\* amm (vost) of N.A. ring (holled) of prot +4 magic armor Mike **DUNGEONS** Cleric Human CLASS ALIGNMENT DEITY 5/1011 150 Hazel Brown CHARACTER RECORD SHEETS LEVEL GENDER HEIGHT WEIGHT EYES HAIR 机坑 8 + (14 x 9.5) 141 ABILITY NAME TEMPORARY TEMPORARY SCORE MODIFIER TOTAL WOUNDS/CURRENT HP SPEED SUBBUAL DAMAGE 13 141 20 still pt : 3 16 20 5 38 - 10+ 13 + 5 10 combat armor ARMOR BONUS TOTAL SHIELD DEX 16 3 ARMOR TYPE 20 ζ-40 INITIATIVE 2 9 N 4 15 16 SKILLS DEX MIZE TOTAL +Z 20 5 24 7 SKILL NAME MOD SKILL RANKS BASE ATTACK 12 T concentration Con 20 + 13 heal Wis 20 SAVING THROWS ABILITY MACIC MISC TEMP.
MODIFIER MODIFIER MODIFIER TOTAL Int 20 SOCY 18 FORTITUDE рек ৭ hide (cross) .10 5 3 Swim (crass 5 REFLEX 3 £4-dimb (cress 0 \$ 100. 1 26F/LR/IW/Ivelestone BOURZ STROCK BASE SIZE MOD TOTAL MELEE ₽ RANGED BASE ATTACK DEX WEAPON RANGE WEIGHT SIZE WEAPON TOTAL ATTACK BONUS **WEAPON** C П RANGE WEIGHT ₽ ARMOR/PROTECTIVE ITEM 750 CHECK PENALTY combat armor 250 (mw) med +9 (+13) 6,000 WEIGHT · 20% (eve) 8,000 20 25 +4 LIFT OVER magic HEAD EQUALS MAX LOAD SHIELD/PROTECTIVE ITEM ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY LIFT OFF GROUND Z # MAX LOAD AMMUNITION PUSH OR DRAG © 2000 Wizaros OF THE COAST, INC. All rights reserved. Made in the U.S.A. Permission granted to photocopy for personal use only. CHARACTER ILLUSTRATION

DOMINO		SPELLS	
CAMPAIGN	SPELL SAVE 7	NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)	
EXPERIENCE POINTS	DC MOD	In 4+2 an 3+2 7n 2+2 an 0+2 m	
GEAR  TIEM  PERIOR OF WIS (+4)  Bracers of CON (+4)  Gloves of DEX (+4)  Gloves of DEX (+4)  Gloves of DEX (+4)  Gloves of Prot. (+3AC)  First of prot. (+3AC)  Winger boot: (2hm)  Cloak of res. (+43v)  Lickstone (+1)  10,000	COMPANIES OF A STATE OF A STATE OF THE STATE	NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)  0 9+2 15 5+2 210 5+2 120 4+2 471 4+2  571 4+2 671 3+2 771 2+2 121 0+2 9714  SPELLS  SCC 5 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
MONEY	Turn Undead (fro Technical Prof. ( Breat Fortitude Lichtmia Reflexes Tron Will Improved Initiation Weapon Finesse ( Maximize Spell Sculpt Epell	ee) free)  touch spells)  Simple Weapons & All Arma (f	fer fer

vest hdbol Donatimus "Domino" Afrulamensis, a male human cleric 15, specializing in the domains of Luck and Destruction. Unlike most clerics, he is a spontaneous divine caster (UA pp. 64-65). He grew up and lives in the Empire in the Dragonstar galaxy. He has a chaotic neutral alignment, but does not worship a deity. He seeks to preserve individual freedom in the multiverse, and destroy those who would impose tyranny or other forms of oppressive social order.

Domino by day teaches at a minor league high school; by night he is one of the galaxy's leading "chaos theory" philosophers. He believes that random luck is the primary force in the universe, and that destruction of unduly ordered sociopolitical structures is essential to allowing the random forces of the universe healthy space to spring to life through the lives of individuals acting freely. Some might doubt the profundity of his insights, but there is no doubting that over many years of dabbling in the divine arts, Domino has acquired considerable capability to take advantage of luck and inflict destruction.

The origin of his nickname "Domino" is unclear. Some day it relates to the luck involved in the game of dominoes. Others say it's a reference to the destruction that results when a set of dominoes are stacked in a line and then toppled in a chain reaction. And a third group claim it's just a lot easier to pronounce than his real name.

## Spells Known:

0-create water, detect magic, detect poison, guidance, light, mending, purify food/drink, read magic, resistance

1-entropic shield, inflict light wounds, comprehend languages, detect law, divine favor, protection from law, shield of faith

2-aid, shatter, augury, hold person, make whole, silence, undetectable alignment

3-protection from elements, contagion, invisibility purge, magic vestment, protection from elements, magic circle against law

4-freedom of movement, inflict critical wounds, greater magic weapon, divination, restoration, cure critical wounds

5-break enchantment, circle of doom, flame strike, greater command, ethereal jaunt, healing circle

6-mislead, harm, blade barrier, greater dispelling, heal

7-spell turning, disintegrate, summon monster VII, resurrection (else greater scrying)

8-holy aura, earthquake