

Sindbad the Seaman

14th Level Specialist (700,000 x.p.)

AC: 16 (Leather + Dex)

Move: 120'

HP: 60

Attack Bonus: +1 (& +1 for Strength)

Attacks: Scimitar or dagger

Damage: By weapon

Alignment: Lawful

Morale: 11

Charisma: 17

Constitution: 16

Dexterity: 16

Intelligence: 18

Strength: 14

Wisdom: 10



Architecture 3, Bushcraft 3, Climb 5, Languages 2, Seamanship 5, Search 5, Slight of Hand 3, Sneak Attack 5, Stealth 4, Tinker 3

Greedy and restless, Sindbad is easily pulled into mercantile ventures on the high seas. He is brave and remains cool-headed even in the direst of straights. Though frequently beset with maroonings, sinkings and other maritime calamities, he nevertheless always manages to come out ahead in wealth and status.

(Go read the story if you haven't already. Because reading is fundamental.)

Reference: "Sindbad the Seaman and Sindbad the Landsman" from The Book of the Thousand Nights and a Night, translated by Richard Burton.

Also goto "For Sail: One New NPC" (Mariner class) in Dragon 107 (pg 38) and "Taking Care of Business" (Merchant class) in Dragon 136 (pg 22). Granting Sindbad 700,000 experience points makes him a 9th/10th level Mariner/Merchant. Pretty near perfect. If you decide to go with these classes in AD&D, make him Lawful Evil (that Fourth Voyage, whew!)