

Character Sheet

Norris Hitchcock

Name

2

Player

Class **Magic-User**

Race **Half Elf**

XP **2,500**

Movement **12**

Alignment **Lawful**

Level

Prime **INT** XP Bonus **+5** %Deity

Age **38** Gender **Male**

THACO **19**

Base Attack Bonus **0**

STR

9

DEX

12

CON

9

INT

15

WIS

10

CHA

12

Bonus to Hit

-

Damage Bonus

-

Open Doors

1-2 in 6

Carry Modifier

+5 lbs.

Bonus to Missiles

-

Armour Bonus

-

Hit Point Bonus

-

Raise Dead Survival

75%

Additional Languages

Middish, Havenish, Scottish, Oldwalian, Wart Goblin

Max. # Special Hirelings

4 hirelings

HP

8

AC

[10]

Asc

9

Desc

Saving Throw Bonuses

+2 vs. spells

Saving Throw (Base)

14

Gems

Gold

Silver

Copper

Electrum

Platinum

Abilities

Spell Casting

Knowing Spells

(8th, 75%, 6/10)

Darkvision 60 ft.

Find Secret Doors

(4 in 6 when searching)

Equipment

Staff,

Backpack,

Trail rations (3 days),

Waterskin,

Bedroll,

Empty scroll cases (2),

Half-eaten parsnip,

Lucky cat's foot,

Vial of maggots,

Spell book:

detect magic,

hold portal,

light,

magic missile,

protection from evil,

shield,

sleep.

Spells

Level 1:

Shield

Protection from Evil

20

Weight carried (pounds)

nb Walls

tear Sounds

Move Silently

Delicate Tasks

Hide in Shadows

Open locks

Weapons

Staff

Hit Dam Range RoF

1d6