

<b>Name:</b> Goldmoon	<b>Age:</b>	<b>Height:</b> 140-148 16 233
<b>Race:</b> Human	<b>Weight:</b>	<b>Experience:</b> 14771-14779
<b>Class:</b> Cleric	<b>Next Level Xp:</b> 27500	
<b>Alignment:</b> Lawful-Good	<b>Level:</b> 5	<b>Player:</b> NPC

Strength: 12      Thac0: +0, Damage: +0, Open Doors: 7, Bend Bars: 4%  
 Dexterity: 14      Reaction adj: +0, Missile Attack: +0, AC: +0  
 Constitution: 12      HP adj: 0, Shock: 80%, Survive: 85%, Poison save: 0  
 Intelligence: 12      Lang's: 3, Spell Lvl: 6th, Learn Spell: 50%, Max Spells/Lvl: 7  
 Wisdom: 16      Magical Defense: +2, Bonus Spells: 2nd, Failure: 0%  
 Charisma: 17      Max Henchman: 10, Loyalty: +6, Reaction: +6

Morale: 0      Encumbrance rates

Cumliness: 0	Un-	Lght	Med	Hvy	Sev	Max
Skill: 0						

Hit Points: 25

Current Weapon Used ( *Dagger* Staff, 1d6+2, 1 attacks ): 16 +3

Armour Worn ( Leather ): 8

Unadjusted Thac0: 18 18

#### Saving Throws:

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
9	13	12	15	14

Movement rates:	12	11	10	9	8	7	6	5	4	3	2	1

Treasure: Weight: lbs

	Pp	Gp	Ep	Sp	Cp
Carried:					
At Home:					
Elsewhere:					

Languages: Common, Plainsman, Hill dwarf, Qualinesti Elf

<b>Turning Undead:</b>						
Skeleton 1 HD T	Zombie T	Ghoul 2 HD 4	Shadow 3-4 HD 7	Wight 5 HD 10	Ghost 13	Wraith 6 HD 16
Mummy 7 HD 19	Spectre 8 HD 20	Vampire 8 HD -	Ghost 10 HD -	Lich 11+ HD -	Special -	

Proficiencies:      Weapon (Thac0 Dmg #Att)      Non-Weapon

#### Bonuses/Notes:

Limited to blunt/bludgeoning weapons. Spells - 5 1st, 5 2nd, 1 3rd Crystal staff - Staff of striking (1-3 charges per use), Cast spells - Command, cure light wounds, remove fear, continual light, cure blindness, cure disease, remove curse, cure critical wounds, raise dead, restoration, resurrection. Teleports (15 charges) Deflects dragon breath in 10' radius (10 charges per use)



**HomeTown:**

**Quotes:**

**Personality:**

**Friends:**

**Equipment:**

Blue crystal staff

**Encumbrance**

**Money:**

**Total: 0**

**Grand Total: 0**

Animal	friendship	1
C. L. W		1
Detect	snare & pits	1
Light		1
Purify	drink & food	1
know	alignment	2
Speak	with animals	2
Create	food & water	3
Cure	disease	3