## RAMPAGE AMID THE RUINS CHARACTER SHEET

CHAR ACTER NAME Feelicks the Catling (a.k.a. Kung-fu Kitty) $\qquad$ Player: Craig J

CLASS/LEVEL $\qquad$ sPECIES Catter

ALIGNMENT<br>Chaotic

GOD (If Initiated): $\qquad$ Size: Medium

Base Move: $\qquad$
35 $\qquad$ Vision

Dark vision

| STRENGTH | INTELLIGENCE | WISDOM | DEXTERITY | CONSTITUTION | CHARISMA |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 15 | 18 | 12 | 15 | 12 | 10 |

Saving Throw:

## Save Bonuses:

14
+2 bonus on saves against Poison and all sorts of mechanical and magical traps, +2 bonus to saving throws against Spells and spell-like magic effects, magic devices, and magical traps

ARMOR CLASS


HIT POINTS


WOUNDS



## COMBAT INFO

 ADJ. MOVE: $35 \quad$ Attack Bonus: Lvl 3 Th: +2Combat Bonuses: +1 to Damage with melee and hurled weapons DEX:+1 to Hit with missiles weapons; +1 to AC

| Weapon | Total Attack Bonus | Damage | Size | Hands | Range | ROF/Features |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| Claw $/$ Claw $/$ Bite | $+2 /+2 /+2$ | $\mathrm{~d} 3 / \mathrm{d} 3 / \mathrm{d} 2$ | --- | --- | melee | FD |
| Dagger | +2 | $\mathrm{~d} 4+1$ | S | 1 | $10 / 20 / 30$ | $\mathrm{FD} / \mathrm{AM} / \mathrm{H}(\mathrm{RoF}: 1)$ |
| Bastard Sword | +2 | $\mathrm{~d} 6+1(H) / \mathrm{d} 8+1(2 \mathrm{H})$ | M | $1 / 2$ | melee | $\mathrm{FD} / \mathrm{DA}$ |
| Spear | +2 | $\mathrm{~d} 6+1(1 \mathrm{H}) / \mathrm{d} 8+1(2 \mathrm{H})$ | M | $1 / 2$ | $10 / 20 / 30$ | $\mathrm{AM} / \mathrm{R} 1 / \mathrm{RC}$ |
| Longbow | +2 | d 6 | M | 2 | $70 / 140 / 210$ |  |

Adventuring Skills and Other Abilities of Note (Skill Roll):

Tracking (Scent)
Split Fire(INT bonus)
Thief Skills
Dark Vision
Mystic Reserve

Languages: common
Catling
Ratter
Dogmen
Elvish
Orcish
Goblin
WEALTH

```
EXP
12,321 +
```



## WILL

## OTHER NOTES:

Backstab Bonus: +4 to Hit - 2x Damage
Thieves Skills: 3-4 on D4

- Climb Walls
- Hear Noise
- Hide in Shadows
- Move Silently
- Open Lock
- Pick Pocket
- Read Language
- Read Scroll
- Trap Work
- Use Wand

Natural Talent Spells (Grip \& Air preference) Level 1 (3x/day):

- Shocking Grip [] Air Shield [] Read Magic [] Level 2 (1x/Day) - Levitate []

