**DEEPWATER CLARENCE**

Human, MU (Water Spec)-3, (Keoland) Lawful

Sz M, Mv 30, Save 17 Attack +0

S-12, I-15, W-10, D-12, Co-8, Ch-6

+1 AC in light armor, 6 languages, +1 missile damage

**Skills** (1d6): Walking Stick;

**Languages**: Common, Dwur, Old Suloise, Old Oeridian, Ancient Baklunish, Noniz, Moruz

**Spell Book** (Water specialist, no Fire or Illusion),

Level 1: Read Magic, Circle of Protection, Stone Missile, Concealing Fog, Detect Magic, Sleep, Invisible Chuggins,

Level 2: Brew Potions, Mind Reading, Ice Bolt

**Spells Per Day**: 4 level 1, 2 level 2. Must Take Concealing Fog (1), and Ice Bolt (2) each day.

SPELL CHOICES:

AC 11 (+1 Dex)

Hp 16

**Gear**:

PIECE ITEMS (Enc) Notes

Clothes 0 +0 AC, move 30

Food Bag 1 1 week iron rations

Wineskin 1 2 pints wine

Money Bag 1

Staff 1 +0 to hit, 1d6 damage (Skill check for knockdown)

Component Bag 1 to cast spells without INT check

Spell Book 1 In metal box

Dart Quiver 1 12 darts, +0 to hit, ROF 2, 1d4+1 dmg, 20/40/60

MAX ITEMS: 12 Current: 7

XP: 6000 Gold 50