

Name: Riverwind	Age: 23	Height: 6'3" 25100
Race: Human	Weight: 97	Experience: 20834
Class: Ranger	Next Level Xp: 36000	26980
Alignment: Lawful-Good	Level: 5	Player: Paul Morgan

Strength: 18/35 **Thac0:** +1, **Damage:** +3, **Open Doors:** 12, **Bend Bars:** 20%
Dexterity: 16 **Reaction adj:** +1, **Missile Attack:** +1, **AC:** -2
Constitution: 15 **HP adj:** +1, **Shock:** 90%, **Survive:** 94%, **Poison save:** 0
Intelligence: 13 **Lang's:** 3, **Spell Lvl:** 6th, **Learn Spell:** 55%, **Max Spells/Lvl:** 9
Wisdom: 14 **Magical Defense:** 0, **Bonus Spells:** 1st, **Failure:** 0%
Charisma: 13 **Max Henchman:** 5, **Loyalty:** 0, **Reaction:** +1

Morale: 14 **Encumbrance rates**

Cumliness:	12	Un-	Lght	Med	Hvy	Sev	Max
Skill:	13	135	174	213	252	280	280

Hit Points: 42

Current Weapon Used (Longsword +2, 1d8+5, 1 attacks): 13

Armour Worn (Leather, Shield): 5

Unadjusted Thac0: 16

Saving Throws:

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

Movement rates:

12	11	10	9	8	7	6	5	4	3	2	1
135	148	161	174	187	200	213	226	239	252	265	278

Treasure: Weight: 18 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:		105 110	58	30	23
At Home:					
Elsewhere:					

Languages: Common, Plainsmen, Qualinesti Elf, Hill dwarven

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

Longsword
 ShortBow
 Dagger

Non-Weapon

Hunting
 Survival
 Wis -1
 Int

Bonuses/Notes:

Hide in Shadows 31%, Move silently 40%, Tracking +1, Only wear leather or lighter armour for special abilities, Non-natural surroundings - percentages halved. Lethal enemy - Ogres (+4 to hit, -4 reaction against ogres), Animal empathy (Save vs rods to resist -2), Priest spells after level 8, no henchman, hirelings, or servants until 8th level, all treasure must be carried.

HomeTown: Que-Shu, Ansalon

Quotes:

Personality:

Friends:

Goldmoon, Flint, Moonwick, Sir Morgy

Equipment:

Encumbrance

Longsword +2

Short bow

20 Arrows

Dagger

3 red gems (5gp)

Bullseye lantern

~~5' Magic wood~~

~~Potion of healing~~

potion of strength

potion of growing

Leather armour

Shield

2

2

1

2

15

5

Money: 18

Total: +27 = 45

Grand Total: 142