

<b>Name:</b> Joawa	<b>Age:</b> 21	<b>Height:</b> 5'11"
<b>Race:</b> Human	<b>Weight:</b> 143	<b>Experience:</b> 25024
<b>Class:</b> Thief	<b>Next Level Xp:</b> 40000	
<b>Alignment:</b> Chaotic-Neutral	<b>Level:</b> 6	<b>Player:</b>

**Strength:** 12    **Thac0:** +0, **Damage:** +0, **Open Doors:** 7, **Bend Bars:** 4%  
**Dexterity:** 18    **Reaction adj:** +2, **Missile Attack:** +3, **AC:** -4  
**Constitution:** 14    **HP adj:** 0, **Shock:** 88%, **Survive:** 92%, **Poison save:** 0  
**Intelligence:** 11    **Lang's:** 2, **Spell Lvl:** 5th, **Learn Spell:** 45%, **Max Spells/Lvl:** 7  
**Wisdom:** 13    **Magical Defense:** 0, **Bonus Spells:** 1st, **Failure:** 0%  
**Charisma:** 4    **Max Henchman:** 1, **Loyalty:** -5, **Reaction:** -4

**Morale:** 13    **Encumbrance rates**

<b>Cumliness:</b> 0	<b>Un-</b>	<b>Lght</b>	<b>Med</b>	<b>Hvy</b>	<b>Sev</b>	<b>Max</b>
<b>Skill:</b> 13	45	69	93	117	140	140

**Hit Points:** 22

**Current Weapon Used** ( Short sword, 1d6/1d8, 1 attacks ): 18

**Armour Worn** ( None ): 8

**Unadjusted Thac0:** 18

#### **Saving Throws:**

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
11	13	12	13	14

<b>Movement rates:</b>	12	11	10	9	8	7	6	5	4	3	2	1
	45	53	61	69	77	85	93	101	110	117	125	133

**Treasure:** Weight: 10 lbs

	<b>Pp</b>	<b>Gp</b>	<b>Ep</b>	<b>Sp</b>	<b>Cp</b>
<b>Carried:</b>	100				
<b>At Home:</b>					
<b>Elsewhere:</b>					

**Languages:** Thief's cant, Common, Drasnian Secret

#### **Theif Skills:**

Pick Pockets	Open Locks	Find/Remove traps	Move silently	Hide in shadows	Detect Noise	Climb walls	Read Languages
80*	55	35	55**	25*	35	90**	20

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

**Non-Weapon**  
Set snares    Dex -1  
Disguise    Chr +3

#### **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.



**HomeTown:** Unknown

**Quotes:**

"The day that I die"

**Personality:**

Has little need for money, since all he needs, he steals. His face is always hooded and he speaks little, but thinks a lot. He tends to dissapear, forgotten into the backround, only to make a grand entrance. He makes enemies very easily.

**Friends:**

Matanzas (enemy), Palmyra (enemy), John smith (enemy), Keemo arita (enemy)

**Equipment:**

**Encumberence**

Awl Pike	12
2 throwing daggers	2
Rope and graple (50')	24
Knifed gloves	2
Truth dagger (hidden)	1
Short sword	3

Money: 10

Total: +44 = 54

Grand Total: 197