Character Name
Danri

Race
Halfling

Class
Theih

Age
30

Height
0.9 m

Weight
20 kg

Level
1

Eyes
Brown

Hair
Brown

Gender
Male

Basic Fantasy
Role-Playing Game

Armor Class p. 10
With Shield
No Shield

Player Name
danri@Loadaverage.org

Race
Halfling

Class
Theih

Role-Playing Game

Age
30

Height
0.9 m

Weight
20 kg

Level
1

Attack Bonus p. 47
Base
Melee
Range

Ability Scores

Ability
Strength
Intelligence
Wisdom
Dexterity
Constitution
Charisma

Score
7
9
7
12
11
10

Modifier
-1

Experience Points
Current:

Needed:

Movement & Initiative

Load p.36
Move p.38
Initiative

Saving Throws p.53

Death Ray or Poison
13

Magic Wands
14

Paralysis or Turn to Stone
13

Dragon Breath
16

Rods, Staves, & Spells
15

Equipment p. 10

Item
sling
Leather armor
Pony
Thieves tools
Rope silk
Grappling Hook
Small Sack
Tinder box etc
Dagger
Water skin
Whetstone
Bullet (sliver)
Stones

Wgt

+1 Range
+2 AC when attacked melee by la
+1 initiative
Hide 10% outdoors 30% indoors
SNEAK ATTACK +4 attack bonus
successful. The attack must be
a Move Silently and / or Hide roll).
Can't be performed on the s
once in any given combat.

Spells

Level
One
Two

Thief Abilities

Skill
Open Locks
Remove Traps

Percent
25.00%
20.00%

Rods, Staves, & Spells
15
Three
Track 30.00%
Four
Move Silently 25.00%
Five
Climb Walls 80.00%
Six
Hide 10%, 30%
Seven
Listen 30.00%

Weaponry & Attacks p. 11

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<th>Weapon</th>
<th>OCR</th>
<th>Damage</th>
<th>Range</th>
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<tbody>
<tr>
<td>Sling</td>
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Money

<table>
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<tr>
<th>1pp=5gp / 1gp=10sp / 1ep=5sp / 1sp=10cp</th>
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100 GP

Story:

Danri is from a small fishery town. He always wanted to see the world and meet new creatures. To boldly go where no halfling from his town has gone before.