

Adventurer's Name:

Armor Class	5 [14]	Hit Points	44	Saving Throw	8
Class	Thief	Speed	12	XP	478,075
Level	8	Race	Elf	Corruption	9
Strength	11	Dexterity	18	Constitution	13
Intelligence	12	Wisdom	10	Charisma	15
Gold	2115	Spell Levels			
Bonuses	Dex: able to Parry @ -2/ Missiles +1/ AC -1, Con: +1/HD, Backstab x3, Elf: Darkvision 60', Missiles +1, Secret Doors 1-4, Immune to Sleep, Save +4 v's Paralysis				

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Dagger	+2/ +2	
Composite Bow +1	+1/ +1	
Arrows +1 (15)	+1/ +1	
Potion of Extra-Healing		
Longsword +1	+1/ +1	
Ring of Protection +1		AC -1 and Saving Throws +1

Equipment	Equipment
Clothing	Rations
Canteen	Darts (24)
Vials: Holy Water (2)	Holy Symbol
Backpack	Shield
Rope 50'	Lantern
Oil (3)	Tinderbox
Staff (6')	Mirror
Iron Spikes (12)	Pliers
Parchment, Ink and Quills	Scroll Case
Leather Armor	Quiver
Thieves' Tools	Arrows (24)
Vials: Acid (2)	

Climb	Delicate	Hear	Hide	Move	Open Locks
92	55	5 in 6	55 + 15	65 + 10	55

Spell	Level	Spell	Level	Spell	Level

Skill	Level	Skill	Level	Skill	Level

Languages		
Elvish	Dwarven	
Giantish (inc. Ogres)	Goblinoid (inc. Orcs)	Common Tongue

Treasures		
10,000gp Gems (7)		