Character **FRIMLEY GREENISH**

Class/Kit ROGUE | Level 11

Race HUMAN | Alignment CN

Patron Deity/Religion

LIGHT SOURCE:

VISION: *INFRAVISION 60'

SPECIAL SENSES:

Age ??	Sex MALE		
Height 5'2	Weight 180 lbs		
Hair BROWN	Eyes BLUE		
Skin FAIR			

STR	17	TO HIT	+1	DAMAGE	+1	WEIGHT ALLOW	85 lbs
		MAX PRESS	220 lbs	OPEN DOORS	10/20	BEND BARS LIFT GATES	13%
DEX	17	REACTION ADJ	+2	MISSILE ADJ	+2	DEFENCE ADJUSTMENT	-4
CON	17	HIT POINT ADJ	+2	SYSTEM SHOCK	97%	RESURRECTION SURVIVAL	98%
		POISION SAVE	0	REGENERATION: N\A			
INT	16	# LANGUAGES # NON-WEAPON	5	SPELL LEVEL	8th	LEARN LEVEL	70%
		MAX # SPELLS LVL	11	ILLUSION IMMUNITY:	N/A		
WIS	9	MAGIC DEFE	0	BONUS SPELLS	0	SPELL FAILURE	0%
		SPELL IMMUNITY:	N/A				
CHA	11	MAX HENCH	4	LOYALTY BASE	0	REACTION ADJ	0
		COMELINESS	16	PERCEPTION	13		

HIT POINTS (73)

HIT DICE: (d6)1st 8 2nd 8 3rd 4 4th 6 5th 7 6th 8 7th 8 8th 7 9th 8 10th 7

WOUNDS

ARMOUR CLASS

	BASE	DEX	ARMOUR [ ]	SHIELD [B]	MISC 1 [H]	MISC 2 [J]	TOTAL
AC ARMOUR CLASS	10 –	6 –	–	4 –	1 –	-3 =	-3

WEAPON ATTACK

	TOTAL	STR	MISC 1 [N]	MISC 2 [ ]	MISC 3 [ ]	TEMP
MELEE ATTACK BONUS	=	1 +	2 +	+	+	+
RANGED ATTACK BONUS	=	2 +	1 +	2 +	+	+
	TOTAL	DEX	MISC 1 [Q]	MISC 2 [R]	MISC 3 [ ]	TEMP

SAVING THROWS

	START	+/-	+/-	+/-	TOTAL	MODIFIER		
PARALYZATION POISION/DEATH	11	2	3	0	6	B	H	
ROD STAFF WAND	10	2	3	0	5	B	H	
PETRIFICATION POLYMORPH	10	2	3	0	5	B	H	
BREATH WEAPON	14	2	3	0	8	B	J	
SPELLS	11	2	3	0	6	B	H	
SPELL RESISTANCE								

MOVEMENT

Movement	Rate	Movement	Rate
Base	12	Run (x 5)	60
Jog (x 2)	24	Day	
Run (x 3)	36		
Run (x 4)	48		

Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty
Light (⅔ MV)	86 - 121	9	—	—
Moderate (½ MV)	122 - 157	6	-1	—
Heavy (⅓ MV)	158 - 193	3	-2	+1
Severe (MV=1)	194 - 220	1	-4	+3

THIEVING ABILITIES [A] [ ]

	BASE	SKILL	RACE	DEX	KIT	ARMOUR	TOTAL %
PICK POCKETS	15%	30%	—	10%	00%	5%	60%
OPEN LOCKS	10%	45%	—	15%	10%	00%	80%
FIND TRAPS	5%	80%	—	5%	00%	00%	90%
MOVE SILENTLY	10%	60%	—	10%	00%	10%	90%
HIDE IN SHADOW	5%	45%	—	10%	00%	5%	65%
DETECT NOISE	15%	70%	—	—	00%	00%	85%
CLIMB WALLS	60%	00%	—	—	00%	10%	70%
READ LANGUAGE	—	00%	—	—	00%	00%	00%
BACKSTAB DAMAGE MULTIPLIER							X 4

-3 Pen Non-Weapon

Weapon Proficiency	Slots
SHORT SWORD	1
DAGGER	1
SPEAR	0

Weapon Proficiency	Slots
SHORT BOW	1
DARTS	1

WEAPON COMBAT

MED -2 LONG -5

WEAPON	#AT	SIZE	TYPE	SPEED	Hit/Dmg Adj	S/M Damage L	RANGE/SPECIAL
SHROT SWORD	1	S	P	3	0 / 0	1d6 / 1d6	
DAGGER (*THROWN)	1/2*	S	P	2	0 / 0	1d4 / 1d3	S: 5 M: 10 L: 20
SHORT BOW	2	M	P	7	0 / 0	1d6 / 1d6	S: 50 M: 100 L: 150
SPEAR	1	S	B	6	0 / 0	1d4 / 1d4	S: 10 M: 20 L: 30

AMMUNITION:

SHORT BOW ARROWS +1 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

SHORT BOW ARROWS +2 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

DARTS ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

MAGIC ITEMS

	MAGIC ITEM	No#	Wt	ABILITY
a	CLOAK OF ELVENKIND	1	2 lbs	
b	CLOAK PROTECTION +2	1	2 lbs	
c	LENS OF ULTRAVISION	1	2 lbs	
d	SCARAB OF PROTECTION	1	0 lbs	
e	RING OF INVISIBILITY	1	0 lbs	
f	RING OF FREE ACTION	1	0 lbs	
g	RING OF THE RAM	1	0 lbs	
h	RING OF PROTECTION +3	1	0 lbs	
i	RING OF FEATHER FALLING	1	0 lbs	
j	BRACES OF DEFENCE AC6	1	2 lbs	
k	SLIPPERS SPIDER CLIMBING	1	1 lbs	
l	DECK OF ILLUSIONS	1	2 lbs	
m	HAT OF DISGUISE	1	0 lbs	
n	SHORT SWORD OF QUICKNESS +2	1	3 lbs	+2 To Hit +2 Damage - Always goes first
o	SHORT SWORD QUIETSTRIKE +1	1	0 lbs	+1 To Hit +1 Damage - Silence 15' Radius 1 Per Day-
p	DAGGER +1	1	0 lbs	+1 To Hit +1 Damage
q	SHORT BOW +1	1	3 lbs	+1 To Hit +1 Damage
r	SHORT BOW ARROWS +2	10	1 lbs	+2 To Hit +2 Damage
	TOTAL WEIGHT		18 lbs	ENCUMBERANCE 00 MOVEMENT RATE 00

RING OF THE RAM

MAGICAL ITEM CHARGES

★★★★★★★☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCY	SLOT	STAT	MOD	DESCRIPTION
APPRASING	1	INT	0	Estimate value & authenticity of antiques, art, jewelry, gems & crafted items.
BLIND FIGHTING	2	N/A	N/A	Only -2 to Hit in darkness and no AC penalty
DIRECTION SENSE	1	WIS	+1	Determine the direction your heading, takes 1d6 rounds
GAMING	1	CHA	0	Knows most common games of chance and skill, roll to win or cheat
RIDE LAND-BASED	1	WIS	+3	Vault on, Jump, Spur, Ride Free-Hands, Hide or Leap Off your mount
ROPE USE	1	DEX	0	Familiar with knots and can escape if tied-up/+2 with Lasso /+10% climb
SINGING	1	CHA	0	Character is an accomplished singer
TUMBLING	1	DEX	0	Character can do acrobatics dives, rolls, etc & improve AC by 4
VENTRILOQUISM	1	INT	-2	Character has learned the secrets of "throwing his voice"

LANGUAGES	THIEV'S CANT	COMMON	HALFLING
DWARVAN	ORCISH		

EQUIPMENT

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
CLOTHES	WEARING	0.5 lbs	BACKPACK	WEARING	20 lbs	BED ROLL	SADDLE	1 lbs
BELT & POUCH	WEARING	0 lbs	BULLSEYE LANTERN	BACKPACK	0 lbs	CLOTHES SPARE	SADDLE BAG	1 lbs
BOOTS & GLOVES	WEARING	0 lbs	LAMP OIL (X 1)	BACKPACK	1 lbs	WATER SKIN	SADDLE	1 lbs
		0 lbs	ROPE 50' (SILK)	BACKPACK	8 lbs	FOOD RATIONS	SADDLE BAG	0 lbs
		0 lbs	FLINT & STEEL	BACKPACK	0 lbs			0 lbs
SHORT SWORD	ON HIP	3 lbs	CHALK	BACKPACK	0 lbs			0 lbs
DAGGER	ON HIP	1 lbs	WHISTLE	BACKPACK	0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
SHORT BOW	ON BACK	2 lbs			0 lbs			0 lbs
QUIVER & ARROWS	ON BACK	3 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
LOCK PICKS +10%	HIDDEN	1 lbs	HOLY WATER (X 0)		0 lbs	TENT (1 PERSON)		6 lbs
TOTAL WEIGHT	10.5 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	120'	

TREASURE/OTHER POSSESSIONS

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
		0 lbs	GOLD COINS (X100)	BACKPACK	2 lbs	GOLD COINS (X100)	SADDLE BAG	2 lbs
TOTAL WEIGHT	000 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	120'	

ANIMAL COMPANION

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
THEARIO	LIGHT HORSE	7	2 + 2hp	18	2	19	1d4/1d4	Kick Attacks
NOTES MOVEMENT: 240'						HP:18-		

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
		0	0	0	0	0	0	
NOTES MOVEMENT: 0'						HP:0-		