Name			F	e			Class				Le	Level	
	a	t t	r	i		b	u	t	ϵ				
St rengt h	Dext erit	у Со	nst it ut ion		I	nt ellige				sdom		Charisma	
St amina	Ai	m	Health			Rea	son[Int u	it ion	ı	leadership	
Muscle	Balan	ce	Fit ness			Knowle	edge		WillP	ower [A	ppearance	
At t ack Adjust ment	Defensiv Adjust mer		Hit Point Adjust ment		P	Bonus roficien			Magie Adjust	c Def. ment	A	Reaction djust ment	
Damage Adjust ment	React ic Adjust mer	on nt	Syst em Shock			Percent To Learn Spell			Perce Spell Fa	nt of ilure		Number of Henchmen	
Maximum Press	Missi Adjust mer		esurrection Chance			Maxi Spell L				us Spe	lls	Loyalty Base	
Open Doors			Poison Save			Maximof Sp	um #[ells			First Level		·	
Bend Bars / Lift Gates						Illu: Immu:	sion nit y			cond Level			
Weight Allowance										Third Level			
			_	1						urt h Level			
Comba	ı t Ar	mor Cla	ass:		I	Hit Po	oin	ts:	Ť		Savir	ng Thro	ows
THACO	Arn	nor Worn:				Dice	Rol	lls:		I	Paralyz F	ation/ Poison/ Magic	
											Petrifi	cat ion [
Base Init		No Shie	l d:	7							Poly	morph _	
Non-Proficiency Penalty					Sa	ving 7] [hrc	ow Mo	difier		od/St af f	f/Wand	
Number Of Proficiencies		o Dex A		_	_						reath V	Veapon	
Increase Per level		Rea	ar:									Spells	
Weapor	ns Atta		Damage vs. Size	Kno	ock wn	NO. o	of cks	Speed	Туре	Size	Reach	Rang Speci	e/ al
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Tr	aits &	No	n-Wea	pon	Profic	ciend	cies:	
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Ability				Effect	<u> </u>			Cost
	\mathbf{P}_{1}	$rof\epsilon$	ession	al Al	oilit ie	es		
Ability				Effec				Cost
		Thi	eving	Abil	ities			
Thief Skill	Base Score	Kit	Armor	Racial	Dexterity	Magical	Experience	Tot al
Pick Pockets Open Locks	15% 10%							
Find/Remove Tra	ips 5%							
Move Silently Hide In Shadows	10% 5%							
Hear Noise	15%							
Climb Walls Read Languages	6O% O%							
Det ect Magic	5%		_		-			
Detect Illusion Bribe	1O% 5%		_		_			
Tunneling	15%							
Escape Bonds	10%							

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Weight	1	Une	ncumbered	Light		Moderat e	Heavy	Severe	Max	
Move Attack			0	Ο	(2/3)	(1/2) - 1	-2	(1/3) 1 -4	_	
Armor Class Base Initiative			0	0		О	+1	+3	_	

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Bonus %:	Next 1	leve	l go	oal	:				lev	el lii	nit:	С	haract ei	r points:	
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