

68 years old maximum age 1590

PLAYER'S NAME GARY Dolezal  
Elven CHARACTER Eärnur of Shoruna  
CLASS Thief  
ALIGNMENT Neutral  
EXPERIENCE POINTS

STRENGTH 18 - DEXTERITY 19  
INTELLIGENCE 16 CONSTITUTION 13  
WISDOM 9 CHARISMA 13  
SA 16 FUA 17 AC: 5 (with leather 3)\*  
HP 18 DAMAGE:

5000  
LEVEL: 4



BONUSES strength +2 to hit & +3 on damage  
dexterity ++ reaction -5 defense  
charisma +5 reaction & +4 missiles

GOLD PIECES  
5  
9  
1000  
6000

GEMS (TALLY)  
10 5000  
50 10000  
100 25000  
500 746 50000  
1000 1332 100000



POSESSIONS

LOCATION

MAGIC ITEMS

long sword  
two daggers (one silver)  
thiefs picks and tools  
leather armor  
four daggers  
back pack  
flint & steel  
bow & arrows  
woolen goods to wear  
leather armor  
short bow 20 arrows  
cutlass  
tarn whistle  
tarn quod  
ring

left floating tower  
henchmen left

phial - healing -1/39me  
cloak - protection -1\*  
phial - climbing  
phial - shape change  
scroll - protection -1\*  
leather armor -1\*  
(cloak & armor do not add)

SPECIAL ABILITIES/NOTES

90% resistant to sleep & charm spells  
when using bow or short or long sword get +1 to hit  
speak following languages gnomish, half-orcish, halfling, goblin, hobgoblin, orcish, gnoll  
able to learn one more language  
have infravision to 60 feet  
can detect secret or concealed doors within 10 feet (1 in 6 chance) (if actively searching 2 in 6) concealed portals (3 in 6) chance to surprise 1-4 in 6 if door must be opened then 1-2 in 6 (all only if outside 390' range)



SPELL BOOK ON BACK OF SHEET

MISC. ITEMS

excellent swimmer  
Forceter -> tracking, survival, hunting

# SPELL BOOK (SPELL LISTING FOR CLERICS)

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

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9TH LEVEL

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## THIEVING ABILITIES: (DEX:19)

ABILITY:	BASE %	BONUS	TOTAL
PICK POCKET	- 40	+15%+5%	= 60
OPEN LOCKS	- 33	+20%-5%	= 48
FIND/REMOVE TRAP	- 30	+10%	= 40
MOVE SILENTLY	- 27	+15%+5%	= 47
HIDE IN SHADOWS	- 20	+15%+10%	= 45
HEAR NOISE	- 15	+5%	= 20
CLIMB WALLS	- 87	-	= 87
READ LANGUAGES	-	-	-

(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+



From woods outside Sherana  
in Thief Guild joined when 60  
signed on with Seasprite  
rudimentary sailor skills  
winged Pile in cage in the slings hold  
Forester outdoor survival tracking hunting  
excellent swimmer