

# THE NEW ARGONAUTS: ZALE THROMES

The New Argonauts playtester Brian Hendley is a friend of mine, and he was kind enough to track down the character sheet for his playtest character, Zale Thromes (pronounced “Zala”) at 6th level.

Zale Thromes is a grandson of Poseidon and a friendly fellow, making up in volume what he lacks in intelligence and common sense. Zale believes he who speaks loudest in an argument must be right. Never afraid to charge into battle whether or not it’s safe, Zale gladly risks his life against any odds to save his friends and follow the will of the gods.

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*Requires use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc. This document utilizes updated material from the v. 3.5 revision.*

**Zale Thromes, male human**  
**Ftr6**; Medium humanoid; HD 6d10; hp 37; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk/Grp +6/+10; Atk masterwork trident +8 melee (1d8+6), or masterwork short sword +9 melee (1d6+4/19-20), or shortspear +6 melee (1d8+4/x3); Full Atk masterwork trident +8/+3 melee (1d8+6) and masterwork shield spikes +7 melee (1d6+2), or masterwork short sword +9/+4 melee (1d6+4/19-20) and masterwork shield spikes +7 melee (1d6+2), or shortspear +6/+1 melee (1d8+4/x3) and masterwork shield spikes +7 melee (1d6+2); Space/Reach 5 ft./5 ft.; SA greater bloodline of Poseidon; AL CG; SV Fort +5, Ref +5, Will +1; Str 19, Dex 16, Con 10, Int 8, Wis 8, Cha 8.

Skills/Feats: Climb +8, Jump +8, Swim +6; Cleave, Combat Expertise\*,

Improved Bull Rush<sup>B</sup>, Improved Initiative, Power Attack<sup>B</sup>, Shield Expert, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (trident)<sup>B</sup>, Weapon Specialization (trident).

*Greater Bloodline of Poseidon (Su):* Blur once per day (except it's a haze of watery droplets rather than visual blurring), self only, caster level 6.

*Gear:* Masterwork studded leather, large wooden shield with masterwork shield spikes, masterwork trident, masterwork short sword, shortspear, backpack, explorer's outfit, tanglefoot bag, thunderstone, caltrops, flint and steel, grappling hook, trail rations, 50 ft. silk rope, torches (2), waterskin, *hydraskin cloak* (see below).

*Description:* Age 26, 6 ft. 2 in., 210 lbs., dark hair, olive skin.

\*As the time period presented in *The New Argonauts* does not have heavy armor, fighters get Combat Expertise as a bonus feat to offset the loss of one of their class features (it also helps set the fighters apart from barbarians and rogues, who lose nothing by not having access to heavy armor).

*Hydra Skin Cloak:* This leather cloak is made of gray-brown, dark brown, or tan reptilian hide. Five times per day, as a free action once per round, the wearer can activate the cloak to heal himself 5 points of damage.

Moderate conjuration; CL 13th, Craft Wondrous Item, *regenerate* (or Hellenic Alchemy, one hydra skin, Craft (leatherworking) 5 ranks); 6,000 gp; Weight 1 lb.

## The New Argonauts: Zale Thromes

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