

NAME: Exodore Swift  
 PLAYER: Bryan Miller  
 CLASS: Thief  
 LEVEL: 1 (one)

ALIGNMENT: Neutral  
 EXPERIENCE: 0 (zero)  
 BASE ATTACK BONUS: 0 (zero)  
 INITIATIVE: 5

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

current

Armor Class: 14  
 Fortune Points: 5  
 Hit Points: 8

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:

leather jerkin (+2 to AC)  
 lockpicking tools

SAVING THROWS

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

WEAPONS

short sword	+2 to hit	+2 damage
throwing knife x 3	+2 to hit	+2 damage
short bow	+2 to hit	+2 damage
	to hit	damage

HISTORY AND NOTES:

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