

LEX

Alexander
the WISE

CHARACTER NAME

Cleric 4
CLASS & LEVEL

Carpenter
BACKGROUND

M.M.

PLAYER NAME

2,761

EXPERIENCE POINTS

RACE Human

N.G.
ALIGNMENT

STRENGTH
16
+3

DEXTERITY
18
+4

CONSTITUTION
13
+1

^{3rd LV}
INTELLIGENCE
14
+2
13

WISDOM
18
+4

CHARISMA
12
+1

INSPIRATION

+2 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - 6 Wisdom
 - 3 Charisma
- SAVING THROWS

- 4 Acrobatics (Dex)
 - 4 Animal Handling (Wis)
 - 2 Arcana (Int)
 - 3 Athletics (Str)
 - 3 Deception (Cha)
 - 2 History (Int)
 - 5 Insight (Wis)
 - 1 Intimidation (Cha)
 - 2 Investigation (Int)
 - 4 Medicine (Wis)
 - 2 Nature (Int)
 - 4 Perception (Wis)
 - 1 Performance (Cha)
 - 3 Persuasion (Cha)
 - 2 Religion (Int)
 - 6 Sleight of Hand (Dex)
 - 4 Stealth (Dex)
 - 4 Survival (Wis)
- SKILLS

20 ARMOR CLASS +4 INITIATIVE 30 SPEED

Hit Point Maximum 33
30 28
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8 HIT DICE SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
MACE +2	+7	1d6 + 5
Flail	+5	1d8 + 3
Hammer	+5	1d6 + 3
Lucern		

ATTACKS & SPELLCASTING

LIFE
OBSERVANT
MACE

19 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

- 1 scroll 9th True Resurrection
 - 1 scroll 6th HARM
 - Skull Totem
 - Add 1/2 LV to Heal Spells
 - 4 Vials 2 doses Healing
 - 1 Reg Healing - Culla
- EQUIPMENT

FEATURES & TRAITS

D&D

Cleric

SPELLCASTING CLASS

7

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

Holy Symbol *Preserve Life* ^{1/2 total} 20 H.P. 30ft any divide
Cure Spells +2+1v of spell

0

CANTRIPS

4

Spare the Dying 1 ACT TOUCH
1 Act Con 1d4 before or after ability
Guidance Touch 1min
Resistance 1 ACT CON 1d4 TOUCH 1min Save Throw
Sacred Flame 60' 1 ACT 1d8

3

6

1

SLOTS TOTAL

4

SLOTS EXPENDED

BLESS 1 ACT 100ft Con 1min V, S, M
CURE WOUNDS 1d8+Mod 1 Act V, S
Guiding Bolt 120ft 1 Act V, S
BANE 1 Act 30ft Con 1min V, S, M
Healing Word 1 Bonus Act 20ft 60ft 1d4+Mod V
Inflict Wounds 1 ACT TOUCH 2d10 V, S

4

7

2

3

Lesser Restoration 1 Act on touch 1d8+6 Con
Spiritual Weapon 1 Act 30ft V, S
Hold Person 1 ACT 30ft V, S, M SOFT CONCENT 2min
Prayer of Healing 10' 1d8+Mod person each
Find Traps 1 ACT V, S 120FT Instant

5

8

9

SPELLS KNOWN

Michael Madden
 7-12-82
 DATE CHARACTER BEGAN

ADVANCED D & D™

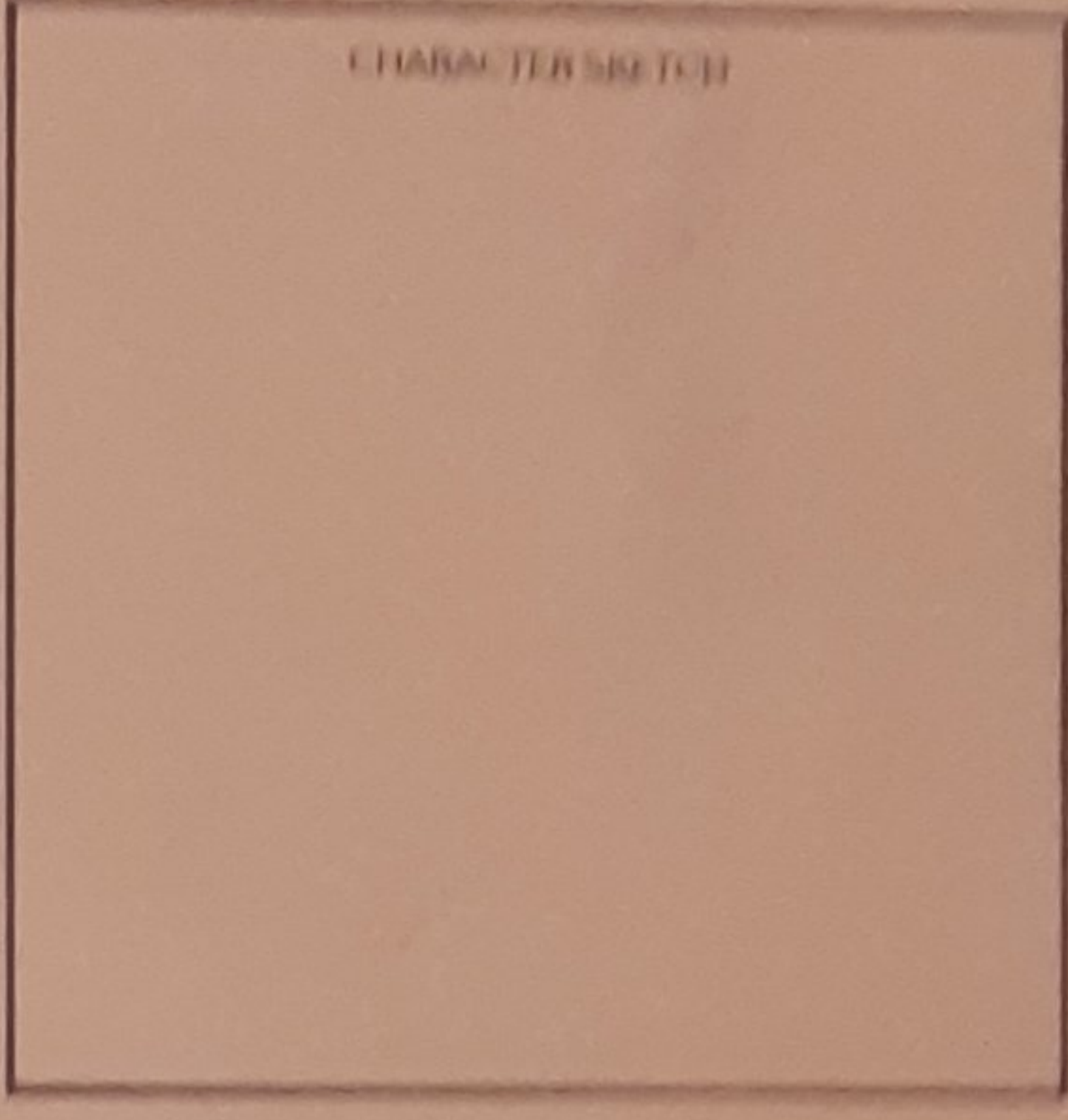
Player Character Record

Alexander the Wise
 CHARACTER NAME

CLASS: Cleric LEVEL: 9 Curate
 RACE: Human ALIGNMENT: N.G.
 PATRON DEITY: Odin RELIGION: Odinism
 PLACE OF ORIGIN: Wild Coast



MOVE BASE: 6
 CONCEALED: normal CLIMBING: normal SPECIAL MOVE: none
 SECONDARY SKILL: carpenter VISION: normal LISTENING: 1-10



ABILITIES:

16	S	STRENGTH	HIT ADJ: <u>X</u>	DAM ADJ: <u>+1</u>	OPEN DOORS: <u>1-7</u>	BEND BARS: <u>10%</u>
13	I	INTELLIGENCE	ADD LANG: <u>3</u>	% KNOW SPELL: <u>55</u>	MIN # SPELLS: <u>6</u>	MAX # SPELLS: <u>9</u>
18	W	WISDOM	MAGICAL ATK ADJ: <u>+4</u>	SPELL BONUS: <u>0-215</u>	% SPELL FAILURE: <u>0%</u>	
18	D	DEXTERITY	REACTION ADJ: <u>+3</u>	MISSILE ADJ: <u>+3</u>	DEFENSE ADJ: <u>-4</u>	
13	C	CONSTITUTION	HIT POINT ADJ: <u>0</u>	SYSTEM SHOCK: <u>85</u>	RESURRECT SURVIVAL: <u>90%</u>	
12	CH	CHARISMA	MAX # HENCHMEN: <u>5</u>	LOYALTY BASE: <u>normal</u>	REACTION ADJ: <u>normal</u>	

SAVING THROW ADJUSTMENTS:	
CONDITION	CONDITION
<u>none</u>	<u>none</u>
<u>see Deo</u>	<u>see Deo</u>
<u>see Deo</u>	<u>see Deo</u>

SAVING THROWS:	
Paralyzation/Poison	<u>9</u>
Petrification/Polymorph	<u>10</u>
Rod, Staff or Wand	<u>10</u>
Breath Weapon	<u>10</u>
Spells	<u>14</u>

RESISTANCES: none
 DETECTION: normal
 LANGUAGES: common, archaic, kobold, goblin
 PSIONICS: none
 MAJOR DISCIPLINES: _____
 MINOR DISCIPLINES: _____

COMBAT

ARMOR WORN: <u>Plate Mail Chain</u>	AC BASE: <u>8</u>	CONDITION OF ARMOR: <u>Good</u>
DEX. ADJ.: <u>-4</u>	MAGICAL ADJ.: <u>0</u>	SHIELDLESS AC: <u>4</u>
CONST. ADJ.: <u>0</u>	HIT DIE TYPE: <u>(8)</u>	SPECIAL ADJUSTMENTS: <u>none</u>
HIT POINTS: <u>33 1/2</u>	WOUNDS: <u>none 8682</u>	REAR ATTACKS ADJUST.: <u>+2 / normal</u>
SURPRISE: <u>1</u>	DEX. ADJUST.: <u>+3</u>	

WEAPONS OF PROFICIENCY	
NUMBER	NON-PROFICIENCY PENALTY
<u>2</u>	<u>0</u>
COMBAT ADJUSTMENTS:	
Totals	<u>0 / +2</u>
"TO HIT" ADJ.	<u>+1</u>
DAMAGE ADJ.	<u>0</u>
CONDITION	CONDITION
<u>none</u>	<u>none</u>

WEAPONLESS COMBAT:
 ATTACK ADJ.—DAMAGE ADJ.—DEFENSE ADJ.
 PUMMELING: _____
 GRAPPLING: _____
 OVERBEARING: _____

WEAPON	MAG. ADJ.	SPACE REQUIRED/RANGE	SPEED	ADJUSTED TO HIT ARMOR CLASS										DAMAGE VS SIZE	
				10	9	8	7	6	5	4	3	2	1		
Flail		6'	7	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	2-7/2-2
Hammer		5'	9	+1	+1	+2	+2	+2	+1	+1	0	0	0	0	2-8/1-6
Mace	+2	4'	7	-1	+1	0	0	0	0	0	0	0	0	0	2-7/1-5

PARISH: St. Michael's
 HOLY SYMBOL: Watching Blue Eye
 MORALE MODIFIER: 0 %
 TITHINGS STATUS IN CHURCH: Good
 Church's Influence: minor
 SPECIAL ABILITIES: none

SPELLS KNOWN	SPELLS ACQUIRED PER LEVEL						
	1ST	2ND	3RD	4TH	5TH	6TH	7TH
<u>3 Cure Wounds</u>							
<u>1 Command</u>							
<u>2 Pro Goodwill</u>							
<u>1 Charm</u>							
<u>1 Slow Poison</u>							
<u>1 Resist Fire</u>							
<u>1 Mind Trap</u>							

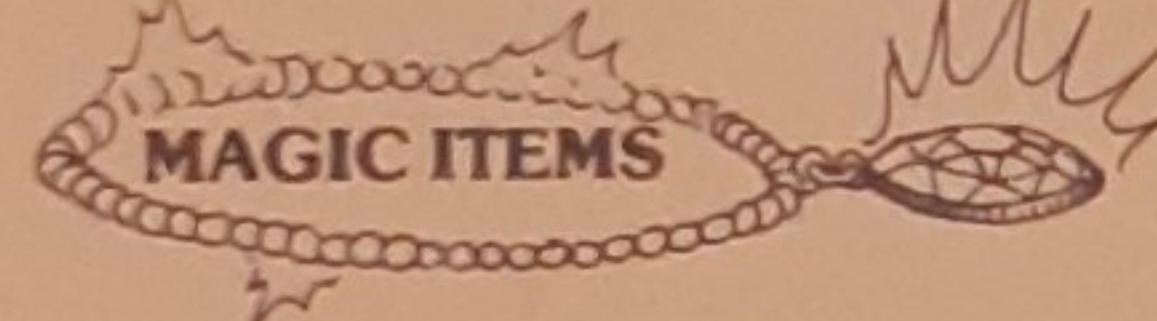
MAGIC COMPONENTS: holy water valerian

TURNING UNDEAD:					
SKELETON	ZOMBIE	GHOUL	SHADOW	WIGHT	GHOST
<u>10</u>	<u>20</u>	<u>4</u>	<u>7</u>	<u>10</u>	<u>17</u>
WRAITH	MUMMY	SPECTER	VAMPIRE	GHOST	LIAR

POSSESSIONS:

LEFT SIDE			CENTER OR BACK			RIGHT SIDE		
ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
Shield	Hand	5	Plate mail	Body	46	Flail, fabled	Hand	15
50' rope	Shoulder	7.5	Helmet	Head	(45)	Hammer, huc	Waist	15
4 large sacks	Waist	8	Belt	Waist	3			
Underboots		2	Boots	Feet	3			
8 torches	"	12.5	Clothes	Body	(2)			
Coats, hood	"							
Velvet boots	"							
6 spikes	"	6						
Wristwraps	"	10						
Skin	Shoulder	5						
Religious	"							
Holy symbol	"							
Horn	"	1						
		55.2			55.2			70

ENCUMBRANCE: +35 STR. ADJ. none LOAD VS. MOVE RATE: 70 - 105 - 140 - 175
 NORMAL = 1 HEAVY = 1/2 LOADED = 1/3 MAXIMUM = 1/4
 Provisions: 2 week SUPPLY none USED CARRYING CAPACITY: sack CONTAINER MAX VOL LOAD CONTAINER MAX VOL LOAD
 Water: 2 week SUPPLY none USED CONTAINER MAX VOL LOAD CONTAINER MAX VOL LOAD



WEALTH:	TOTAL WEIGHT	TOTAL VALUE	EXPERIENCE POINTS:			NEXT LEVEL GOAL
			TREASURE-	COMBAT-	OTHER	TOTAL: + %
COPPER-		GEMS-	529	453		982
SILVER-		JEWELS-	500	250		1750
ELECTRUM-		MISCELLANEOUS-	976	3322	900	6000
GOLD-	5572				900	6900
PLATINUM-						7800

DEBTS OWED/OBLIGATIONS none

DESCRIPTION: AGE 22 APPARENT AGE 24 UNNATURAL AGING none COLOR OF: Brown HAIR Hazel EYES
 GENERAL APPEARANCE: Pudgy
 SEX M
 WEIGHT 200
 DISTINGUISHING MARKS: none
 HEIGHT 5'10"
 MANNERISMS: Roughish
 SOCIAL CLASS (if any) Undead STANDING (if any) Undead WEAKNESSES/FEAR Undead
 HATREDS/FOES Undead DESIRES/LOVES Undead

COMPATRIOTS: Followers/Hirelings—Associates/Relatives					DESIRES/LOVES						
#	NAME	CLASS	LEVEL	RACE	NOTE	#	NAME	CLASS	LEVEL	RACE	NOTES

LOCALES FREQUENTED/RESIDENCE:

LOCATION	TIME/CONDITION	DETAILS	LOCATION	TIME/CONDITION	DETAILS

RESIDENCE LOCATION DETAILS

NOTES:
 96
 WILL I Alaw do hereby leave everything to my friends