

**Name:** Moonwick Lightfinger **Age:** 38 **Height:** 3'5" **Race:** Halfling **Weight:** 46 **Experience:** 12835 **Class:** Thief **Next Level Xp:** 160000 **Alignment:** Chaotic-Neutral **Level:** 9 **Player:** Sam Marginson

Strength: 12 Thac0: +0, Damage: +0, Open Doors: 7, Bend Bars: 4%  
 Dexterity: 17 Reaction adj: +2, Missile Attack: +2, AC: -3  
 Constitution: 14 HP adj: 0, Shock: 88%, Survive: 92%, Poison save: 0  
 Intelligence: 5 Lang's: 1, Spell Lvl: -, Learn Spell: -, Max Spells/Lvl: -  
 Wisdom: 10 Magical Defense: 0, Bonus Spells: 0, Failure: 15%  
 Charisma: 10 Max Henchman: 4, Loyalty: 0, Reaction: 0

**Morale:** 17 **Encumbrance rates**  
**Cumliness:** 10 **Un-** **Lght** **Med** **Hvy** **Sev** **Max**  
**Skill:** 11 45 69 93 117 140 140

**Hit Points:** 31

**Current Weapon Used** (~~Hoopak~~, 1d6+2, 1 attacks): 16

**Armour Worn** (~~Dragonskin~~): 7

**Unadjusted Thac0:** 16

#### Saving Throws:

| Death Ray        | Wands, rods | Polymorph, turn | Breath Attack | Spells |
|------------------|-------------|-----------------|---------------|--------|
| Paralyze, poison | staves      | to stone        |               |        |
| 11(7)            | 10(6)       | 10              | 14            | 11(7)  |

#### Movement rates:

|    |    |    |    |    |    |    |     |     |     |     |     |
|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|
| 6  | 5  | 5  | 4  | 4  | 3  | 3  | 2   | 2   | 1   | 1   | 1   |
| 45 | 53 | 61 | 69 | 77 | 85 | 93 | 101 | 109 | 117 | 125 | 133 |

#### Treasure: Weight: lbs

|                   | Pp   | Gp    | Ep | Sp  | Cp |
|-------------------|------|-------|----|-----|----|
| <b>Carried:</b>   | 3    | 49    | 10 | 108 |    |
| <b>At Home:</b>   | 4000 | 19208 |    |     |    |
| <b>Elsewhere:</b> |      |       |    |     |    |

**Languages:** Kender, Common, Thief's cant

#### Thief Skills:

| Pick Pockets | Open Locks | Find/Remove traps | Move silently | Hide in shadows | Detect Noise | Climb walls | Read Languages |
|--------------|------------|-------------------|---------------|-----------------|--------------|-------------|----------------|
| 68           | 65         | 56                | 75            | 70              | 54           | 95          | 16             |

#### Proficiencies:

##### Weapon (Thac0 Dmg #Att)

Hoopak +2 +2  
 Dagger  
 Dart  
 Blowgun

##### Non-Weapon

Storytelling 13  
 Mapping 5  
 Tumbling Dex

#### Bonuses/Notes:

+2 to hit with hoopak, +4 Save vs wands and spells, +10%Xp, +1 to hit with sling or thrown weapon, -4 to opponents surprise roll (-2 if door), Weapons allowed - club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, short sword and staff. Limited armour - leather, studded leather, padded leather, elven chain. Backstab - +4 to hit x4 damage.



### Racial Bonuses:

- +1 to hit with thrown weapons or slings; -4 opponents surprise when alone or with other Halfings,
- 2 if door is needed to be opened. PURE STOUTS only: 60' infravision;
- PARTIAL stouts: 30' Infravision:
- Detect grade (up or down only) in passage 1-3 on d4
- Determine approx. direction of passage 1-3 on d6

### HomeTown: Thorbardin

### Quotes:

"You must have dropped it. You're lucky I came along to pick it up and give it back to you.", "It must have fallen into my pocket.", "I wonder...", "C'mon guys, let's go!", "I'll do it!"

### Personality:

Very inquisitive and chirpy, he often goes off on his own and gets lost (although to him he's not lost!) He also has a lack of regard for personal property and will take whatever he wants without any remorse and will then give an excuse like "It was just lying around, so I picked it up so no-one could steal it. He's an honorary warleader and citizen of Thorbardin not that this matters to him much. He owns a small room in the lower level of Northgate carelessly left unlocked even though it contains all his magical items, gems, jewellery and money.

### Friends:

Flint Fireforge, Sir Morgy, Riverwind, Goldmoon

### Equipment:

- ✓ Dragon skin armour
- ✓ Hood
- ✓ Blue breeches
- ✓ Backpack
- ✓ Map of Thorbardin
- ✓ Map of Abanasinia
- ✓ Map of Fistantantius' tomb
- ✓ Map from Fistantantius' tomb to Dwarfgate
- ✓ Map of Derkins tomb

~~Map of Fistantantius' tomb~~

✗ Magnifying lens

✗ Poor quality lock

~~Map of Fistantantius' tomb~~

✗ Holy symbol

~~Map of Fistantantius' tomb~~

✗ 2 Candles

~~Map of Fistantantius' tomb~~

✓ Dagger

✗ Ring with the emerald

~~Map of Fistantantius' tomb~~

✗ Brooch

✗ Cylindrical flask

~~Map of Fistantantius' tomb~~

lock picks

Large belt pouch

### Encumbrance

25

2

1

1

1

1

1

1

1

1

1

Money: 17  
Total: +3 = 45  
Grand Total: 120