

Thalj Samir

CHARACTER NAME

Level 1 Human Fighter
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Outlander
BACKGROUND

Chaotic Good
ALIGNMENT DEITY

Lukaas
PLAYER NAME

STRENGTH

12

+1

DEXTERITY

18

+4

CONSTITUTION

10

+0

INTELLIGENCE

9

-1

WISDOM

14

+2

CHARISMA

12

+1

PROFICIENCY BONUS

+2

- ☒ +3 Strength
- ☐ +4 Dexterity
- ☒ +2 Constitution
- ☐ -1 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14 PASSIVE PERCEPTION

ARMOR

Leather

SHIELD

15

AC

ARMOR CLASS

MAXIMUM

10

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

Gunner. You ignore the loading property of firearms. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Fighting Style.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+1 hp.

INITIATIVE

+4

1 Attack / Attack Action

NAME

Pistol

Misfire 1, Reload 4

RANGE

100/400

ATTACK

+6 vs AC

DAMAGE / TYPE

1d10+4 piercing

FEATURES & TRAITS

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



Thalj Samir

CHARACTER NAME

Male	26	6'2"	165 lb.
GENDER	AGE	HEIGHT	WEIGHT
Green	Pale	White	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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

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

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.

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

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

Leather

Armor

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Pistol

Weapons

Bullet

Ammunition

The ammunition of a renaissance firearm is destroyed upon use.