Name       :       G' Ro         Alignment       :       Abern         Sex       :       Male         H.P.       :       22		O.C.C.       : Thief         R.C.C.       : Elf         Height : 6 ft. 5 in.       Weight : Attacks:         P.P.E. : 20       Attacks:	174 lbs.
I.Q.       : 21         M.E.       : 11         M.A.       : 13         P.S.       : 12         P.P.       : 18         P.E.       : 16         P.B.       : 25	Strike Parry & Dodge Roll w/ Punch Pull Punch Nightvision 60	: +3 : +2 <u>Charm / Impress</u>	<u>Death</u> : 40%
<u>Spd.</u> : 28	See in total da	rkness	
WP Grappling Hook WP Targeting Soft Leather (2) Daggers Cross Bow (Large) Short Staff Hand Pick	+1 to Strike 20 S.D.C. 1D6 2D6 1D6 1D4	W.P. Knife +1 to Str +1 to Pa A.R. 10 +3 to Strike Thrown +3 to Strike +3 to Pa	·
Hand to Hand: Basic Acrobatics Running Back Flip Brewing Card Shark Climb / Scale Walls Concealment Detect Concealment & Escape Artist First Aid Horsemanship: General	37% 32%/37% 50% 52%/47% 37% Traps 42% 42% 37% 42% 42%	Language: Elven Language: Gobblely Language: Eastern Locate Secret Compartments/Do Mathematics: Basic Palming Pick Locks Pick Pockets Prowl Sense of Balance Streetwise Walk Tightrope & High Wire	98% 57% 57% 37% 62% 37% 52% 52% 42% 47% 41% 37%
Money : 250 in gold.  Equipment : Two sets of clothing, a cape, boots, a pair of soft leather gloves, belt,			

lt, bedroll, purse, two man tent, mosquito netting, heavy blanket, backpack, one large sack, one medium-sized sack, three small sacks, a water skin, a set of skeleton keys and lock picking tools, 50 feet of rope, grappling hook, 3 iron spikes, a small hammer, pocket mirror, and a tinder box.

**Family** : The first born of two sons. He and his younger brother once stole together. One day, they were caught. While escaping, his younger brother was shot through the heart with an arrow.

<u>Disposition</u>: He'll use just about anyone he can to get what he wants. Most likely, he'll try to use the player group, using his charm to befriend them (meat puppets!). But, if the group goes above and beyond to help him, he'll become a loyal friend. In most cases, he'll run rather than fight. Even if cornered, he'll only fight to try and escape. However, if someone he genuinely cares about is in danger, he'll fight to the death.