

Personal Information

Name: Valentin Ramos	Player: NPC		
Race: Human (Aislander)	Gender: Male	Height: 6'1"	Age: 33
Classes: Fighter/Cleric	Levels: 1/2	Weight: 171 lbs	
XP: 0/2,711	Alignment: Lawful Neutral		
Next Level: 2,000/3,000	Kit: None		

Ability Scores

Str: 16	Weight Allowance: 70 lbs		Bend Bars/Lift Gates: 10%
	Attack Adj.: +0	Damage Adj.: +1	Max. Press: 195 lbs
			Open Doors: 9
Dex: 15	Missile Adjustment: +0	Pick Pockets: +0%	Open Locks: +0%
	Reaction Adjustment: +0	Armor Class: -1	Move Silently: +0%
			Climb Walls: +0%
Con: 13	System Shock: 85%		Poison Save: +0
	Hit Point Adjustment: +0		Resurrection Chance: 90%
Int: 10	Max. Spell Level: 5th	Max. Spells Per Level: 7	Illusion Immunity: None
	Bonus Proficiencies: 2		Chance to Learn New Spell: 40%
Wis: 17	Bonus Clerical Spells: 2, 2, 1, 0, 0, 0, 0		Clerical Spell Failure Chance: 0%
	Magic Defense Adjustment: +3		Spell Immunity: None
Cha: 10	Loyalty Base: +0		Maximum Number of Henchmen: 4
	Initial Reaction Adjustment: +0		

Saving Throws

Paralyzation: 10	Poison: 10	Death Magic: 10	Petrification: 13	Polymorph: 13
Rod: 14	Staff: 14	Wand: 14	Breath Weapon: 16	Spell: 15

Combat

Hit Points:	20
Base THAC0:	20
Melee THAC0:	20
Missile THAC0:	20

Weapon

Proficiencies

Club
Flail, horseman's
Mace, footman's
Maul
Warhammer (Specialist)

Non-Weapon

Proficiencies

Blind Fighting	17
Endurance	13
Fire-Building	16
Heal	15
Hunting	16
Religion	17

Armor

Natural armor class	10
Full armor, scale mail	-4
+1	
Magic Armor adj.	-1
Shield, small adj.	-1
DEX Defensive adj.	-1
FINAL:	3

Weapons

Weapon	THAC0		Attacks/ Speed		Damage		Range (-2) (-5) (-10)						
	Melee	Missile	Round	Factor	Sm-Med	Large	Type	Size	PB	S	M	L	EX
Warhammer	19	20	3/2	4	1d4+4	1d4+3	B	M	2	4	6		
Flail, horseman's	20		1	6	1d4+2	1d4+2	B	M					

Class Abilities**Fighter**

Followers - Attracts followers after a stronghold is built and 9th level is reached.

Weapon specialization - Allows specialization in one weapon.

Cleric

Followers - Allows followers after building a stronghold and becoming name level.

Turn undead - Allows the cleric to turn undead.

Minor Spheres of Magic - Elemental, All

Major Spheres of Magic - All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun

Turning Undead

Skeleton or 1 HD:	7	Wight or 5 HD:	19	Mummy or 7 HD:	-	Ghost or 10 HD:	-
Zombie:	10	Ghast:	20	Spectre or 8 HD:	-	Lich or 11+ HD:	-
Ghoul or 2 HD:	13	Wraith or 6 HD:	-	Vampire or 9 HD:	-	Special:	-
Shadow or 3-4 HD:	16						

= Roll # or greater on a 1d20 to turn 2d6 undead.

D = Automatically destroys 2d6 undead.

T = Automatically turns 2d6 undead.

D* = Automatically destroys 2d6+2d4 undead.

Inventory

- Items Carried
 - Backpack
 - Dry rations (1 week)
 - Holy item
 - Potion of Healing
 - Torch x3
 - Wineskin

- Winter blanket
 - Belt pouch, small
 - Flail, horseman's
 - Warhammer
- Items Readied
 - Warhammer
- Items Worn
 - Belt
 - Boots, riding
 - Full armor, scale mail +1
 - Good cloth cloak
 - Scabbard, hanger, baldric
 - Shield, small
- Spending Money
 - * Copper Pieces x7
 - * Silver Pieces

Movement and Encumbrance

Encumbrance:	Unencumbered	Light	Moderate	Heavy	Severe
Weight (lbs):	0-70	71-100	101-130	131-160	161-195
Movement:	12	8	6	4	1
THAC0:			-1	-2	-4
AC:				+1	+3

Currently carrying 43.20 pounds (None Encumbrance, 12 Movement)

Spells

Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Cleric	4								
Cleric Spell Failure Rate: 0%					Maximum Wizard Spells Per Level: 7				
Wizard Chance to Learn New Spell: 40%					Maximum Wizard Spell Level: 5th				

Spells Memorized

- Cleric
 - 0th Level
 - 1st Level
 - Cause Fear
 - Cure Light Wounds x2
 - Invisibility to Undead