

Character Sheet

Elsbeth Fallows

Player _____

Name

Class **Thief**

Race **Human**

2

Alignment **Neutral** Level _____ XP **1,250** Movement **12**

Prime **DEX** XP Bonus **+5** %Deity _____ Age **28** Gender **Female**

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

STR **10**

DEX **14**

CON **11**

INT **15**

WIS **11**

CHA **10**

Bonus to Hit _____

Damage Bonus _____

Open Doors **1-2 in 6**

Carry Modifier **+5 lbs.**

Bonus to Missiles **+1**

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

Hit Point Bonus _____

Raise Dead Survival **75%**

Additional Languages **Middish, Havenish,
Scottish, Gaulandian**

Max. # Special Hirelings **4 hirelings**

Saving Throw Bonuses **+2 vs. devices**

+2 vs. magic devices

Saving
Throw
(Base)

14

HP

8

AC

[13]

Asc

6

Desc

Current

Max

107

Gems

Gold

Silver

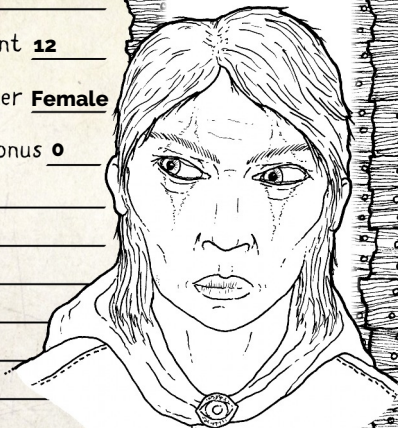
Copper

Electrum

Platinum

Abilities

**Backstab
Thief Skills**



Equipment

Leather armour,
Shortsword,
Thieves' tools (+10%
to Delicate Tasks &
Traps and Open
Locks checks),
Backpack,
Trail rations (2 days),
Waterskin,
Bedroll,
50' silk rope,
Hammer,
Iron spikes (5),
Grappling hook,
Carrots (3),
Bag of mushrooms.

Spells

40

Weight carried
(pounds)

Thieving Skills

86

3 in 6

25

Climb Walls

Hear Sounds

Move Silently

20

15

15

Delicate Tasks

Hide in Shadows

Open locks

Weapons

Shortsword

Hit Dam Range RoF

1d6

