

# Karnathian

# Alan Nudelman

Aphrodite

Chaotic Neutral

NAME	99071	PLAYERNAME	Human	Medium	5' 11"	174 lbs.	ALIGNMENT
Ftr14	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
14	105000	19	Male	Blue	Blond, Bouffant	-75	
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	18	+4	24	+7	24	+7	159				Walk 20 ft.
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2	<b>AC</b> armor class	27	26	11	10
<b>CON</b> Constitution	18	+4	22	+6	22	+6	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
<b>INT</b> Intelligence	9	-1	9	-1	9	-1	<b>INITIATIVE</b> modifier	+6	+2	+4	SHIELD BONUS
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2	TOTAL	DEX MODIFIER	MISC MODIFIER	STAT	SIZE
<b>CHA</b> Charisma	16	+3	16	+3	16	+3	<b>BASE ATTACK</b> bonus	+14/+9/+4		NATURAL	MISC
										MISS CHANCE	ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+19	+9	+6	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+10	+4	+2	+5	-1	+0		
<b>WILL</b> (wisdom)	+10	+4	+2	+4	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+21/+16/+11	+14/+9/+4	+7	+0	+0	+0
<b>RANGED</b> attack bonus	+16/+11/+6	+14/+9/+4	+2	+0	+0	+0
<b>GRAPPLE</b> attack bonus	+21/+16/+11	+14/+9/+4	+7	+0	+0	+0

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+21/+16/+11	1d3+7	20/x2	5 ft.

<b>*Longsword +4</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	17-20/x2	0 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+27/+22/+17	1d8+15	2W-P-(OH)	+21/+16/+11	1d8+15	
1H-O	+23/+18/+13	1d8+11	2W-P-(OL)	+23/+18/+13	1d8+15	
2H	+27/+22/+17	1d8+18	2W-OH	+17	1d8+11	
Special Properties	(Longsword (+4 (Weapon))), Masterwork, Steel					

<b>Longbow Mighty +7</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	0 ft.
30 ft.	110 ft.	220 ft.	330 ft.	440 ft.		
TH	+16/+11/+6	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7	
Special Properties	Wood, Mighty Bow					

<b>Short Sword +2 (Frost)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	0 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+23/+18/+13	1d6+9	2W-P-(OH)	+17/+12/+7	1d6+9	
1H-O	+19/+14/+9	1d6+5	2W-P-(OL)	+19/+14/+9	1d6+9	
2H	+23/+18/+13	1d6+9	2W-OH	+15	1d6+5	
Special Properties	Masterwork, Steel, Frost					

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Chain Shirt	Light	+4	+4	-2	20
*Full Plate +4 (Tinted Red)	Heavy	+12	+1	-5	35
*Light Wooden Shield +3 (Electricity Resistance) (tinted blue)	Light	+4	+0		5
*Boots of Speed		+0	+0		0
Ring of Protection +2		+2	+0		0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	MISC MODIFIER
✓ Appraise	INT	-1	= -1	+ +	17/8.5	
✓ Balance	DEX	-3	= 2	+ + -5		
✓ Bluff	CHA	4	= 3	+ 1.0 +		
✓ Climb	STR	10	= 7	+ 8.0 + -5		
✓ Concentration	CON	6	= 6	+ +		
✓ Control Shape	WIS	2	= 2	+ +		
✓ Craft (Untrained)	INT	-1	= -1	+ +		
✓ Diplomacy	CHA	3	= 3	+ +		
✓ Disguise	CHA	3	= 3	+ +		
✓ Escape Artist	DEX	-3	= 2	+ + -5		
✓ Forgery	INT	-1	= -1	+ +		
✓ Gather Information	CHA	3	= 3	+ +		
Handle Animal	CHA	11	= 3	+ 8.0 +		
✓ Heal	WIS	2	= 2	+ +		
✓ Hide	DEX	-3	= 2	+ + -5		
✓ Intimidate	CHA	5	= 3	+ 2.0 +		
✓ Jump	STR	-4	= 7	+ + -11		
✓ Listen	WIS	2	= 2	+ +		
✓ Move Silently	DEX	-3	= 2	+ + -5		
✓ Perform (Untrained)	CHA	3	= 3	+ +		
✓ Ride	DEX	10	= 2	+ 6.0 + 2		
✓ Search	INT	-1	= -1	+ +		
✓ Sense Motive	WIS	2	= 2	+ +		
✓ Spot	WIS	2	= 2	+ +		
✓ Survival	WIS	2	= 2	+ +		
✓ Swim	STR	3	= 7	+ 6.0 + -10		
✓ Use Magic Device	CHA	4	= 3	+ 1.0 +		
✓ Use Rope	DEX	2	= 2	+ +		

✓: can be used untrained. X: exclusive skills

Greatclub			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
2H	+21/+16/+11	1d10+10	2W-OH		N/A		N/A
Special Properties			Wood				

Longsword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	17-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+23/+18/+13	1d8+11	2W-P-(OH)		+17/+12/+7		1d8+11
1H-O	+19/+14/+9	1d8+7	2W-P-(OL)		+19/+14/+9		1d8+11
2H	+23/+18/+13	1d8+14	2W-OH		+13		1d8+7
Special Properties							

Warhammer			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x3	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+21/+16/+11	1d8+7	2W-P-(OH)		+15/+10/+5		1d8+7
1H-O	+17/+12/+7	1d8+3	2W-P-(OL)		+17/+12/+7		1d8+7
2H	+21/+16/+11	1d8+10	2W-OH		+11		1d8+3
Special Properties			Steel				

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
<b>Longsword +4</b> <small>(Longsword (+4 (Weapon))), Masterwork, Steel</small>	Equipped	1	4.0	
<b>Longbow Mighty +7</b> <small>0 lbs. Wood, Mighty Bow</small>	Heward's Handy Haversack	1	3.0	
<b>Short Sword +2 (Frost)</b> <small>Masterwork, Steel, Frost</small>	Heward's Handy Haversack	1	2.0	
<b>1" High Carving of PC</b>	Heward's Handy Haversack	1	0.1	
<b>Amulet of Health +4</b> <small>Grants the wearer an enhancement bonus to Constitution of +4</small>	Equipped	1	0.01	
<b>Arrow</b> <small>□□□□□ □□□□□ □□□□□ □□□□□ □</small>	Heward's Handy Haversack	21	0.15 (3.15)	
<b>Bagpipes</b>	Heward's Handy Haversack	1	5.0	
<b>Belt of Giant Strength +6</b> <small>Adds to the wearers Strength score in the form of an enhancement bonus of +6</small>	Equipped	1	1.0	
<b>Boots of Speed</b> <small>Enables wearer to act as though affected by a haste spell for up to 10 rounds each day. The duration of the haste effect need not be consecutive rounds</small>	Equipped	1	1.0	
<b>Chain Shirt</b> <small>Steel</small>	Heward's Handy Haversack	1	25.0	
<b>Cloak of Resistance +2</b> <small>Offer magic protection in the form of a +2 resistance bonus on all saving throws</small>	Heward's Handy Haversack	1	1.0	
<b>Full Plate +4 (Tinted Red)</b> <small>Masterwork, Steel</small>	Equipped	1	50.0	
<b>Greatclub</b> <small>Wood</small>	Heward's Handy Haversack	1	8.0	
<b>Heward's Handy Haversack</b> <small>137.39 lbs., 1 1" High Carving of PC, 1 Longsword, 2 Lute, 2 Potion of Cure Light Wounds, 1 Potion of Cure Serious Wounds, 1 Belt Pouch, 4 Sack, 1 Short Sword +2 (Frost), 1 Spade or Shovel, 1 Stone with Continual Flame, 143 Tindertwig, 21 Arrow, 11 Torch, 1 Warhammer, 5 Water Arrow, 1 Longbow Mighty +7, 1 Cloak of Resistance +2, 1 Ring of Protection +2, 1 Bagpipes, 1 Chain Shirt, 2563 Gold piece (gp), 22 Glass Gem, 1 Greatclub, 1 Horse Treats</small> <small>It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds</small>	Equipped	1	5.0	
<b>Horse Treats</b>	Heward's Handy Haversack	1	1.0	
<b>Light Wooden Shield +3 (Electricity Resistance) (tinted blue)</b> <small>Electricity Resistance, Masterwork, Wood</small>	Equipped	1	5.0	
<b>Longsword</b>	Heward's Handy Haversack	1	4.0	
<b>Lute</b>	Heward's Handy Haversack	2	3.0 (6.0)	
<b>Necklace of Adaptation</b> <small>The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.</small>	Carried	1	0.01	
<b>Peasant's Outfit</b>	Equipped	1	2.0	
TOTAL WEIGHT CARRIED/VALUE			67.05 lbs.	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
<b>Potion of Cure Light Wounds</b> <small>□□</small>	Heward's Handy Haversack	2	0.1 (0.2)	
<b>Potion of Cure Serious Wounds</b> <small>□</small>	Heward's Handy Haversack	1	0.1	
<b>Belt Pouch</b> <small>0 lbs.</small>	Heward's Handy Haversack	1	0.5	
<b>Ring of Feather Falling</b> <small>Acts as Feather Fall spell, activates automatically if wearer falls more than 5'</small>	Equipped	1	0.01	
<b>Ring of Freedom of Movement</b> <small>Allows wearer to act as if continually under the effect of a Freedom of Movement spell</small>	Equipped	1	0.01	
<b>Sack</b> <small>0 lbs.</small>	Heward's Handy Haversack	4	0.5 (2.0)	
<b>Spade or Shovel</b>	Heward's Handy Haversack	1	8.0	
<b>Stone with Continual Flame</b> <small>Continual Flame</small>	Heward's Handy Haversack	1	0.1	
<b>Tindertwig</b>	Heward's Handy Haversack	143	0.0 (0.0)	
<b>Torch</b>	Heward's Handy Haversack	11	1.0 (11.0)	
<b>Warhammer</b> <small>Steel</small>	Heward's Handy Haversack	1	5.0	
<b>Water Arrow</b> <small>Wood</small> <small>□□□□□</small>	Heward's Handy Haversack	5	0.15 (0.75)	
<b>Cloak of Resistance +4</b> <small>Offer magic protection in the form of a +4 resistance bonus on all saving throws</small>	Equipped	1	1.0	
<b>Eyes of Doom</b> <small>These crystal lenses fit over the users eyes, enabling him to cast doom upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected</small>	Equipped	1	0.01	
<b>Ring of Protection +2</b> <small>Grants +2 deflection bonus to AC</small>	Heward's Handy Haversack	1	0.01	
TOTAL WEIGHT CARRIED/VALUE			67.05 lbs.	

WEIGHT ALLOWANCE			
Light	233	Medium	466
Lift over head	700	Lift off ground	1400
		Heavy	700
		Push / Drag	3500

MONEY	
Gold piece (gp): 2563 [Heward's Handy Haversack]	
22 x Glass Gem (1) [Heward's Handy Haversack]	
Total = 2585.0 gp	

OTHER COMPANIONS	
Horse named Sue	
Mule named Spot, that is really a dog Polymorphed into a mule.	

## FEATS

Blind-Fight	You know how to fight in melee without being able to see your foes
Cleave	You can follow through with powerful blows
Great Cleave	You can wield a melee weapon with such power that you can strike multiple times when you fell your foes
Greater Weapon Focus (Longsword)	You are especially good at using the chosen weapon
Greater Weapon Specialization (Longsword)	You deal extra damage when using the chosen weapon
Improved Critical (Longsword, Spear)	With your chosen weapon you know how to hit where it hurts
Improved Initiative	You can react more quickly than normal in a fight
Mounted Combat	You are skilled in mounted combat
Power Attack	You can make exceptionally powerful melee attacks
Quick Draw	You can draw weapons with startling speed
Run	You are fleet of foot
Weapon Focus (Longsword)	You are especially good at using the chosen weapon
Weapon Specialization (Longsword)	You deal extra damage with the chosen weapon
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Tower Shield Proficiency	You are proficient with tower shields

## PROFICIENCIES

Axe (Throwing), Battleaxe, Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer

## LANGUAGES

Common, Literacy

## TEMPLATES

Saddle on Mount

# Karnathian

Human

RACE

19

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 11"

HEIGHT

174 lbs.

WEIGHT

Blue

EYE COLOUR

Pasty

SKIN COLOUR

Blond, Bouffant

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

## Description:

Wil: I leave everything to my horse, and the horse to Ezekial.

Owes Gristy undying gratitude.

Might have gambling problem.

May cross the toll bridge free for life at 4 Trails.

Send Restingford's Baroness presents/look for presents.

35 from well of Lord Barkus.

DD Dogs phone #864-1909.

100 GP Ruby hiddn near tree near Metapol.

Party is registered as a Chartered Adventuring Group in Marsember.

Owe Zeke 833gp.

## Biography:

## Notes:

Character Sheet Notes: