Radralen

Character Name	– Pla	Player Name					
Magic-User	3rd	Neutral		Male	10 (12)		6
Class	Level	Alignment		Gender	AC	HP	
[+5%] 6,300		10,000		12 (40)	<u>+1</u>		
[XP Bonus] XPs		Next Level XPs		Move	BAB	Dai	mage
STRENGTH	8	-1 Atk/dmg rolls, open doors		SAVING THROWS:			
INTELLIGENCE	13	+1 Language		Death Ray or Poison			12
WISDOM	11			_	Magic W	ands	13
DEXTERITY	8	-1 AC, missile attack		Paralysis or Turn to Stone		12	
CONSTITUTION	6	-1 hp/level		Breath Attack		15	
CHARISMA	10	Max. Retainers 4, Morale 7		Rod, Staff, or Spell		14	
Languages			Class	Abilities			
Common, Gnoll, and Keolandish			Magic-User Spells: 2 / 1 / - / - / - / - / - / -				
Spells Known			Wear	on Choices	3		
charm person, shield phantasmal force	Dagger (b), sling (b), staff (b)						
General Skills			General Skills				
Knowledge (Monster Lore) 13- Lip Reading 13- Mapping/Cartography 14- Persuasion 10-							

Background/Notes

Radralen was born with a twisted spine and a hunch on his left shoulder. He was a sickly as a child which persists even as an adult. He suffers from a deep chest cough and wheezing when he gets over excited.

He dreams of wielding great magical power. He was bullied by his master's other apprentices so Radralen hopes to gain great power and then he'll show those second-rate magic-users true power and strength.

Radralen is extremely cautious about danger as he is all too aware of his own mortality. Some have called his cautiousness cowardice. He disagrees. In his mind, he is just being diligent about his safety.

Character Portrait



Human	27	5' 7"	138 lbs.	Brown	Green
Species	Age	Height	Weight	Hair	Eyes

Equipment

Clothing, including a cloak and head scarf 2 Silver daggers [+0 to hit, 1d4-1 dmg] Sling [+0 to hit, 1d4-1 dmg] 2 Belt pouches
Displacer Cloak
Ring of protection +1
Hand-sized steel mirror
Backpack

Money & Treasure

PP: 7 Gems:

GP: 37

EP: 13

SP: 31

CP:

Other Possessions:

Notes

Small sack

Spellbook

Displacer Cloak: +2 bonus to saves vs. spell, wand/staff/rod, and turn to stone attacks; +2 bonus to AC; most missile attacks automatically miss.

Spell Book:

1st Level	2nd Level	3rd Level
Charm Person	Knock Phantasmal Force	
Detect Magic	rnaniasmai Force — — — — —	
Magic Missile		
Read Magic		
Shield		
4th Level	5th Level	6th Level
7th Level	8th Level	9th Level
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