



Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Horn

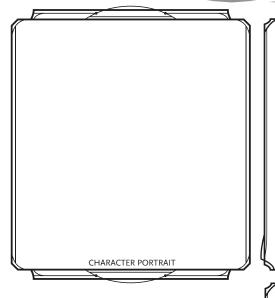
Languages. Common, Undercommon, Sphinx

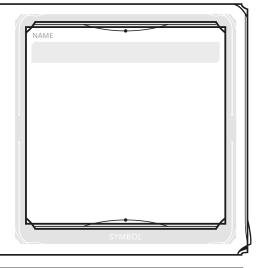
PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



Male	26	6′2"	165 lb.
GENDER	AGE	HEIGHT	WEIGHT
Green	Pale		White
EYES	SKIN		HAIR
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I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them. I have a lesson for every situation, drawn from observing nature.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need.

IDEAL

I suffer awful visions of a coming disaster and will do anything to prevent it.

BOND

There's no room for caution in a life lived to the fullest.

FLAW

Thalj Samir was born with a mutation causing his skin and hair to be extremely pale, this is where he got his name from. His parents loved him a lot, but he always used to get picked on by his peers, because of his pale appearance. Surprisingly, he doesn't have the red eyes albino people do. This is because he did have some pigment while in the womb, but his own body broke off the melanin, as the immune system can't get to the eyes, his eyes are their original colour.

At 16, he ran away from home, feeling like an outcast in his town. He wrote his parents a letter promising them he would come back. He's been roaming, trying to survive all this time, eventually he was able to trade goods he found on the ground up to his first handgun. Becoming proficient with it, he now feels safer when traveling, although he doesn't intend to use the gun on people.

His fascination for inventions grew as he travelled the world, even though he does not know how these things work, he like to look at them by breaking them apart.

On his journey he learned the languages of the Underdark, using the tunnels to escape problematic situations.

He wears traditional desert clothes, but in white to match his skintone.

ALLIES & ORGANIZATIONS

He has been noticing change around him lately, which doesn't surprise him, but he's so full of fascination that he would like to investigate this matter himself.

BACKGROUND STORY

Deep Delver

You have a knack for making your way in the deep places of the world. You can recall the twists and turns of passageways and tunnels such that you can always retrace your steps underground. You're also well acquainted with foraging and survival in the Underdark, and can determine when sources of food and water are safe to consume. You can always find sufficient food and water for yourself and up to five other people in the Underdark, as long as sustenance is available in the area.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR			MAGIC ITEMS # Ib	
[Leather]	1			
[Pistol]	1			
Bullet	20	4		
			ATTINES MAGGITTIES	
			ATTUNED MAGIC ITEMS 0 / 3	
			VALUABLES — GEMS, ART OBJECTS, TRADE GOODS # Ib	
			COPPER SILVER ELECTRUM GOLD PLATINUM	
			0 0 0 20 0	
			0 0 0 20 0	
			ENCUMBRANCE — LIFTING AND CARRYING	
			WEIGHT CARRIED CARRY CAPACITY PUSH, DRAG, LIFT	
			17.4 lb / 180 lb 360 lb	
INVENTORY — ADVE	NTURING GEA	AR, A	RMS, ARMOR, AND OTHER EQUIPMENT	
			ll l	
			ll l	
			ll l	
	ADDITI	ONA	TREASURE	INVENTORY — ITEM DESCRIPTIONS & NOTES
#1			#2	
STORED ITEM	#	lb	STORED ITEM # lb.	
	π		π 10.	
		_		
				
		_		
				OUEST ITEMS & TRINKETS

	Leather			Pistol			Bullet	
>	Armor	<	>	Weapons	₹	>	Ammunition	\prec
The breastplate and s made of leather that oil. The rest of the ari flexible materials.	shoulder protectors of this a has been stiffened by being mor is made of softer and n	rmor are boiled in lore				The ammunition of a reuse.	enaissance firearm is destroye	d upon
10 lb.	Playe	r's Handbook	3 lb.		Critical Role	1/5 lb.	Dungeon Master	's Guide