

Personal Information

Name: Jacinthe Cresseda	Player: NPC		
Race: Human (Aislander)	Gender: Female	Height: 6'0"	Age: 18
Class: Crusader	Level: 2	Weight: 131 lbs	
XP: 1,599	Alignment: Lawful Good		
Next Level: 3,000	Kit: None		

Ability Scores

Str: 13	Weight Allowance: 45 lbs	Bend Bars/Lift Gates: 4%		
	Attack Adj.: +0	Damage Adj.: +0	Max. Press: 140 lbs	Open Doors: 7
Dex: 15	Missile Adjustment: +0	Pick Pockets: +0%	Open Locks: +0%	
	Reaction Adjustment: +0	Armor Class: -1	Move Silently: +0%	Climb Walls: +0%
Con: 12	System Shock: 80%	Poison Save: +0		
	Hit Point Adjustment: +0	Resurrection Chance: 85%		
Int: 11	Max. Spell Level: 5th	Max. Spells Per Level: 7	Illusion Immunity: None	
	Bonus Proficiencies: 2	Chance to Learn New Spell: 45%		
Wis: 14	Bonus Clerical Spells: 2, 0, 0, 0, 0, 0, 0	Clerical Spell Failure Chance: 0%		
	Magic Defense Adjustment: +0	Spell Immunity: None		
Cha: 13	Loyalty Base: +0	Maximum Number of Henchmen: 5		
	Initial Reaction Adjustment: +1			

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:	11
Base THAC0:	19
Melee THAC0:	19
Missile THAC0:	19

Armor

Natural armor class	10
Full armor, plate mail	-7
Shield, medium adj.	-1
DEX Defensive adj.	-1
FINAL:	1

Weapon Proficiencies

Mace, footman's
Sling

Non-Weapon Proficiencies

Etiquette	13
Heal	12
Reading/Writing	12
Religion	14
Riding, Land	17
Weaving	10

Weapons

Weapon	THAC0		Attacks/ Round	Speed Factor	Damage		Type	Size	Range (-2) (-5) (-10)			
	Melee	Missile			Sm-Med	Large			PB /	S /	M /	L / EX
Mace, footman's	21		1	7	1d6+1	1d6	B	M				
Sling		21	1	6			B	S				
Sling, sling bullet					1d4+1	1d6+1	B	S	10	20	40	

Class Abilities

Crusader

Minor Spheres of Magic - Necromantic, Protection

Major Spheres of Magic - All, Combat, Guardian, Healing, War, Wards

Free Spell - At level 3, Crusaders are able to cast Lighten Load once a day

Free Spell - At level 7, Crusaders are able to cast Easy march 2 per tenday

Inventory

- Items Carried
 - Backpack
 - Holy item
 - Potion of Healing
 - Rations,iron (1 week)
 - Torch x3
 - Winter blanket
 - Belt pouch, small
 - Sling
 - Sling, sling bullet x20
- Items Readied
 - Mace, footman's
- Items Worn
 - Belt
 - Boots, riding
 - Full armor, plate mail
 - Shield, medium
 - Wineskin

Movement and Encumbrance

Encumbrance:	Unencumbered	Light	Moderate	Heavy	Severe
Weight (lbs):	0-45	46-69	70-93	94-117	118-140
Movement:	12	8	6	4	1
THAC0:			-1	-2	-4
AC:				+1	+3
Currently carrying 97.30 pounds (Heavy Encumbrance, 4 Movement)					

Spells

Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Crusader	4								
Cleric Spell Failure Rate: 0%					Maximum Wizard Spells Per Level: 7				
Wizard Chance to Learn New Spell: 45%					Maximum Wizard Spell Level: 5th				

Spells Memorized

- Crusader
 - 0th Level
 - 1st Level
 - Bless
 - Cure Light Wounds x2
 - Protection From Evil

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