Name: Kiryan Moeynshien Sex: Female (posing as male) Race: Soulmeliti Alignment: Chaotic Good Class: Warrior Kit: Ranger Archer Level: 4 (max. level 15) Experience: 12,985 (next level @ 18,000)	Height: 5'1" Weight: 95 lbs. Hair: Black Eyes: Blue Age: 93 Birthplace: Tali-Mor Village Religion: Tyloma Gold: 233g, 24s, 2c (Yoshi owes 100g)	Honor: 31 Family Honor: 29 Family Standing: Upper Middle Class Species Enemy: Orcs (+4 to hit) Kills: 10 -Raven of Rheuthen Steppes -5 Menneth border guards -Lion, hand to hand

Strength:	18/92	*(+2 hit, +5 damage, carry 235 lbs., bench 380 lbs., open doors on 15(3), 35% acts heroic strength)*
Dexterity:	19	*(+3 reaction, +3 hit w/ missiles, -4 AC)*
Constitution:	15	*(+1 HP/level, 90% system shock, 94% resurrection/survival)*
Intelligence:	12	*(3 languages)*
Wisdom:	14	*(-)*
Charisma:	12	*(max. 5 henchmen)*

Hit Points: 32 (D10+1 / level)

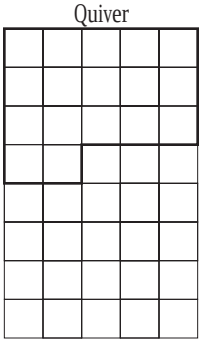
Attacks: 1/1
Attacks w/ Agor'Anshi: 2/1

Armor Class: 6 w/o armor
4 w/ leather
2 w/ Agor'Anshi & leather

Weapon Skills:	Other Skills:	
Bow Group - Daiku Specialty Dagger Agor'Anshi - Strike: Iron Fist - Block: Parry	Soulmeliti Eldorian Reading Bowyer / Fletcher (19) Hunting (13) Tracking (13)	Survival (12) - Forest Fire Building (13) Swimming (18) Riding (land) (17)

Special Elf & Ranger Abilities:
90% Resist to enchant/charm spells
+1 hit with bow
2 in 6 chance to find secret doors
3 in 6 chance to find concealed doors
1 in 6 chance of sensing concealed doors
50% chance of hiding in shadows (25% urban)
53% skill to move silently (26% in urban)
-2 to befriend animals
can use 2 weapons at once
+1 damage with own bows/arrows
increased rate of fire: 3/1 standing; 5/2 moving
infra-red vision
-4 to enemy surprise rolls, -2 if have to open door

Quiver



22/14 good heads
0 shafts

Equipment:
quiver
leather armor (AC -2)
mad bomber hat
walking boots
pants
cloak - cloth
Rings of Readiness (on left hand with string, on Daiku under hand wrap)
Belt
- 2 daggers
- Rings of keys for Castle Serengal
Backpack
- bowyer/fletcher kit
- flint & steel
- 50' silk rope, 8 lbs.
- whetstone
- winter blanket
- wineskin
- 10 days dry rations
Light Warhorse (re-branded)
- mirror
- copper pot
- funnel
- lamp oil & rags
- chain mail (AC -3)
- embalmed elk skin
- Gnomish blue book of illusion

Saving Throws

Perilous Poison / Death Magic	Rods / Staff / Wands	Petrification / Polymorph	Breath	Magic Spell
13	15	14	16	16

Martial Arts: Agor'Anshi
Form: Hard/Soft
Method: Strike
AC Adj: -2
Dam: 1D3
Body Part: Hand
Non-Weapon (basic): Hunting
Non-Weapon (adv.): Flower Arr.
Allowed Weap: Karate Weap

Special Manuevers:
Strike: 1,2,3,4,5
Block: 1,2
Mvmt: 1
Kick: 1
Ment/Phys I: 1,5
Ment/Phys II: 2

Snow Leopard
AC: 6
HP: 25
THAC0: 17
att: 3 (claw, claw, bite)
Spec. Att: Rake (1D4+1/claw)
Intel: 4
Size: 5.5'+tail, 2.5' tall
Mvmt: 15

- Surprised only 10%
- -3 to victim surprise
- Sure Feet
- Spring up 20', forward 25'
- Size large
- carnivorous
- likes cold

Weapon Family	# attacks	THAC0	Dam. S/M	Dam. Long	Damage Adjust	SF	Weight	Type	Range	Size	AC Mod	Tastes Like
Daiku	3/1, 5/2	9	--	--	--	7(4)	3 lbs.	--	100/170/250	Large	--	beef
- Leaf Arrows	--	--	D8	D8	+8	--	--	P	--	--	--	chkn
2 Daggers	1, 2 thrown	16/13	D4	D3	+5	2	1 lb.	P	10/20/30	Small	--	lamb
Kung-Fu	+1	15	D3	--	+5	2	--	B	--	--	-2	pork
- Iron Fist	+1	15	D6	--	+5	2	--	B	--	--	-2	peas
- Parry	+1	--	--	--	--	2	--	B	--	--	-3	--