

Adventurer's Name:

Armor Class	5 [14]	Hit Points	41	Saving Throw	9
Class	Assassin	Speed	12	XP	124,500
Level	7	Race	Half-Elf	Corruption	8
Strength	15	Dexterity	17	Constitution	10
Intelligence	15	Wisdom	11	Charisma	15
Gold	4115	Spell Levels			
Bonuses	Str: +1/+0, Dex: able to Parry @ -2/ Missiles +1/ AC -1, Con: +1/HD, Backstab x3, Half-Elf: Darkvision 30', Missiles +1, Secret Doors 1-4, Immune to Sleep, +2 Save v's Devices, Backstab, Assassins' Skills.				

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Composite Bow +1	+1/ +1	
Arrows +1 (24)	+1/ +1	
Potion of Extra-Healing		
Longsword +2	+2/ +2	
Ring of Protection +1		AC -1 and Saving Throws +1

Equipment	Equipment
Clothing	Rations
Canteen	Darts (24)
Vials: Holy Water (2)	Holy Symbol
Backpack	Shield
Rope 50'	Lantern
Oil (3)	Tinderbox
Staff (6')	Mirror
Iron Spikes (12)	Pliers
Parchment, Ink and Quills	Scroll Case
Leather Armor	Quiver
Thieves' Tools	Arrows (24)
Vials: Acid (2)	Canvas (Roll)
Needle and Thread	

Climb	Delicate	Hear	Hide	Move	Open Locks	Improvise Weapon	Infiltration*
86	35	4 in 6	35 + 10	45 + 5	35	45 + 5	45 + 5

Spell	Level	Spell	Level	Spell	Level

Skill	Level	Skill	Level	Skill	Level

Languages		
Elvish	Drow	Dwarven
Giantish (inc. Ogres)	Goblinoid (inc. Orcs)	Common Tongue

Treasures		
4,000gp Gems (20)		