

"Gil" Gilgamatrininalalosh
 "Master of the Arts of
 Acquisition"

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AC	No dex	No Shield
4	8	4

Male Goblin Thief

Level	8	HP: 36
THAC0	18/16bw	Wounds:
w/o +'s	19	

STG	11		<i>Saving Throws:</i>	
INT	12		Para/Poison/Death	12
WIS	15	+1 save	Petri/Poly	11
DEX	18	+3 tohit, -4 AC	Rod/Staff/Wand	12
CON	16	+2 HP	Breath	15
CHR	9		Spell	13

Thieving/Abilities:

Pick Pocket: 60% Open Lock: 52% Find/Remove Trap: 50% Move Silently: 55% Hide Shadows: 43%
 Hear Noise: 25% Climb Walls: 94% Read Lang: 35% Backstab at triple damage.
 infravision

Equipment:

Thieves picks Leather 50' rope/tackle 10 iron spikes
 2 flasks oil 2 water skins Potion of feather falling Short sword +1
 Small Crossbow Cloak of chameleon (adds 25% bonus to hide shadows)
 bolts: ○○○○○○○○○○○○○○○○○○○○○ bolt of slaying (+3, kills fighter on hit):○○

Background Information:

. Coming from the Fisheries, he traveled the continent searching for an honest living. He found that no one would hire him for any decent work. He could find jobs cleaning chamber pots, and hauling garbage, and corpses, but none of them paid well and he was looking for a good future. He turned to the one thing he didn't have to be hired to do. Thieving. He realized that no one took much notice of a stupid dirty goblin, except to kick him around, and he used this to his advantage. One day he overheard some adventurers talking of the treasure they had found, and decided that this was his calling. He packed a bag, found a party willing to take him on, and away he went. He proved himself to be a fairly decent thief, and soon he was being asked to go on great treks.