

HARNESS
BOOTS

AGE: 167 (1196) (1196)
PLAYERS NAME KIRK
CHARACTER ELMO
CLASS FTR MAGIC USER THIEF ELF
ALIGNMENT CN
EXPERIENCE POINTS

STRENGTH 30 100 LBS
DEXTERITY 19
INTELLIGENCE 14 CONSTITUTION 15
WISDOM 10 CHARISMA 14
SA 10 FUA 15 AC: -6
HP 26 DAMAGE:

8K	10K	5000
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LEVEL: 5/5/5



BONUSES +1 TO HIT +4 W/MISSILE
DEFENSE +5

KING MERYK
QUEEN SKIE

GOLD PIECES	GEMS (TALLY)
	15.1K
10	5000
50	10000
100	25000
500	50000
1000	100000



POSSESSIONS

LOCATION

MAGIC ITEMS

BASTARD SWORD
2 DAGGERS
CROSSBOW
COMPOSITE BOW
PLATE MAIL

RING OF PROTECTION +3
RING TO WALK ON WATER
4 CROSSBOW BOLTS +2
FIGURINES OF LIONS (2) FRONT 1-4
BITE 1-10
REAR 2-7
POTION: SWEET WATER
SCROLL - FIRE BALL
WATER BREATHING
10' R PROT. FROM EVIL
POTION OF FLIGHT
FIGURINES OF WARGS (2)
WAND OF POLYMORPH ON OTHERS (1/ROUND)
+4 BATTLE AXE
CLOAK OF PROTECTION
FIRE RESISTANCE RING
+1 LEATHER ARMOR
+1 SHIELD
SCROLL: 7 MAGIC MISSILE SPELLS OF 10
3 TUBES INVISIBILITY DUST
SCROLL: PROTECTION FROM MAGIC
VIAL: REPTILE CONTROL
VIAL: CLAIRAUDIENCE
HAWK FAMILIAR
SPELLBOOK ON BACK OF SHEET.

SPECIAL ABILITIES/NOTES

90% RESISTANT TO SLEEP, CHARM SPELLS
+1 TO HIT W/ BOWS (REG.), SWORDS
INFRASISION TO 60'
CAN FIND HIDDEN & SEALED DOORS
SPEAK ELF, GNOME, HALFLING, GOBLIN
HOBGOBLIN, ORC, GNOLL, THIEVES CANT
MEMBER OF GUILD (FOR 20% OF PROCEEDS)



MISC. ITEMS

BACK-STABBING
HAWK (FAMILIAR)
LYRE
JOINT PROP; 1-9 SPELL BOOK

15 MIN. TO REHEARSE SPELL

SPELL BOOK (SPELL LISTING FOR CLERIC)

INT: BONUS: MAX NO. SPELLS USABLE PER SPELL LEVEL:

(WRITE NO. ABLE TO MEMORIZE PER LEVEL IN CIRCLE)

1ST LEVEL SPELLS (1) 2ND LEVEL SPELLS (2) 3RD LEVEL SPELLS (3)

- 01 CHARM PERSON
- 02 MAGIC MISSILE 7' (2)
- 03 ENLARGE, REVERSIBLE
- D4 SHIELD
- D5 DANCING LIGHTS
- D6 VENTRILOQUISM
- M7 UNDEAD SERVANT
- M8 FIND FAMILIAR
- M9 DETECT MAGIC
- M10 READ MAGIC
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

- 1 STINKING CLOUD
- 2 PYROTECHNICS
- 3 WIZARD LOCK (CLOAK)
- 4 DARKNESS 15'
- 5 KNOCK
- 6 STRENGTH
- 7 INVISIBLE
- 8 MIRROR IMAGE
- 9 E.S.P.
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4TH LEVEL (0) 5TH LEVEL (0) 6TH LEVEL (0) 7TH LEVEL (0) 8TH LEVEL (0)

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9TH LEVEL (0)

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THIEVING ABILITIES: (DEX:)

ABILITY:	BASE %	BONUS	TOTAL
PICK POCKET	45	+20	65
OPEN LOCKS	37	+15	52
FIND/REMOVE TRAP	35	+10	45
MOVE SILENTLY	33	+10	43
HIDE IN SHADOWS	25	+25	50
HEAR NOISE	15	+5	20
CLIMB WALLS	88	-	88
READ LANGUAGES	20	-	20

(READ MAGIC AT 10TH LEVEL)
 BACK STABBING ABILITY: +4 TO HIT,
 DAMAGE/LEVELS: 2X/1-4,
 3X/5-8, 4X/9-12, 5X/13-16+

