

Name: Haqail Eagleworth	Age: 117	Height: 5'3"
Race: Elf	Weight: 108	Experience: 0
Class: Ranger	Next Level Xp: 2250	
Alignment: Neutral-Good	Level: 1	Player: Roger Keays

Strength: **17** Thac0: +1, Damage: +1, Open Doors: 10, Bend Bars: 13%
 Dexterity: **13** Reaction adj: +0, Missile Attack: +0, AC: +0
 Constitution: **17** HP adj: +2(+3), Shock: 97%, Survive: 98%, Poison save: 0
 Intelligence: **10** Lang's: 2, Spell Lvl: 5th, Learn Spell: 40%, Max Spells/Lvl: 7
 Wisdom: **16** Magical Defense: +2, Bonus Spells: 2nd, Failure: 0%
 Charisma: **9** Max Henchman: 4, Loyalty: 0, Reaction: 0

Morale: **12**

Cumliness: **10**

Skill: **8**

Encumbrance rates

Un-	Lght	Med	Hvy	Sev	Max
85	121	157	193	220	220

Hit Points: **12**

Current Weapon Used (Longsword, 1d8/1d12, 3/2 attacks): **18**

Armour Worn (Leather): **8**

Unadjusted Thac0: 20

Saving Throws:

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
14	16	15	17	17

Movement rates:

12	11	10	9	8	7	6	5	4	3	2	1
85	97	109	121	133	145	157	169	181	193	205	217

Treasure: Weight: 10 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:	105				
At Home:					
Elsewhere:					

Languages: Common, Elven

Proficiencies: Weapon (Thac0 Dmg #Att)

Dagger
 Longsword +2 +2 3/2
 Bow +1

Non-Weapon

Tracking Wis
 Hunting Wis -1
 Animal Lore Int
 Running Con -6

Bonuses/Notes:

Hide in shadows 10%, Move silently 15%, Tracking (+1/3lvls), Only wear leather or lighter armour for special abilities, Non-natural surroundings - percentages halved, Must have specific enemy (+4 to hit after 2nd level, -4 reaction against enemy), Animal Empathy (Save vs rods to resist, -1 penalty every 3 levels), Priest spells after level 8, No henchman, hirelings or servants until 8th level, All treasure must be carried.

Racial Bonuses:

90% resistance to sleep and charm-related spells; +1 to hit with bows (not crossbows)
-4 opponents surprise when alone or in elven party (-2 if door needed to be opened);
+1 to hit with short or long swords; 60' Infravision. 1 on d6 to automatically
spot secret doors; 1-2 on d6 to find secret door when searching; 1-3 on d6 for portals (must search)

HomeTown: Elven City, Arithas (Galador)

Quotes:

Personality:

Friends:

Equipment:

Longsword
Dagger
Rope, 50'
Cloak
Leather armour
Shield, medium
Flint and Steel
Iron pot

Encumbrance

4
1
20
15
10
2

Money: 10

Total: +52 = 62

Grand Total: 170