

Name: Gorunn Ranulfsson

Race Dwarven
Class Rogue
Alignment Chaotic Neutral

EXP	0
LVL	1

Strength	15	+2
Dexterity	14	+2
Constitution	16	+2
Intelligence	14	+2
Wisdom	12	+1
Charisma	12	+1

Base Attack	+0	Base 10 + 2 Dex + 1 shield
Armor Class	13	
Hit Points	9	
Initiative	+2	

Fortitude	+3
Reflex	+4
Will	+1

Feat Point Blank Range (+1 to hit and damage with missile weapons within 30')
Sneak Attack +1d6

Skills

Ride +1
Swim +3
Climb see rogue skills
Languages Dwarven, Common, Orc, Thief's Cant
Terrain Mountain

Weapon Proficiencies Missile, Cleaving

Thief Skills

		Racial	Char	1st level		Total	
Hide			4	2			6
Move Silently		-1	4	2			5
Open Locks		2	4	4			10
Climb Walls			4	1			5
Detect Noise		1	2	2			5
Pick Pockets			2	1			3
Find/Remove Traps		8	4	1			13
Appraise		4	4	1			9
Tumble			4	2			6
Envenom			4	1			5
Forgery			4	1			5
Withdrawal			4	1			5
Headshot			4	1			5

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Equipment

	Cost	Weight	Hit	Damage	Notes
Woodsman's Axe	3	6	+3	d6+3	
Orcish Shortbow	4	3			
War Arrows (x20)	4		+3	d6+2	
Small Wooden Shield	2	4			break on nat. 20
Sack	0.1	0.5			
Candles (x10)	0.1				
Chalk (x10)	0.1				
Flint & Steel	1				
Trail Rations (x2)	1	2			
Waterskin	1	4			
Rope, 50'	1	10			
Grappling Hook	1	4			
Gold	2				
Silver	0.7				
	21	33.5			