

Alvin Caplowth

LEVEL ONE  
B/F RANGER  
CHAOTIC-GOOD



STRENGTH 13  
DEXTERITY 13  
CONSTITUTION 15  
INTELLIGENCE 13  
WISDOM 15  
CHARISMA 10

HIT POINTS 7



<b>Name:</b> Alkirii Eagleworth	<b>Age:</b> 119	<b>Height:</b> 5'3"
<b>Race:</b> Elf	<b>Weight:</b> 101	<b>Experience:</b> 0
<b>Class:</b> Ranger	<b>Next Level Xp:</b> 2250	
<b>Alignment:</b> Chaotic-Good	<b>Level:</b> 1	<b>Player:</b> Paul Morgan

Strength: **13**      Thac0: +0, Damage: +0, Open Doors: 0, Bend Bars: 0%  
 Dexterity: **13**      Reaction adj: +0, Missile Attack: +0, AC: +0  
 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: **15**      Magical Defense: +1, Bonus Spells: 2nd, Failure: 0%  
 Charisma: **10**      Max Henchman: 4, Loyalty: 0, Reaction: 0

Morale: **10**      Encumbrance rates

Cumliness: <b>7</b>	Un-	Lght	Med	Hvy	Sev	Max
Skill: <b>11</b>	45	69	93	117	140	140

Hit Points: 7

Current Weapon Used ( Two-handed bastard sword, 2d4/2d8, 1 attacks ): **20**

Armour Worn ( Studded leather, Basinet ): **7**

Unadjusted Thac0: 20

#### Saving Throws:

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

<b>Movement rates:</b>	12	11	10	9	8	7	6	5	4	3	2	1
	45	53	61	69	77	85	93	101	109	117	125	133

Treasure: Weight: 7 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:	72				
At Home:					
Elsewhere:					

Languages: Elven, Common, Troll

<b>Proficiencies:</b>	<b>Weapon</b> (Thac0 Dmg #Att)	<b>Non-Weapon</b>
	Two-handed bastard sword +0 +0 1	Tracking Wis
	Bow +1 +0 1	Blindfighting Ski
	Short Sword +1 +0 1	Fishing Wis -1
	Blowgun +0 +0 1	

#### 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, Specific enemy - Trolls (+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, Arathas (Galador)

**Quotes:**

**Personality:**

**Friends:**

**Equipment:**

Basinet  
Two-handed bastard sword  
Dagger  
Clothes  
Leather boots  
Studded leather armour

**Encumberence**

3  
10  
1  
  
25

Money: 7  
Total: 39  
Grand Total: 147