

## *Denth Thornn*

### Character Name

### Player Name

Fighter	3rd	Neutral	Male	15 / 14	20
<b>Class</b>	<b>Level</b>	<b>Alignment</b>	<b>Gender</b>	<b>AC</b>	<b>HP</b>
[+10%] 6,600		8,000	12 (40)	+1	
<b>[XP Bonus] XPs</b>		<b>Next Level XPs</b>	<b>Move</b>	<b>BAB</b>	<b>Damage</b>

<b>STRENGTH</b>	<b>16</b>	+2 Atk/Dmg, open doors 3-6
<b>INTELLIGENCE</b>	<b>11</b>	
<b>WISDOM</b>	<b>6</b>	
<b>DEXTERITY</b>	<b>12</b>	
<b>CONSTITUTION</b>	<b>11</b>	
<b>CHARISMA</b>	<b>7</b>	-1 React., Retainers 3, M 6

### SAVING THROWS:

Death Ray or Poison	<b>12</b>
Magic Wands	<b>13</b>
Paralysis or Turn to Stone	<b>14</b>
Breath Attack	<b>15</b>
Rod, Staff, or Spell	<b>16</b>

### Languages

Common and Nyronnese

### Special Abilities

Lance Attack, Set Spear vs. Charge maneuvers

### Weapon Choices

Mace (s), normal sword (b), long bow (b), spear (b)

### General Skills

Cheating	12-
Intimidation	16-
Muscle	16-
Wrestling	16-

### General Skills

## Background/Notes

Denth Thornn is originally from the Kingdom of Nyrond. He was born in the village of Oakwald in eastern Nyrond. His father was a retired mercenary and his mother was an archer from the Nyrondese Army. You could say fighting was in his blood.

He started his adventuring career with a mercenary unit known as Felryn's Falcons. He resigned his commission in the unit when he refused a direct order from his superior. Denth didn't care, he wasn't going to slaughter a bunch of women and children because his superior told him to do so. To Denth's surprise, he had a line he wouldn't cross.

Denth has joined a new adventuring group that are unofficially known as The Losers. He is good friends with Viglundr and Huthor (of all people).

## Character Portrait



Human	27	6' 2"	188 lbs.	Black	Black
Species	Age	Height	Weight	Hair	Eyes

## Equipment

Clothing, including a cloak & boots  
*Scale mail* +1 and shield  
*Mace* +1 [+5 to hit, 2d4+3 damage]  
 2 Silver daggers  
 Long bow  
 Quiver w/10 arrows & 10 silver arrows  
 Backpack  
 Waterskin (full)  
 Tinderbox  
 Large sack  
 Small sack  
*Potion of healing* [restores 1d6+1 hp]

## Money & Treasure

**PP:**

**Gems:** 3 Agate gems

**GP:** 66  
(10 gp each)

**EP:** 15

**SP:** 35

**CP:** 5

Other Possessions:

## Notes

**Skilled Mace Weapon Mastery:** [P = All types of targets] +2 to hit vs. Primary; Damage 2d4; Defence H: -1 AC/1; Special None.