

Thalthonien "Thal"

CHARACTER NAME AND RANK



CLASS Rogue DEITY: _____
 RACE Elf
 ALIGNMENT Chaotic Neutral
 LANGUAGES Common, Elven, Dwarven
Gnome, Goblin, Halfling, Orc

30 MOVEMENT

5 EXP: 12001
 EXP. NEXT LVL: 24001
 LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
○ STR STRENGTH	15	PARALYSIS & CONSTRICTION	1
● DEX DEXTERITY	17	BREATH WEAPON & TRAPS	2
○ CON CONSTITUTION	15	DISEASE, ENERGY DRAIN, & POISON	1
● INT INTELLIGENCE	10	ARCANE MAGIC & ILLUSION	
○ WIS WISDOM	9	CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	
○ CHA CHARISMA	12	DEATH ATTACK, CHARM, & FEAR	

15 AC = 10 +
 HP
26 DAMAGE:

ARMOR **2** SHIELD **0** MOD **2** MAGIC **0** MISC **0**

ARMOR WORN: Leather Armor +1
 SHIELD: _____ HELM: _____

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

7	5	3	7	4											
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	

WEAPONS	BtH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL						
Hand axe +1	2	+	1	+	+	1	=	+4	1d6	+	1	+	+	1	=	+2
NOTES:																
Composite Shortbow	2	+	1	+	1	+	=	+4	1d8	+		+		+	=	
NOTES: 70' range														12 arrows		
		+		+		+	=			+		+		+	=	
NOTES:																
		+		+		+	=			+		+		+	=	
NOTES:																
		+		+		+	=			+		+		+	=	
NOTES:																

CLASS ABILITIES

Back attack
Cant
Climb (DEX)
Decipher Script (INT)
Hide (DEX)
Listen (WIS)
Move Silently (DEX)
Opent Lock (DEX)
Pick Pockets (DEX)
Traps (INT)
Sneak Attack

HOLY SYMBOL

TURN UNDEAD
 TURNING CHECK WIS # TURNED D12+CHA MOD

RACE ABILITIES

Enhanced Senses
Twilight Vision
Move Silently (DEX)
Spell Resistance
Spot Hidden Doors (WIS)
Weapon Training: Comp. Shortbow
+2 bonus: Listen, Move Silent, Find Traps

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0		+	=
1ST		+	=
2ND		+	=
3RD		+	=
4TH		+	=
5TH		+	=
6TH		+	=
7TH		+	=
8TH		+	=
9TH		+	=

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN
		shoulder pack			
		bedroll			
		water skin			
		rations - 3 days			
		thieves tools			
		small sack			
		small belt pouch			
		50' silk rope			
		grapple hook			

AMMUNITION

ARROWS/ STONES/
BOLTS OTHER

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VICTUALS

FOOD WATER

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COIN

PLATINUM	<input style="width: 100%;" type="text"/>
GOLD	20
SILVER	15
COPPER	15

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS		
/	/	leather armor +1
/	/	hand axe +1
/	/	potion: remove curse
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MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR	NAME
AC <input style="width: 30px;" type="text"/>	MOVE <input style="width: 30px;" type="text"/>
SAVES <input style="width: 30px;" type="text"/>	HP <input style="width: 30px;" type="text"/>
DAMAGE <input style="width: 30px;" type="text"/>	
TYPE <input style="width: 100px;" type="text"/>	NOTES <input style="width: 100px;" type="text"/>

ENCUMBRANCE

TOTAL	<input style="width: 100%;" type="text"/>
PENALTY	<input style="width: 100%;" type="text"/>
MOVE	<input style="width: 100%;" type="text"/>
ATTRIBUTE CHECK	<input style="width: 100%;" type="text"/>
ARMOR CLASS	<input style="width: 100%;" type="text"/>

DESCRIPTION/PERSONALITY/BACKGROUND	PLACE OF ORIGIN <input style="width: 100%;" type="text"/>
HEIGHT <input style="width: 50px;" type="text"/> 5'-0"	SEX <input style="width: 30px;" type="text"/> F
HAIR <input style="width: 50px;" type="text"/> Red	NOTES/SCARS/ETC <input style="width: 100%;" type="text"/>
WEIGHT <input style="width: 50px;" type="text"/> 100 lbs	AGE <input style="width: 30px;" type="text"/> 215
EYES <input style="width: 50px;" type="text"/> Blue	

DESCRIPTION: Strong and lithe with eyes of a predator peeking out from long bangs and shoulder length hair. Her small stature and gaunt frame hide her real strength leading others to underestimate her.

PERSONALITY: Untrusting and cold to strangers, especially men. Focused on self-gratification and survival yet unwilling to become like those she escaped from.

BACKGROUND: Escaped slave from outlands. Was abused and learned to survive by any means necessary.

CHARACTER NAME AND RANK



CLASS _____ DEITY: _____

RACE _____

ALIGNMENT _____

LANGUAGES _____

MOVEMENT

EXP:

EXP. NEXT LVL:

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
<input type="radio"/>	<input type="text"/>	STR STRENGTH PARALYSIS & CONSTRICTION	<input type="text"/>
<input type="radio"/>	<input type="text"/>	DEX DEXTERITY BREATH WEAPON & TRAPS	<input type="text"/>
<input type="radio"/>	<input type="text"/>	CON CONSTITUTION DISEASE, ENERGY DRAIN, & POISON	<input type="text"/>
<input type="radio"/>	<input type="text"/>	INT INTELLIGENCE ARCANE MAGIC & ILLUSION	<input type="text"/>
<input type="radio"/>	<input type="text"/>	WIS WISDOM CONFUSION, DIVINE MAGIC, GAZE ATTACK, PETRIFICATION, POLYMORPH	<input type="text"/>
<input type="radio"/>	<input type="text"/>	CHA CHARISMA DEATH ATTACK, CHARM, & FEAR	<input type="text"/>



AC = 10 +

ARMOR	SHIELD	MOD	MAGIC	MISC
<input type="text"/>				

ARMOR WORN: _____

SHIELD: _____ HELM: _____

HP

DAMAGE: _____

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
<input type="text"/>														

WEAPONS	BtH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
<input type="text"/>										
NOTES:										
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NOTES:										

CLASS ABILITIES

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK	# TURNED
<input type="text"/>	<input type="text"/>

RACE ABILITIES

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0	<input type="text"/>	<input type="text"/>	<input type="text"/>
1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

