



Name: Belmasta	Age: c5100	Height: 5'11"
Race: Male Human	Weight: 110	Experience: 13350
Class: Sorcerer	Next Level Xp: 18000	
Alignment: Lawful-Neutral	Level: 4	Player: Sandy Hall

Strength: 13 **Thac0:** +0, **Damage:** +0, **Open Doors:** 7, **Bend Bars:** 4
Dexterity: 12 **Reaction Adj:** +0, **Missile Attack:** +0, **AC:** +
Constitution: 10 **HP Adj:** 0, **Shock:** 70%, **Survive:** 75%, **Poison Save:**
Intelligence: 18 **Lang's:** 7, **Spell Lvl:** 9th, **Learn Spell:** 85%, **Max Spells/Lvl:** 1
Wisdom: 18 **Magical Defense:** +4, **Bonus Spells:** 4th, **Failure:** 0
Charisma: 15 **Max Henchman:** 7, **Loyalty:** +3, **Reaction:** +

Morale: 18 **Encumbrance rates**

Cumliness: 10	Un-	Lght	Med	Hvy	Sev	Max
Skill: 13	45	69	90	117	140	140

Hit Points: 28

Current Weapon Used (Eagle hawk, 1d6+1, 1 attacks): +1

Armour Worn (Mail shirt): 7

Unadjusted Thac0: 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
45	53	61	69	77	85	93	101	109	117	125	133

Treasure: Weight: 12 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:	120				
At Home:	500				
Elsewhere:					

Languages: Common, Drasnian secret, Elven, Gnomish, Dwarven, Undead, Dragon, Ancient english

Proficiencies: **Weapon** (Thac0 Dmg #Att)
Dagger

Non-Weapon

Languages	Int
Ancient	Int
Local History	Wis
Religion	-1 Wis
Fishing	-1 Wis
Weather sense	-5 Wis

Bonuses/Notes:

HomeTown:**Quotes:**

I think I'll just...

Personality:

A very powerful sorcerer whose temper can sometimes get a bit of a hold on him. Otherwise he is a very charismatic person. He can use his shadow to perform his work. Prefers the shape of an eagle.

His name is feared by all children though many people believe he is only a fairy story and does not exist. Enjoys turning himself into a table and eavesdropping

Birthdate:**Friends:**

John smith, Keemo Arita

Equipment:

White robes
Amulet bearing eagle
Ulgo dagger
Mail Shirt
Eagle Hawk (Sword +1)
Clothes
3 small blue gems
3 healing herbs
1 strong herb

Encumberence

1
30

Money: 12
Total: +31 = 43
Grand Total: 153

Spells:**Level**

Translocate
Transmute
Detect evil
Sleep
Create Food & Water
Cure Light wounds
Entangle
Light
Know alignment
Hold person
Blind
Speak with the animals
ESP

2
1
3
1
1
1
2
3
2
2
2