

Character Name: Largo 'Greenleaf' Thorngage

LEVEL: 5

Class: Thief

Race: Halfling

Gender: Male

Alignment: Neutral

Deity: Brandobaris

Age: 46 (mature)

Prime Attribute: Dexterity (+5% XP Bonus)

XP Bonus: +15%

STRENGTH	12	<u>Open Doors 1-2, +5 lbs.</u>	Hit Points:	25
INTELLIGENCE	11	<u>+2 Additional Languages</u>	Armour Class:	4 [15]
WISDOM	14	<u>+5% XP Bonus</u>	Saving Throw:	12
DEXTERITY	18	<u>+2 AC, +2 Missile To-Hit Bonus</u>	Move:	9
CONSTITUTION	16	<u>+1 HP, Raise Dead Survival 100%</u>	Base "To-Hit" Bonus:	+1
CHARISMA	15	<u>+5% XP, Max. Sp. Hirelings: 5 (8 Mor.)</u>	Experience Points:	14,043

Languages: Halfling, Common, Dwarvish, and Kobold.

Racial/Class Abilities

+4 Saving throw bonus vs. magic.

+1 To-hit bonus with missile weapons.

Backstab: +4 to hit, x3 damage.

Read Normal Languages: 80%

+2 Saving throw bonus vs. devices, including traps, magical wands, staves, and other magical devices).

Thieving Skills: Climb Walls (89%), Delicate Tasks and Traps (40%), Hear Sound (4 in 6), Hide in Shadows (40%), Move Silently (50%), Open Locks (40%).

Gold & Treasure

216 gp, 27 pp, 28 sp, 12 cp

8 Turquoise gems (10 gp each)

5 Onyx gems (50 gp each)

2 Peridot gems (500 gp each)

3 Jet gems (100 gp each)

1 Diamond (1,100 gp)

Items & Equipment

Clothing, cloak, and misc items 10

Leather armour +1 12

Short sword and dagger 7

Short bow & 20 arrows 6

Backpack Flint & steel

Waterskin (full) Bag of holding 50

Bedroll Small metal mirror

Thieves' picks & tools (2 sets) Potion of extra-healing (3d8+3)

(83 lbs.)

Background & Notes

Place of Birth: Town of ????, County of Ulek

Date of Birth: 14th of Planting, 536 CY

Hair: Brown

Eyes: Brown

Height: 3' 2"

Weight: 61 lbs.

Largo Greenleaf Thorngage is a halfling from a long line of cooks and brewers. Largo's father, Wellby 'Warmhands,' had hoped Largo was going to follow in his footsteps and run the 'Bent Spoon' tavern that Largo's grandfather started. Largo wanted more excitement in his life (other than the occasional drunk) so he left home and joined an adventuring party known as the Iron Gauntlets.



Short sword: +1 to hit, 1d6 damage.

Dagger: +1 to hit (melee), +4 to hit (missile), 1d4 damage, RoF 1, Range 10 ft.

Short Bow: +4 to hit, 1d6 damage, RoF 2, Range 50 ft., 20 arrows.