

Character Sheet

Player _____

Solomon Pilkington

Class **Cleric**

Name

Race **Human**

2

Alignment **Lawful** Level _____ XP **1,500** Movement **12**

Prime **WIS** XP Bonus **+5** %Deity **Gael** Age **34** Gender **Male**

THACO **19** Base Attack Bonus **0**

STR **15**
DEX **10**
CON **9**
INT **12**
WIS **18**
CHA **9**

Bonus to Hit **+1**

Damage Bonus **-**

Open Doors **1-2 in 6**

Carry Modifier **+10 lbs.**

Bonus to Missiles **-**

Armour Bonus **-**

Hit Point Bonus **-**

Raise Dead Survival **75%**

Additional Languages **Middish, Havenish, Scottish, Oldwalian**

Max. # Special Hirelings **4 hirelings**

Saving Throw Bonuses **+2 vs. paralysis**

+2 vs. poison

Saving Throw (Base) **14**

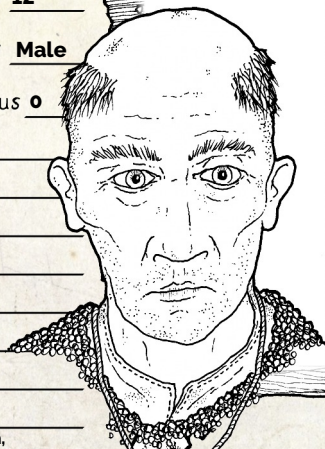
HP **12** AC **15**
Current
Max

Asc **4** Desc

Gems Gold Silver Copper Electrum Platinum

Abilities

Spell Casting
Banish Undead



Equipment

Chain armour,
Shield,
Heavy mace,
Holy symbol,
Holy water flasks (2),
Backpack,
Trail rations (3 days),
Waterskin,
Bedroll,
Empty scroll case,
Small sermon book,
Candles (2).

Spells

Level 1:
Cure Light Wounds
Light

80

Weight carried (pounds)

Thieving Skills

-
-
-

Climb Walls

Hear Sounds

Move Silently

-
-
-

Delicate Tasks

Hide in Shadows

Open locks

Weapons

Heavy mace

Hit Dam Range RoF

+1 1d6 - -