

Tuzon Thume

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rog1	Halfing	2'10"	Neutral Evil
CLASS	RACE	HEIGHT	VISION
0	Small	32 lbs.	Normal
EXPERIENCE	SIZE	WEIGHT	VISION
1	Male		28
TCL	AGE	EYES	POINTS
1000	23		
NEXT LEVEL	GENDER	HAIR	



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	16	+3	16	+3
CON Constitution	14	+2	14	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	10	+0	10	+0
CHA Charisma	12	+1	12	+1

HP hit points	8	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION				
AC armor class	16	13	14	10	2	0	3	1	0	0	SPEED					
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	Walk 15'				
												10	-3	0		
												ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE		

INITIATIVE modifier	+3	+3	+0
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+0		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	4	= 2	+ 2.0	+
✓ Balance	DEX	2	= 3	+ 2.0	+ -3
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	2	= 0	+ 3.0	+ -1
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Locksmithing)	INT	4	= 2	+ 2.0	+
✓ Craft (Trapmaking)	INT	4	= 2	+ 2.0	+
✓ ^x Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disable Device	INT	3	= 2	+ 1.0	+
✓ Disguise	CHA	4	= 1	+ 3.0	+
✓ Escape Artist	DEX	0	= 3	+	+ -3
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	4	= 3	+	+ 1
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	2	= 0	+ 3.0	+ -1
✓ Listen	WIS	4	= 0	+ 2.0	+ 2
✓ Literacy		1	= 0	+ 1.0	+
✓ Move Silently	DEX	2	= 3	+	+ -1
✓ Open Lock	DEX	5	= 3	+ 2.0	+
✓ Perform	CHA	3	= 1	+ 2.0	+
✓ Pick Pocket	DEX	2	= 3	+ 2.0	+ -3
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	4	= 2	+ 2.0	+
✓ Sense Motive	WIS	0	= 0	+	+
✓ Speak Language		1	= 0	+ 1.0	+
✓ Spot	WIS	2	= 0	+ 2.0	+
✓ Swim	STR	-7	= 0	+ 1.0	+ -8
✓ Tumble	DEX	2	= 3	+ 2.0	+ -3
✓ ^x Use Magic Device	CHA	4	= 1	+ 3.0	+
✓ Use Rope	DEX	3	= 3	+	+
✓ Wilderness Lore	WIS	0	= 0	+	+

FORTITUDE (constitution)	+3	+0	+2	+0	+1	+0	+	
REFLEX (dexterity)	+6	+2	+3	+0	+1	+0	+	
WILLPOWER (wisdom)	+1	+0	+0	+0	+1	+0	+	

MELEE attack bonus	+1	+0	+0	+1	+0	+0	+	
RANGED attack bonus	+4	+0	+3	+1	+0	+0	+	
GRAPPLE attack bonus	-4	+0	0	-4	+0	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	-3	1d2	20/x2

*Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	P	T	19-20/x2
	To Hit	Dam		
1H-P	+1	1d4		
1H-O	-3	1d4		
2H	+1	1d4		
	10'	20'	30'	40'
To Hit	+5	+3	+1	-1
Dam	1d4	1d4	1d4	1d4

Sap	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	S	20/x2
	To Hit	Dam		
1H-P	+1	1d6		
1H-O	-3	1d6		
2H	+1	1d6		
	10'	20'	30'	40'
To Hit	+5	+3	+1	-1
Dam	1d4	1d4	1d4	1d4

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Outfit (Noble's)	Equipped	1	10.0	75.0
Dagger	Equipped	1	1.0	2.0
Disguise Kit	Sack	1	8.0	50.0
Leather	Equipped	1	15.0	10.0
Rope (Hemp/50 Ft.)	Sack	1	10.0	1.0
Sack	Carried	1	0.5	0.1
24.36 lbs., 1 Sack, 1 Sack, 1 Sack, 1 Sack				
Sack	Sack	1	0.5	0.1
0.0 lbs.				
Sack	Sack	1	0.5	0.1
0.0 lbs.				
Sack	Sack	1	0.5	0.1
22.0 lbs., 1 Disguise Kit, 1 Thieves' Tools, 1 Sap, 1 Tindertwig, 1 Rope (Hemp/50 Ft.)				
Sack	Sack	1	0.5	0.1
0.36 lbs., 10 Coin (Copper), 4 Coin (Gold), 4 Coin (Silver)				
Sap	Sack	1	3.0	1.0
Thieves' Tools	Sack	1	1.0	30.0
Tindertwig	Sack	1	0.0	1.0
Waterskin	Carried	1	0.0	1.0
0.0 lbs.				
TOTAL WEIGHT CARRIED/VALUE			40.86	171.5 gp
			lbs.	

WEIGHT ALLOWANCE

Light	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

MONEY

Coin (Copper): 10	
Coin (Gold): 4	
Coin (Silver): 4	
Total = 4.5 gp	

SPECIAL ABILITIES

+1 racial attack bonus with a thrown weapon
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Sneak Attack 1d6

FEATS

Courage	You get a +4 bonus to Fear Saves.
Exotic Weapon Proficiency	The character makes attack rolls with the weapon normally.
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.

PROFICIENCIES

Crossbow (Hand), Crossbow (Light), Dagger, Dagger (Punching), Dart, Mace, Sap, Shortbow, Shortbow (Composite), Sword (Short)
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LANGUAGES

Common, Halfling, Literacy

Tuzon Thume



Halfling

RACE

23

AGE

Male

GENDER

Normal

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

2' 10"

HEIGHT

32 lbs.

WEIGHT

EYE COLOR

SKIN COLOR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Physical;

Tuzon wears his dark brown hair long and tied in a 'warrior's knot'. He is clean shaven has generally good features. Often he scowls or carries his head down, menacing green eyes peeking from beneath his brow. He is almost 3 feet tall and is slender. He can read and write with his right hand.

Demeanor;

Immature and arrogant to the point of being cocky. When he drinks he talks too much. When he doesn't he sulks. He often blames others for his problems.

Biography:

A young thief lives day by day. Rags to riches and back to rags in nothing flat is a lifestyle for Tuzon. Today he's on an uphill turn; near broke....again, but alive.

Little optimism creeps through. Tuzon has been beaten down too many times to make that mistake. To hope is to play the fool and Tuzon doesn't plan on being played again anytime soon.

He has found a decently sized crawl space under a large house to spend the night in. He's decided that tomorrow he will attempt to make contact with or determine if there is an organization here.

History:

Tuzon grew up in guild, his mother was the guild cook and his father was sort of a major domo and maintenance man. An only child he became spoiled and demanding. His parents gave him anything he wanted many times over but he cared little for their efforts. Whenever he became too much of a hassle they gave him over to other guild members who amused themselves by abusing him.

As he grew older he became more of a problem. Whoring and drinking chief among them. Several times he was asked to 'scale it back' but he would 'ramp it up' instead. This brought attention from the master and council of the guild and when brought before them the second time he was drunk and laughed in their face while they issued the demands.

That night he awoke with a start, a loud knock at his chamber door. He took his dagger and carefully opened the door expecting attack. What he found instead were the heads of his mother and father in a bag pinned shut with a note;

'A result of their inactions. You should be in their place. Get out now.'

He was upset, more at losing a resource than anything. He stomped around trashing his room in a rage before packing up a few bags of supplies. He moved warily through the guild house knowing that his life was in danger. When he did encounter someone they would turn away and leave in a hurry without speaking to him. He was a marked man and shunned by his peers.

He's been on the road since. Surviving by picking pockets and charming prostitutes that dispose of him when he beat them or when he runs out of cash. Most recently he found Gem, a Vistani gal who brought him with her to Barovia. Nothing has changed. Tuzon took advantage of her until she kicked him out, opting instead for an old boyfriend.