Notes

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# Other

Nikodemus: Selman's son.

Atheri: His wife who was lost during Zane's attack on Templar Island. She escaped through a plane gate, which was destroyed by the attack. The power of the gate was constructed of exploratory enchantments, the secrets of which were destroyed in the attack. His seven year old son, Halithar, and his twin sister, Evari, were lost within the gate as well. Selman has spent all of his time and energy in the attempt to find his family, yet to no avail. He regrets destroying Goro, rather than imprioning him in an eternal state of terror and pain. What has been done, is done.

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# Other Significant Features

The following are Selman VanDrake's list of abilities taken from Jahtha's and Jahthein's, as well as those discovered by finding Secrets in The Wilderness (and by using wishes):

Aysh's Fire:  
Area of effect: 1 space. Each Strand of Fire effects 1 space, and can be moved 5 spaces per turn.  
See: "Range".  
Damage: Strands of Fire:1-D6 x46.  
Range: Current Range: 10 spaces (50'). Calculation: 1 space (5'), +1 additional space per 2 levels advanced.  
Notes: 1 Strand of Fire can be created, +1 / 5 levels advanced. Current #: 10 (each are independant).  
Phoenix Burst: (AoE: 1 space (5'), + 1 per 5 levels advanced). Current AoE: 10  
Damage: 1-D6 x46 / Range: Selman (flames originate from your body)

### Chimahgrin Virus Touch:

The physical touch of the Chimahgrin infect another.

If armor or clothing is touched there will be a 50% chance of infection occurring. Once the Chimahgrin virus has infected a victim, it can lie dormant until the Chimahgrin wishes it to come to life. When the virus comes to life, the life of the victim will be forfeit if the Chimahgrin so wishes, or it can share a dual existence with its host in a similar effect as the Black`Guard WereWolf lives its existence.

When a Chimahgrin is no longer dormant within its host, its other self will die.

If a Chimahgrin dies, if it has infected another, that other will be taken over.

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Darkstrome Awareness:  
30 Awareness.

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Darkstrome Coordination:  
40 Coordination.

Notes:

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Disintegration:

Damage: 1-D10 x46

Area of effect: 15' radius (1 space and the next ring of spaces surrounding that space).

Notes:

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### Dimension Tunnel:

As the enchanted item, "Dimension". The difference will be that you can store things into the dimensional rift, which has tears/openings within it. There is a 1% chance of an encounter locating a dimensional tear and investigating it. This is bad. While within the Dimension Tunnel, you can exit out into other places by slipping through a tear in the fabric of the Dimension Tunnel. There will be 1-D10 tears each time you open the Dimension Tunnel.

### Notes:

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Dithinoth:  
This ability opens the door to the realm beyond the class of Necromancer, known as "Death Magic"

### Current Abilities/Spells:

"Undeath Servant:"

Raises a death creature as a slave to serve the caster forever.

1.

Avoidance-roll: vs. "Faith" for the caster to be successful.

2.

Then the caster must pit mental-strength vs. mental-strength with the destroyed death class creature when it animates to undeath status, or it will turn on all within 100 miles, rampaging until it has destroyed all, or is destroyed.

Component: Soulless Crystal:

Created from any shard of Ironese Crystal (an Ironese Crystal Shard found cannot be broken into pieces; it must be used as found). Cast "Death's Shadow" upon it to transform it to a Soulless Crystal.

Note: An Undeath Servant will have the same abilities as a Dithinoth, but is under control of the one who raises it to undeath status.

Notes:

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Enchanted Soul:

R-3 Magical Weapon to harm.

Note:

It takes an enchanted weapon to harm a Tysha bitten, and so I must be struck with a R-3 Enchanted Weapon to be harmed.

Notes:

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Immunities: Lightning.  
Spiritual Attacks.

Notes:

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Invulnerability:

As the potion or the spell.

Notes:

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Oracle Sense:

As the Ykor, Selman can naturally sense the energy that radiates from an Oracle at a range of 35 spaces (175') on a successful avoidance-roll vs. "Awareness" (1 avoidance-roll will be given per 72 hours while any Oracles remain within range).

Notes:

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Sacrifice: Take on another's infirmities. Heal at x10 the normal rate of healing. If taking on a death-wound, you must make a successful avoidance-roll vs. "Death", or die. Do to being Tysha bitten, two rolls to succeed will be given. If your second roll is successful, unconsciousness (in a death-like state) will overcome you for 1-D6 hours -- then you will suddenly gasp and begin regenerating).

Notes:

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Vision:  
Through eyes.

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Voulg:

There is a small black band that each and every Voulg wears on his or her finger. If this band is removed, the Voulg will be taken back to his or her home in 1-D4 turns, in which time the Voulg will be yet present. Only after the last turn will he or she be plane traveled back to the Underworld. This is a defense for this race, so as to be able to escape uncertain and dangerous situations. The ring, if taken off anywhere within the Underworld, will do nothing.

Notes: Selman can make these rings with the aid of a master blacksmith and an enchanter with the spell, "Transpose".

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Winds of War:

+1 to all battle and warfare checks per 5 levels advanced.

+1 to all avoidance-rolls per 5 levels advanced.

Duration: Full battle or full war (unless expelled)

Invoke time: 3 turns (15 seconds).

Notes:

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Word of Death (L51 Inninnoth Skeleton):

So terrifying is this most terrible of abilities the Inninnoth possesses. The Inninnoth will focus on one single target and speak one single word to it: "Die". Pit Mental-strength vs. Mental-strength against the Inninnoth and win, or death will take the targeted.

Notes:

So powerful is the word of this blackness that even soulless creatures are halted in there tracks for 1-D6+1 turns (this means that familiars, the dead, treasure items that serve as pets or guardians, and even animated creatures are halted).

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# Permanent effects

Chest of ?:

These are effects from pulling from the Oracle chest.

Skin of my body is now as durable as Krakkin-Steel Skin Armor.

Iron-wood hand.

+74 Luck

# Pets

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# Questions

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Tysha Powers Attempted:

Bird communication

Minotaur's Luck

Duo-Existence

Undead Detection

Remove Curse

Reveal Curse

Alteration Shift

Sailor/Shiphand

Hunter Dragon Tracking

Spell-points Regeneration

Sense Secret in the Wilderness

Favor: Increase loyalty base with allies and acquaintences

Direction Sense - True North

Rebirth

Natural Wings

Nausea Immunity

Scry

Remove Dithinoth Taint: Failed! I would love to lose this taint. I'm in constant threat of encountering a Dithinoth, which I fear.

Produce Banquet

Drain Ability

Octopus Ability - Squeezing through small places.

Gate (size) Plane or Dimension

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# Secrets

Labyrinth:

Zelgon:

Arsia:

Leprechaun:

Sapphire:

Mehentaon:

Goblin, Krill Shen:

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A skull touched - secret in that wilderness - Chosen in a plot with a prince(See: "Special"). Not sure yet.

Tiny bags = 2 Not sure what they are yet. They don't reveal and don't open.

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Vannessa, the daughter of Vannar is Selman's mother.

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# Weapons trained in

Bows (all)

Dagger

Pistol Crossbow

Quarter Staff

Shaken

Spears (all)

Swords (mandoble)

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