

Vivienne Longshanks

Female Human Chaotic Good – Cleric 6 (Fighter 5)

Str 17, Int 10, Wis 17, Dex 12, Con 16, Cha 11

AC 0; Move 9"; THACO 16; #At 1 (3/2 with footman's flails)

Saves: PPD 9 | PP 12 | RSW 13 | BW 13 | S 14

Languages: Chaotic Good, Common

Weapon Proficiencies: Club, Footman's Flail (double specialization), Hammer

Non-Weapon Proficiencies: Blacksmith (17), Healing (15)

Attacks:

- ◆ **Footman's Flail:** +5 attack rolls; S-M: 1d6+6; L: 2d4+5; speed factor: 7; length: 4'

Cleric Spells – 5/5/3

1st—*bless*, *cure light wounds* x3, *protection from evil*. 2nd—*detect charm*, *find traps*, *hold person*, *resist fire*, *snake charm*. 3rd—*cure blindness*, *prayer*, *speak with dead*.

Equipment—Magic: *bag of holding* (weight: 15 lbs.; limit: 500 lbs.; volume: 70 cubic ft.), +2 *banded mail* (AC 2), clerical scroll of *cure light wounds*, +1 *footman's flail* (S-M: 1d6+1; L: 2d4; length: 4'; space required: 6'; speed factor: 7), *potion of fire resistance* (immune to natural fire; -2 damage/die from extreme and magical heat with +4 saves; 1 turn duration), *ring of water walking*, +1 *small shield* (-2 AC)

Equipment—Mundane: belt (3 sp), cap (1 sp), cloak (5 sp), crowbar (3 gp), hammer (3 gp), 5 incense sticks (5 gp), iron holy symbol (2 gp), iron rations (14 days) (10 gp), 5 iron spikes (1 cp each), leather backpack (2 gp), leather scroll case (15 sp), low soft boots (8 sp), robe (6 sp), rope (50') (4 sp), prayer beads (1 gp), small belt pouch (15 sp), 2 small sacks (10 cp each), 15 tallow candles (1 cp each), tinder box (1 gp), 5 torches (1 cp each), 2 vials of holy water (25 gp each), waterskin (15 sp), whistle (1 sp)

