

**Character Name:** Cwen Dalga **Player Name:** \_\_\_\_\_  
**Class:** Cleric **Race:** Human **Gender:** Female **Height:** 5' 8"  
**Alignment:** Neutral good **Deity:** Pelor **Age:** 26 (mature) **Weight:** 138 lbs.  
**Prime Attribute:** Wisdom **XP Bonus:** +15%  
**LEVEL:** 7 **Experience Points (XP):** 55,296 **Next Level:** 100,000

**STRENGTH**

|    |  |
|----|--|
| 12 |  |
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**INTELLIGENCE**

|    |  |
|----|--|
| 13 |  |
|----|--|

  
**WISDOM**

|    |  |
|----|--|
| 18 |  |
|----|--|

  
**DEXTERITY**

|    |  |
|----|--|
| 12 |  |
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**CONSTITUTION**

|    |  |
|----|--|
| 13 |  |
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**CHARISMA**

|    |  |
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| 17 |  |
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|------------------------------------|---|
| Bonus to Hit (STR): <u>+0</u>      | HP Bonus (CON): <u>+1</u>               |
| Damage Bonus (STR): <u>+0</u>      | Raise Dead Survival (CON): <u>100%</u>  |
| Open Doors (STR): <u>1-2</u>       | Additional Languages (INT): <u>+3</u>   |
| Carry Modifier (STR): <u>+5</u>    | Max # Special Hirelings (CHA): <u>6</u> |
| Bonus to Missiles (DEX): <u>+0</u> | Base Attack Bonus: <u>+3</u>            |
| Armour Bonus (DEX): <u>+0</u>      | Base Movement Rate: <u>12</u>           |

**Languages:** Common, Centaur, Dwarvish, and Orcish

**Hit Points:**

|    |
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| 34 |
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**Saving Throw:**

|   |
|---|
| 8 |
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**Armour Class:**

|        |
|--------|
| 1 [18] |
|--------|

**Magical Items**

Chain mail +1 (25)  
Shield +1 (5)  
Mace +2 (1d6+2 damage) (10)

Cloak of protection +1  
Potion of healing (1d8+1)  
Protection scroll vs. Undead (x2 duration)

**Gold & Treasure**

Coins 27 pp, 49 gp, 52 sp  
Gems 3 gems (400 gp each)  
Other

| Other Information  |
|--|
| <b>Hair:</b> <u>Black ringlets</u><br><b>Eyes:</b> <u>Brown</u><br><b>Features:</b> <u>Dark Touv skin complexion</u><br><hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <b>Knack:</b> <u>Light sleeper (no auto-hit when sleeping; gains saving throw vs. Sleep spell)</u><br><b>Quirk:</b> <u>Ophidiophobia (an extreme fear of snakes)</u> |

| Class/Racial Abilities   |           |          |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
|--|-----------|----------|----------|---|----------|---|---|--------|---|---|-------|---|---|--------|---|---|-------|---|---|--|---|---|--------|----|---|-------|----|---|---------|----|----|---------|----|----|---------|----|----|--|---|----|------|---|
| <ul style="list-style-type: none"> <li>● <b>Spellcasting:</b><br/><u>3 / 2 / 2 / 1 / 1 / - / -</u></li> <li>● <b>Turn Undead:</b></li> </ul> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 10%;">CL Undead</th> <th style="width: 60%;">Undead</th> <th style="width: 30%;">d20 Roll</th> </tr> </thead> <tbody> <tr><td>1</td><td>Skeleton</td><td>D</td></tr> <tr><td>2</td><td>Zombie</td><td>D</td></tr> <tr><td>3</td><td>Ghoul</td><td>T</td></tr> <tr><td>4</td><td>Shadow</td><td>T</td></tr> <tr><td>5</td><td>Wight</td><td>4</td></tr> <tr><td>6</td><td></td><td>7</td></tr> <tr><td>7</td><td>Wraith</td><td>10</td></tr> <tr><td>8</td><td>Mummy</td><td>13</td></tr> <tr><td>9</td><td>Spectre</td><td>16</td></tr> <tr><td>10</td><td>Vampire</td><td>19</td></tr> <tr><td>11</td><td>Vampire</td><td>20</td></tr> <tr><td>12</td><td></td><td>-</td></tr> <tr><td>13</td><td>Lich</td><td>-</td></tr> </tbody> </table> | CL Undead | Undead   | d20 Roll | 1 | Skeleton | D | 2 | Zombie | D | 3 | Ghoul | T | 4 | Shadow | T | 5 | Wight | 4 | 6 |  | 7 | 7 | Wraith | 10 | 8 | Mummy | 13 | 9 | Spectre | 16 | 10 | Vampire | 19 | 11 | Vampire | 20 | 12 |  | - | 13 | Lich | - |
| CL Undead  | Undead    | d20 Roll |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 1  | Skeleton  | D        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 2  | Zombie    | D        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 3  | Ghoul     | T        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 4  | Shadow    | T        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 5  | Wight     | 4        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 6  |           | 7        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 7  | Wraith    | 10       |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 8  | Mummy     | 13       |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 9  | Spectre   | 16       |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 10   | Vampire   | 19       |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 11   | Vampire   | 20       |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 12   |           | -        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |
| 13   | Lich      | -        |          |   |          |   |   |        |   |   |       |   |   |        |   |   |       |   |   |  |   |   |        |    |   |       |    |   |         |    |    |         |    |    |         |    |    |  |   |    |      |   |

| Items & Equipment  |
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| <u>Normal gear including... 10</u><br><u>Clothing</u><br><u>Backpack</u><br><u>2 Small sacks</u><br><u>Flint &amp; steel</u><br><u>Small silver mirror</u><br><u>Waterskin</u><br><u>Holy symbol medallion</u><br><u>Scroll: Cure Light Wounds x2 and Detect Magic</u><br><u>Scroll: Find Traps and Hold Person</u><br><u>Sling &amp; 20 sling stones 6</u><br><hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <b>Weight Carried:</b> <u>56 lbs.</u> |

### Background

**Place of Birth:** Town of Fax (H4-99), The Wild Coast; grew up in Safeton (F4-94).

**Date of Birth:** 5th of Patchwall, 557 CY

**Brief History:** Cwen was born on a ship in Woolly Bay. Her parents had fled the town of Fax and came to Safeton. They were fleeing the local thieves guild in Fax because Cwen's father owed many outstanding gambling debts.

Once in Safeton, her father found employment as a barkeep at the King Toad tavern (which happen to be a front for the Green Dragon thieves guild). As it turned out, her father was a spy for the Green Dragons while he was in Fax. He had left when his cover was discovered.

Since birth, Cwen has shown great natural artistic ability, so much so that everyone expected her to become an artist, instead of a cleric of Pelor. She became dedicated to Pelor after a tragedy that happened during her childhood. Her best friend, Shela Cynek, died while protecting Cwen from ruffian gang members who had waylaid them. Shela took the blade that was meant for Cwen. Cwen knew she had to dedicate her life to healing and helping others (and beating some sense into those that need it).

She has spent the last five years wandering all across the Flanaess.

### Special Hirelings

Bloodwyn, 3rd-level female human

Cleric (24 years old)

[ HD 3+3; HP 22; AC 3 [16]; Attk 1

mace (1d6 damage); SAV 12; SPC

Cleric Spells (1st x3); MV 12; AL NG ]

**Known Spells:** *Cure Light Wounds*

(x2) and *Detect Magic*

She has chain mail, shield, a mace

+1, and a ring of protection +1.

Bloodwyn is originally from the

Kingdom of Nyronde. She speaks

Common, Goblin, Nyronde, and

Satyr.

### WEAPONS

| Weapon:                 | Damage: | To-Hit Bonus: | Range: |
|-------------------------|---------|---------------|--------|
| Mace +2                 | 1d6+2   | +5            | n/a    |
| Sling & 20 sling stones | 1d4     | +3            | 4- ft. |
|                         |         |               |        |
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|                         |         |               |        |

### Notes



+1 Reaction Adjustment

Hireling Morale: 9

### Locales Frequented:

King Toad tavern

Her father now owns the Safeton tavern.

Devil's Inferno inn

Regular room at the inn when in Greyhawk City.

Cathedral of Blessed Light

Pelor religious order HQ in Greyhawk City.

**Where**

**Time/Condition**

# CLERIC SPELLS

| <b>1st Level Spells</b> |     |
|-------------------------|-----|
| Cure Light Wounds       | x x |
| Light                   | x   |
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| <b>2nd Level Spells</b> |   |
|-------------------------|---|
| Hold Person             | x |
| Silence, 15-ft. Radius  | x |
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| <b>3rd Level Spells</b> |   |
|-------------------------|---|
| Remove Curse            | x |
| Speak with Dead         | x |
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| <b>4th Level Spells</b> |   |
|-------------------------|---|
| Cure Serious Wounds     | x |
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| <b>5th Level Spells</b> |   |
|-------------------------|---|
| Raise Dead              | x |
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| <b>6th Level Spells</b> |  |
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| <b>7th Level Spells</b> |  |
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## Notes

Cwen is pronounced 'Qwen'.

She has known Bloodwyn since she was 18. They have been travelling companions since then. It is only over the last three years, that they have become lovers.

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**Culture:** Civilized

**CuMod:** 4

**SoIMod:** -1

**BiMod:** 4

**Social Status:** Poor

**Birth Legitimacy:** Legitimate

**The Family:** Raised by both parents.

Her father was an inkeeper/barkeep (he was actually a spy for a thieves guild).

Her mother worked as a serving girl.

**Siblings:** 6 siblings; she's second born.

**Place of Birth:** On a ship in Woolley Bay.

**Unusual Birth Circumstances:**

None

**Parents:** Very much alive. Her father now owns and runs the King Toad tavern (which is still affiliated with the Green Dragon thieves guild of Safeton).

**Significant Childhood Events:**

- 5 She was born with exceptional artistic talent.
- 9 Tragedy occurs – her best childhood friend dies while protecting Cwen from the blade of a ruffian. The blade was meant for Cewn.

**Significant Adolescence Events:**

- 15 Had an encounter with a band of dwarves. She made a good impression and befriended them. They taught her Dwarvish.
- 17 She encountered a small group of centaurs who were looking for a young member of their tribe. Cwen helped them find the missing centaur and earns their trust and friendship doing so.
- 18 She met and befriended a cleric of Fharlanghn, named Bloodwyn, who originally came from the Kingdom of Nyron. They become best friends and Bloodwyn becomes a special hireling to Cwen.

**Significant Adult Events:**

- 20 Along with Bloodwyn, Cwen travel across thelands, visiting most of the major cities across the northern Flanaess.  
While visiting Veluna City, Cwen falls for a human bard named Shern Morningstar and they become
- 21 lovers. The romance lasts for a year before Cwen finds out that Shern was unfaithful to her. She dumps him.
- 23 She becomes lovers with her longtime companion, Bloodwyn.