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Elminster character sheet 3.5

09-15-2001, 08:42 #1 Magister's joining date: 25 May, 2001 Location: Cookham, Berkshire, UK Posts: 104 I think of playing a solo game like Alminster, just for fun (obviously starts at level 8 by default, not level 29!),I know very little about AD & D/ Forgotten kingdoms of the world beyond the games set in it, so can anyone give me more information about what Alminster's statistics and abilities are? I know he's actually a fighter/well/priest/priest or maybe a priest/unsure which), not just a single-class minor. 09-15-2001, 09:23 AM #2 Guest quote: Originally posted by Drawde1: I'm thinking of playing a solo game like Alminster, just for fun (obviously starts at level 8 by default, not level 29!),I know very little about the AD World & D/ Forgotten areas beyond the games set in it, so can anyone give me more information about what Elminster's statistics and abilities are? I know he's actually a fighter/well/priest/priest or maybe a priest/unsure which), not just a single-class minor. He's a cleric doesn't know his statistics but I almost p[ositively has 25 to his wisdom or constitution thanks to his guard (dess) ----- I SunGod here to illuminate you 09-15-2001, 11:14 AM #3 Zhentarim Guard Join date: June 23, 2001 Location: Aberystwyth, Wales Posts: 396 Alminster statistics are: STR: 13 DEX: 18 CON: 24 INT: 24 WIS: 18 CHA: 17 Uncertain about its lessons in 2nd edition but in 3rd edition are: Fighter1/Rogue2/Cleric3/Wizard20/Archmage5/Epic4. As Mystra's chosen he has the following abilities: bonus spells: selected earns one bonus spell of each level of witchcraft per day which can be as much a spell as ability. Once these six spells are selected, they can never be changed. , offensive, defensive and benefit with this ability (most select Elminster spells are not available in BG). Spellproof: Selected one-spell-proofs per level of witchcraft, just as if spells of witchcraft immunity were constantly in effect on them. Once these 9 seams are selected, they can never change (Elminster chose to recognize thoughts, black arms of Everard, Pemblemind, the finger of death, fireball, magic rocket, sun rays and timestop). Vaccines: The chosen ones are immune to aging, disease, disintegration and poison. The chosen ones get +10 for their CON score (included in the stat line above) they also have control over silver fire, a strange magical effect which can't really be replicated at the gate of Baldur. Have fun! ----- our deepest fear is not that we're not enough. Our deepest fear is that we are strong beyond measure. [This post was edited by Sharpedge (edited 09-15-2001).] 09-15-2001, 01:14 #4 Red Wizard of Thay Join Date: August 21, 2001 Location: Limburg, Netherlands, Europe Age: 38 Posts: 894 **ZOINKS* Words. 18th-invulnerable ?????????????????? Surely another God's creep (like you are a bahal creep) must be able to defeat him??? ----- there's something in your eyes, uh no, I see now, it's a reflection of my deadly gaze - honor guard Mirac (Baal Ove) 09-15-2001, 01:29 PM #5 Zhentarim Guard Join Date: June 23, 2001 Location: Aberystwyth, Wales Posts: 396 Quote: Originally published by Mirac Honor Guard: Surely another God's creep (as you are Bhaal's creep) must be able to defeat him??? Alminster is God's chosen one. It's totally different from being one's creep. Some of Bahal's inchers are no stronger than your average farmer, they just have a penchant for murder. Remember, Elminster is centuries old. He spent most of his long life learning and consolidating his power. That's why he's (probably) the most powerful person in Farron. However, I think your party at the end of ToB will be able to be more than just a handful on his side. Of course, his lover is Simbol, a very powerful witch capable of destroying armies with matmajic exaltations. Take care of the fact that he has a God watching him all the way through and you have a formidable opponent. I don't want to deal with him, that's for sure. ----- our deepest fear is not that we're not enough. Our deepest fear is that we are strong beyond measure. 09-15-2001, 01:58 #6 account deleted by requesting join date: May 17, 2001 Location: . Age: 34 Posts: 8,802 Name: Elminster Alignment: Munchkin All stats: Munchkin/Munchkin Level: Munchkin/Munchkin Racing: Munchkin Hit Points: Munchkin Thac0(or this 3 ed equivalent): Munchkin AC: Munchkin Resistance: Munchkin Abilities/Powers: Mega Munchkin Morf, Munchkin and Mancheon power ----- worshipping of Tiax. Wooder's ancient lawyer spells. A member of the H.D.B. tribe. Ally of Queen Fluffy and the Scary Red Plume 09-15-2001, 03:22 pm #7 Cyric's symbol join date: August 19, 2001 Location: Portland, Oregon Age: 42 Posts: 1,224 Actually, according to the Book of Heroes, it has Constitution 25. Sorry, I just had to fix it, I'm sure I could just copy his pages in the book, there's so much about him, but I'd get bored. He's a master of psynica, and he's got something around 228 psp's to use it. And he was supposed to be a priestess!!!! wtf just two pieces of my gold ----- Morgan Corbesant, Alban BladeSinger, Captain of the Army of Seldarine 09-15-2001, 03:24 PM #8 Symbol of Cyric Join Date: August 19, 2001 Location: Portland, Oregon Age: 42 Posts: 1,224 Oh, and mystra is dead. She died in trouble. All of Mistress's chosen ones have a part of her inside them, because she saw her death. Now she's going to live. In the chosen body. She's been replaced as the magic god, but I forget by whom. Just two pieces of my gold ----- Morgan Corbesant, Alban BladeSinger, Captain of the Army of Seldarine 09-15-2001, 04:29 pm #9 User forbidden to join Date: June 16, 2001 Location: Uppland Posts: 711 Oh... And I thought Elminster was a real loser just because I was two levels stronger than him ----- we call him Bobby Corwen 09-15-2001, 04:42 PM #10 Zhentarim Guard Join Date: June 23, 2001 Location: Aberystwyth, Wales Posts: 396 Quote: Originally published by Neb: Name: Elminster Alignment: Munchkin All stats: Munchkin Grades: Munchkin/Munchkin Level: Munchkin/Munchkin Race: Munchkin Points hit: Munchkin Tha 0 (or it's 3 ed equivalent): Munchkin AC: Munchkin Vaccines: Munchkin Resistance: Munchkin Abilities/Powers: Mega Munchkin Morf, Munchkin Power Munchkin Fire ROFL said well! Quote: Originally published on Morgan_Corbesant: In fact, according to the Book of Heroes, it has Constitution 25. I understand. I took it from the new third edition D&D/ Forgotten kingdoms supplement where it's listed as 24. Quote: Originally published Morgan_Corbesant: Oh, mystra is dead. She died in trouble. She was replaced by a powerful magician named Midnight who immigrated to God during the Troubles. She took on mistress's portfolio and diverity that fell (and her name). ----- our deepest fear is not that we're not enough. Our deepest fear is that we are strong beyond measure. [This post was edited by Sharpedge (edited 09-15-2001).] « Previous Thread | Next Thread » Active users are now viewing this thread: 1 (0 members and 1 guests) Registration rules you cannot publish new clusters You may not post comments You may not post attachments You may not edit your messages HTML code is on similar thread thread forum Responses Statistics Last post Obsidian Black Never Winter Nights 1 & 2 Also SoU & HotU Forum 9 11-14-2001 08:45 What are your data? Epona General Discussion 74 10-03-2001 05:14 LotharX Baldurs Gate II Archive Statistics 3 10-20-2000 09:38 All times are GMT-4. The time now is 09:39 AM. The other, a long way behind it, is intelligence. Life means nothing but what we give it. I wish some of you would give it some. ~ Amar Alminster laws are bad, and good people must be outlaws - or corpses - if they want to stay good. ~ Alminster Omar Alminster Omar is a character from Dungeons & Dragons Forgotten Worlds Defining Campaign, role playing game created Game designer Ed Greenwood, Dungeons & Dragons was published by Tactical Research Rules (TSR Inc.) until it was bought by Wizards of the Beach which became a subsidiary of Hasbro. Background Elminster itself is one of the best known rainbow jizzes within the Forgotten Dungeons & Dragons campaign setting as well as Mystra's chosen. But before he became a thing of legend he was supposed to be, Alminster first started for the son of a village lord named Athin and his wife, Amritella, who were murdered at the hands of the Shadow Lord of Glord named Onderell. After taking his father's broken sword, Elminster found himself becoming a thief as well as a thief only at the age of 12. Realizing he had no point in killing others, he rushed to give it up and became an intruder in Hastarel, the capital of the city of Atlanter. There, he met with the magi master of the time, who carried the robe of the god Mistress and asked Elminster if he wanted to learn magic. Alminster's response was that he refused. After a series of adventures, it eventually reached the point where Mystra itself visited Alminster. Once she did, she left him stunned with a message that one day he would learn the ways of mysterious magic and worship her as well. In an attempt to further expand his worldview, Alminster became a priestess under the name Almara, which allowed him (oh, she during then) to move within the confines of his enemies without his knowledge that Elminster was in their circles. After completing a series of other adventures, Almara felt ready to become a magician and so switched back to Elminster and learned about mysterious magic tricks from the witch Miryala, eventually becoming powerful enough to challenge the evil megalours who gobble up the kingdom. After the battle, Elminster won and took the throne of Atlantar. Although he was crowned King of Atlantar, Alminster immediately passed the king on to one of his friends who happened to be an Atlantar knight, with his reasons for fighting only to avenge his family's death and not be part of the monarchy. After he and Myrilla left the Kingdom, Myra then revealed herself as Mistra the goddess of all magic, and with that she offered to make Alminster one of her teams. Alminster was willingly accepted. Powers & can be Shadowdale's own arc password, chosen of mysteries, warrior, thief and even priest (ess), Alminster has gained the following abilities to see below: Warrior Abilities: As a basic trained warrior, Alminster is well versed with all simple weapons and fighting. Rogue abilities: Alminster tampered with the arts of crooks, and therefore gained the capabilities to sneak attack, trap-finding and evasive abilities. Priest abilities: As a small cleric, Can cast the turn Undead spell and can cast some divine spells, including 4 he can cast as wantably as he wants, another set of 4 that draw a limited daily number of witchcraft slots, and 3 stronger to take stronger slots to cast. Archimage's abilities: As mistress archimage, Elminster is blessed with the power of the high Arcana, which gives him different abilities. Reach mysterious: Alminster can use spells that usually require physical contact on targets up to 10 feet away. Mastery of a counter spell: Alminster can return a spell to cast against him. He can make his counter spell stronger as a knello at the expense of larger spell slots, and if the spell he reflects is stronger than his spell round, it is still partially reflected. If for some reason the spell cannot be turned back, then it depends on the power of the spell. If the spell is weaker or as strong as the opposite spell and cannot be reflected, it is completely negative. If it's stronger, it's likely to be negative that gets smaller as the gap between the power of the humidity is greater. Control elements: Alminster can change a basic spell of choice so that it uses another element. For example; Alminster can cast the spell of the swarm of meteors that strikes an opponent with sound sounds rather than its usual flames. Immortal: Alminster is immortal due to being elected of Mystra. During his never-ending life, he lived to be more than 1,000 years old. Furthermore, the Archimage cannot die of natural causes. Disease immunity: As a side effect of his immortality, Alminster is immune to even the deadliest of diseases in addition to other diseases as if Alminster is under the effects of a lifeblance of health with a fixed duration. Limited witchcraft immunity: Due to mystra's chosen, elminster is immune to the following spells and effects like them: detect thoughts, disintegration, ESP, Evard's black tentacles, weak, finger of death, imprisonment, magic missile, blind power word, sun rays, and time out. Opposition to spell: Even when Omar Alminster is hit by spells he is not immune, he has a great chance of resisting such spells to reduce or negate their effects. Dragon Breath Resistance: As Mystra's chosen one, Alminster also gains a knack for avoiding or resisting breath-based attacks. Silver fire: Once every 42 seconds, Elminster can fire a beam of energy into a magical lava known as silver fire. The beam itself is five feet wide and can reach up to 20 meters wide. It is able to bypass all known physical and magical barriers. Once the fund hits the target, the foundation does a large amount of damage and any non-living object that touches the silver fire has a chance of being destroyed outright. Contrary to its name, silver fire consists of pure magical energy and is not really fire at all. Huge Being an immortal magician blessed by the God of Magic, Alminster devoted most of his time to learning about all the wonders of the world, and gained a great deal of knowledge at the time. Tremendous wisdom: Throughout his centuries of experience and pure intellect, Elminster has also gained an impressive amount of wisdom to teach the world. High charisma: Alminster is naturally good at interacting with people and persuasively in shape. His natural

