

# Character Sheet

Player \_\_\_\_\_

**Dergal Pock**

Class **Fighter**

Name

Race **Hook-nosed Wart Goblin**

**2**

Alignment **Lawful** Level \_\_\_\_\_ XP **2,000** Movement **9**

Prime **STR** XP Bonus **+5** %Deity \_\_\_\_\_ Age **27** Gender **Male**

THACO **19** Base Attack Bonus **0**

STR **16**  
DEX **14**  
CON **13**  
INT **11**  
WIS **12**  
CHA **9**

Bonus to Hit **+1**

Damage Bonus **+1**

Open Doors **1-3 in 6**

Carry Modifier **+15 lbs.**

Bonus to Missiles **+1**

Armour Bonus **-1 [+1]**

Hit Point Bonus **+1 HP**

Raise Dead Survival **100%**

**Middish, Havenish,  
Wart Goblin**

Additional Languages \_\_\_\_\_

Max. # Special Hirelings **4 hirelings**

HP **21**  
Current  
Max

AC

**[14]**

Asc

**5**

Desc

Saving  
Throw  
Bonuses \_\_\_\_\_

Saving  
Throw  
(Base) **13**

Gems Gold Silver Copper Electrum Platinum

## Abilities

**Parry** (-1 to enemy attacks)

**Natural armour**

**Wartsmell**  
(surprised on 1 in 8)

**Firefoot** (+2 on rolls against dragging or knockover)

**Fisticuffs Affinity**  
(fight unarmed as Level 3 Fighter)

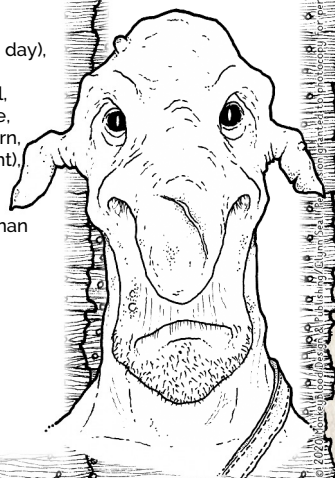
**Slow Metabolism**  
**Strength Bonuses**  
(bonus on to hit and damage rolls).

**Base Movement Rate:** 9

## Equipment

Battle axe,  
Backpack,  
Trail rations (1 day),  
Leather flask,  
Flint and steel,  
50' hemp rope,  
Hooded lantern,  
Lamp oil (1 pint),  
Waterskin,  
Bedroll,  
Old silver goman coins (2),  
Crow skull,  
Some black feathers,  
Seashell,  
Shiny pebble.

## Spells



**25**

Weight carried (pounds)

## Thieving Skills

**Climb Walls**  
**Hear Sounds**  
**Move Silently**

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**Delicate Tasks**  
**Hide in Shadows**  
**Open locks**

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## Weapons

**Battle axe**

Hit Dam Range RoF

**+1 1d8+1 -**

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