

PRAYER'S NAME MARTY
 CHARACTER GORBAH (GOREY)
 CLASS FIGHTER / ...
 ALIGNMENT N/E

STRENGTH 18 DEXTERITY 17
 INTELLIGENCE 16 CONSTITUTION 20
 WISDOM 12 CHARISMA 13 (16)
 HE 103
 +4 HP +6 DM
 +4 HP Base THAC0 8 incl str

NEED
 750,000 / 750,000
 F A

EXP. POINTS

470,524	546,024
609,977	685,477

LEVEL: 10/12



GOLD PIECES	GEMS (TOTAL)	
300	10	10 - 5000
250 PP	1 - 50	2 10 000
	7 - 100	2 5 000
	- 500	7 - 50 000
	7 - 1000	100 000

AKS
 3/2



POSESSIONS

LOCATION

10	
	Great Helmet
	IRON CHEST
	Medusa Head in Bag of Holding
	MANY ASP HEADS
	DART
	CONTINUOUS LIGHT STICK

MAGIC ITEMS

RING OF REGENERATION (1pt/turn)
 PROTECTIVE SWORD: +3 Frost, +6
 VS Fire Damage, and using Circle
 Plate Mail +5
 HELMET+ (Great) of Brilliance (Combines FIRE)
 CUBIC GATE #1/door into #6
 BRANCH OF SHIELDING
 +3 Shields
 DANCING SWORD (SEE BELOW)
 CLOAK OF CRYPTICISM
 SWITCH BLADE (IN BOOT)
 CUBE OF FORCE
 ROPE OF ENTANGLEMENT ("LARIAT")
 EYEBALL (1/3 SLOW) U
 BAG OF HOLDING
 EYEBALL (HOLDING)
 BONUS STRENGTH BOW
 4 DUST TUBES (APPEARANCE)
 Periapt of Wound Closure
 SPELL BOOK ON BACK OF SHEET

SPECIAL ABILITIES/NOTES

60' INVISIBILITY

DANCING SWORD
 DET TRAPS, DOOR, WALL
 TELEPORT, ILLUSION,
 SLAY FIGHTING MEAN [PURPOSE]
 BIRD, THE PER...

MISC. ITEMS
 + CREW (60 PA)

SPELL BOOK (SPELL LISTING FOR CLERIC)

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

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

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

- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10
 - 11
 - 12
 - 13
 - 14
 - 15
 - 16
 - 17
 - 18
- INVIS & INADVIS
WINGS OF FLYING
RING OF SWIFTNESS
RING OF FIRE RESIST

- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10
 - 11
 - 12
 - 13
 - 14
 - 15
 - 16
 - 17
 - 18
- HORN SHOES OF SPEED

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

4TH LEVEL 5TH LEVEL 6TH LEVEL 7TH LEVEL 8TH LEVEL

- 1
- 2
- 3
- 4
- 5
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- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

- 1
- 2
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9TH LEVEL

- 1
- 2
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- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

THIEVING ABILITIES: (DEX:)

ABILITY:	PAGE	%	BONUS	TOTAL
PICK POCKET	65	-	-	65
OPEN LOCKS	57	-10	-	67
FIND/REMOVE TRAP	52	-	-	60
MOVE SILENTLY	68	-	-	67
HIDE IN SHADOWS	79	-	-	79
HEAR NOISE	25	-5	-	30
CLIMB WALLS	77	-5	-	90
READ LANGUAGES	83	-10	-	80

(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+



- HELMET (+2 AC)
- 4 DIAMONDS (POWER)
- 20 RUBIES (MAGIC)
- 26 OPALS (FIRE) (FIREBALL)
- 38 OPALS (LIGHT)