

NAME: Deornoth "Dorn" Stelgaard

ALIGNMENT: Neutral-Good



PLAYER: Bryan Miller

EXPERIENCE: zero

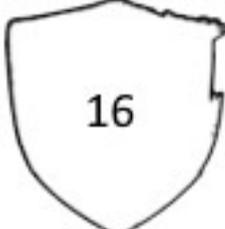
CLASS: Warrior-Thief

BASE ATTACK BONUS: +1

LEVEL: 1 (one)

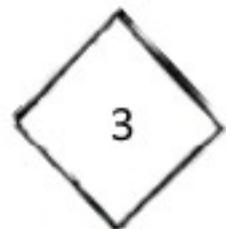
INITIATIVE: 3 (4 with Fleet knack)

STRENGTH	17	+2	melee to hit melee damage
DEXTERITY	14	+1	ranged to hit armor class initiative
CONSTITUTION	16	+2	hit points per level
INTELLIGENCE	10		languages known
WISDOM	09		save vs mind control
CHARISMA	12		max # of allies



16

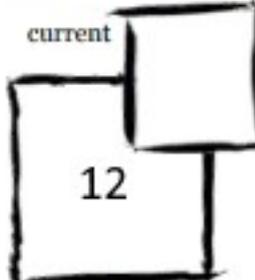
Armor
Class



3

Fortune
Points

current



12

Hit
Points

SAVING THROWS

13(11)	16(15)	12
Poison	Breath Weapon	Polymorph
15	14	
Spell	Magic Item	

WEAPONS

longsword (specialized)	+4	+4
_____	to hit	damage

SKILLS:

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

CLASS ABILITIES:

EQUIPMENT:

studded & reinforced leather hauberk (+3 AC)
 small +1 spiked shield buckler of blinding (+2 AC)

HISTORY AND NOTES:

Initiative = Lv + Dex bonus + class bonus
 Knack: Fleet +1 to Initiative
 Skill: Locks & Traps x2 (+4)
 Skill: Hide in Shadows (+2)
 Skill: Read Magic Scrolls (+2)