

Name: Muskat Celsa	Age: 140	Height: 3'10"
Race: Dwarf	Weight: 88	Experience: 35174
Class: Thief	Next Level Xp: 70000	
Alignment: Neutral-Evil	Level: 7	Player:

Strength: 14 Thac0: +0, Damage: +0, Open Doors: 8, Bend Bars: 7%
 Dexterity: 15 Reaction adj: +0, Missile Attack: +0, AC: -1
 Constitution: 18 HP adj: +2, Shock: 99%, Survive: 100%, Poison save: 0
 Intelligence: 9 Lang's: 2, Spell Lvl: 4th, Learn Spell: 35%, Max Spells/Lvl: 6
 Wisdom: 12 Magical Defense: 0, Bonus Spells: 0, Failure: 5%
 Charisma: 15 Max Henchman: 7, Loyalty: +3, Reaction: +3

Morale: 11 Encumbrance rates

Cumliness: 6	Un-	Lght	Med	Hvy	Sev	Max
Skill: 15	55	85	115	145	170	170

Hit Points: 33

Current Weapon Used (Dagger, 1d4/1d3, 1 attacks): 18

Armour Worn (None): 10

Unadjusted Thac0: 18

Saving Throws:

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
10(5)	12(7)	11	12	13(8)

Movement rates:	6	5	5	4	4	3	3	2	2	1	1	1
	55	65	75	85	95	105	115	125	135	145	155	165

Treasure: Weight: 31 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:		317			
At Home:		1200			
Elsewhere:		800			

Languages: Thief's cant, Common, Dwarven

Theif Skills:

Pick Pockets	Open Locks	Find/Remove traps	Move silently	Hide in shadows	Detect Noise	Climb walls	Read Languages
50%**	40%	45%	60%*	30%**	35%	85%*	10%

Proficiencies: **Weapon** (Thac0 Dmg #Att)

Axe
Dagger

Non-Weapon

Sleight of hand Dex
 Hiding +10%
 Disguise Chr -1
 Con Wis
 Tracking Wis

Bonuses/Notes:

* -5% with armour, ** -10% with armour. 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 x3 damage. +5 save vs poison, wands and spells

Racial Bonuses:

Detect when underground, within 10':

Grade or Slope in passage	1-5 on d6
New tunnel/passage construction	1-5 on d6
Sliding/shifting walls or rooms	1-4 on d6
Stonework traps, pits and deadfalls	1-3 on d6
Aprox depth underground	1-3 on d6
20% malfunction of magical items; +1 vs any orcs and goblins;	
-4 for trolls,ogres,titans and giants to hit; 60' Infravision	

HomeTown: Delaware, Eleinoch (Galador)

Quotes:

"Why buy one when you can steal one?","Lucky I happen to have with me..."

Personality:

Very convincing, often portrays himself as a merchant, He is the twin of Matanzas Celsa. Loves a good fight at an Inn. Also known as Basalk of Poret.

Friends:

Flip Armstrong, Matanzas Celsa, Palmyra, Keemo Arita

Equipment:**Encumbrance**

Dagger	1
3 water flasks	3
Backpack (cap 50lbs)	2
12 lock pick sets	12
Theives tools	1
False ID	
Fake coins (50 carried)	5
Yoshi biscuits (1 green, 1 yellow)	2
Fake emerald	
loaded dice x 2	
Rod (fishing)	5
Line & hook	2
3 fish	
Vile of poison (200ml, 10ml/tot type B)	1
5 rings (1 diamond)	

Money: 31

Total: +34 = 65

Grand Total: 153