

ADVENTURER CONQUEROR KING SYSTEM™

Name Lanthicus
 Class Thief
 Title Footpad
 Alignment Neutral

STR 15 +1
 INT 7 -1
 WIL 11
 DEX 15 +1
 CON 12
 CHA 12

Level 1
 X.P. Total 0 x.p.
 Next Level at 1,250 x.p.
 +5% +10% d4
 Bonus to X.P. HD

HP 4 Att. Throw 10 Initiative +1

Cleaves 0 AC 3 | 2 Move 30'

Height 5'9" Age 22
 Weight 15 st. Cat. adult
 Appearance ♂ ♀
Medium length auburn hair cover a missing left earlobe. Quiet but with an imposing figure.

- Combat proficiencies
 dual weapon two-handed w. & shield
 Armor proficiencies
 heavy medium light very light
 Weapon proficiencies
 missiles tiny small medium large
 axes bludgeons bows & crossbows
 spears & polearms swords & daggers

Saving Throws
 Paralysis 13 Death 13 Blast 13 Implements 14 Spells 15 

Weapon	Throw	Damage	Type(s)	Short	Med.	Long
<u>Short bow</u>	<u>9</u>	<u>d6</u>	<u>P</u>	<u>75'</u>	<u>150'</u>	<u>300'</u>
<u>Short sword</u>	<u>9</u>	<u>d6</u>	<u>P / S</u>			
<u>Throwing dagger (2)</u>	<u>9</u>	<u>d4</u>	<u>P</u>	<u>15'</u>	<u>30'</u>	<u>45'</u>

- Backstab +1d
 Climbing 6+
 Hiding 19+
 Listening 14+
 Lockpicking 18+
 Pickpocketing 17+
 Searching 18+
 Sneaking 17+
 Trapbreaking 18+
 Shadowy senses 30'
 Streetwise 11+
 Cat burglary
 Gambling 1d6!

Notes, abilities, & contacts

Equipment & Magic items

- Quiver with 20 arrows
 Black cloak with hood and bandana
 Black tunic and pants
 Leather belt
 Padded sandals
 Backpack
 Large treasure sack
 Thieves' tools
 Crowbar
 50' rope
 Grappling hook
 Lantern
 Tinderbox
 2 flask of common oil
 Small hammer
 12 iron spikes
 Waterskin
 1 week's rations

Languages

Common, Krysean

Armour & defensive items

Supple leather armor

Treasure

Movement Rate

90' (30')
 exploration combat

Encumbrance

7 st

arrows

cp	
sp	
ep	
gp	
pp	