

# Toad

## HD7

<b>Strength:</b>	3	Att Adj: 0	Dam Adj: 0
Muscle:	3	Door: 2	Bar: 0
Stamina:	3	Wght: 5	
<b>Dexterity:</b>	13		
Aim:	11	Msl Adj: 0	
Balance:	15	Reac Adj: 0	Def Adj: -1
<b>Constitution:</b>	14		
Health:	15	Sys %: 90	Poison: 0
Fitness:	13	HP Adj: 0	Res %: 90
<b>Intelligence:</b>	18		
Reason:	18	Spell Lvl: -	Mx Spell: -
Knowledge:	18	Bonus Prf: 7	Learn %: -
<b>Wisdom:</b>	15		
Intuition:	14	Bonus: -	Fail %: -
Willpower:	16	Magic Def: +2	Spell Im: -
<b>Charisma:</b>	14		
Leadership:	16	Loyalty: +4	Hench: 8
Appearance:	12	Reac Adj: 0	

Sex: Male
Race: Toad
Skin: Gray-green

Thief	Roll
Pick:	
Open:	
Traps:	
Silent:	
Hide:	
Noise:	
Climb:	
Read:	
Magic:	40
Illus.:	
Bribe:	
Tunnel	
:	
Bonds:	

Saving Throws	Base
Para/Pois/Death:	14
Rod/Staff/Wand:	11
Petri/Poly:	13
Breath Weapon:	15
Spell:	12

Hit Points
29
CPs Saved: 0
Hero Points: 1

Base AC: 10
Full AC: 9
Dex : +1

Movement
Run : 8
Swim : 12
Fly :
Tunnel :

Weapon – Base THACO: ( 18 )	Init	Size	Reach	KD	Damage (s,m/l)
None				1d( )	
				1d( )	
				1d( )	

AC	10	9	8	7	6	5	4	3	2	1	0
Roll	8	9	10	11	12	13	14	15	16	17	18

Class/Special Abilities
Wide-angle eyesight
Knows how to read
Disadvantage: Afraid of Heights

Proficiencies (x2 for animal innates)	Strt	Abil	Roll
	+	+	
Deep Diving	10	0	10
Ancient History, Geronfrey	6	5	11
Spellcraft (+7 CP)	7	5	19
Reading (+6 CP)	8	5	19
Astrology	5	5	10
Religion	6	1	7
Obscure Knowledge (trait)			
Cryptography	6	5	11
Write Common	8	2	10
Singing	5		5
Omen Reading (+3 CP)	5	2	10
Cantrip (NWP, as UA spells, 3/day max)	6	5	11
SIGNATURE SPELL: (4 CP)Unseen Svnt			
SIGNATURE SPELL: (4 CP) Dispel mgc			
SIGNATURE SPELL: (4 CP)Hold Animal			

Toad is Carazon the Wizard's familiar, summoned at first level and Carazon's companion and helper for over 40 years now (Carazon, a human, is an old man of 65 now, unmarried). Toad knows quite a bit about adventuring, and is very knowledgeable in the area of magic. Toad knows that Carazon has a potion of flying, health, and water breathing, a wand of illusion, rings, bracers and a cloak, all magical. Toad is a scholar, not a fighter, and is more used to travelling in the

Wizard's sleeve than a foot. However, he knows a great deal about magic and the history of Geronfrey and the world, and loves to pry out dark secrets and bits of forgotten lore.

Ring of Shocking Grasp: Wizard gave this ring to Toad as a form of self-defense, especially when Toad was swimming. When the wearer touches an enemy with the hand on which the ring is worn (a "to hit" roll may be required, especially during combat) and wills the ring to act, then the ring delivers 1d8+6 pts of electrical damage to the target. The ring can only do this 3 times before needing to "recharge" for a turn. Toad wears the ring on his right rear leg, since it can't shrink to fit a toad's small digits.

Ring of Telekinesis: Wizard gave this ring to Toad so that Toad could help him carry things, or float a scroll, potion or spell component to him during combat. Toad wears this ring on his left rear leg. When willed to so so, the ring operates as the 5th level Telekinesis spell, and can carry up to a 50 lb object.