

Hapnor Quinsma

Rich Landowski

Chaotic Neutral

NAME
Ftr15 112866
CLASS EXPERIENCE
15 120000
Character Level NEXT LEVEL

PLAYERNAME DEITY
Dwarf Medium 4' 1" 152 lbs.
RACE SIZE HEIGHT WEIGHT
65 Male Gray Brown, Braids
AGE GENDER EYES HAIR
POINTS

ALIGNMENT
Darkvision (60')
VISION
-81

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	22	+6	28	+9	28	+9
DEX Dexterity	11	+0	11	+0	11	+0
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	11	+0	11	+0	11	+0
WIS Wisdom	9	-1	9	-1	9	-1
CHA Charisma	7	-2	7	-2	7	-2

HP hit points	157	WOUNDS/CURRENT HP	
AC armor class	33	FLAT	33
		TOUCH	15
		BASE	10
		ARMOR BONUS	+13
		SHIELD BONUS	+0
		STAT	+0
		SIZE	+0
		NATURAL	+5
		MISC	+5
INITIATIVE modifier	+4	DEX MODIFIER	+0
		MISC MODIFIER	+4
BASE ATTACK bonus	+15/+10/+5		

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 20 ft.	
MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
	35	-5	0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+18	+9	+4	+3	+2	+0		
REFLEX (dexterity)	+8	+5	+0	+3	+0	+0		
WILL (wisdom)	+9	+5	-1	+3	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+24/+19/+14	+15/+10/+5	+9	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	+15/+10/+5	+0	+0	+0	+0	
GRAPPLE attack bonus	+24/+19/+14	+15/+10/+5	+9	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+24/+19/+14	1d3+9	20/x2	5 ft.

*Greataxe (Frost+4 (Weapon))					HAND	TYPE	SIZE	CRITICAL	REACH
					Both	S	M	19-20/x3	0 ft.
To Hit		Dam		To Hit		Dam			
2H +29/+24/+19		1d12+19		2W-OH		N/A		N/A	
Special Properties					Masterwork, Steel, Frost				

Crossbow (Light) +1, Shock					HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	P	M	19-20/x2	0 ft.
30 ft.		80 ft.		160 ft.		240 ft.		320 ft.	
TH +16/+11/+6		+16/+11/+6		+14/+9/+4		+12/+7/+2		+10/+5/+0	
Dam 1d8+1		1d8+1		1d8+1		1d8+1		1d8+1	
Special Properties					Shock is 1d6 of electricity, Masterwork, Wood, Shock				

Throwing Axe					HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	S	M	20/x2	0 ft.
To Hit		Dam		To Hit		Dam			
1H-P +24/+19/+14		1d6+9		2W-P-(OH) +18/+13/+8		1d6+9			
1H-O +20/+15/+10		1d6+4		2W-P-(OL) +20/+15/+10		1d6+9			
2H +24/+19/+14		1d6+9		2W-OH +16		1d6+4			
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.	
TH +15/+10/+5		+13/+8/+3		+11/+6/+1		+9/+4/-1		+7/+2/-3	
Dam 1d6+9		1d6+9		1d6+9		1d6+9		1d6+9	
Special Properties					Steel				

*: 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
*Full Plate +5	Heavy	+13	+1	-5	35
(Full Plate (Masterwork/+5 (Armor))), Masterwork, Steel					
Heavy Shield +1	Heavy	+3		-1	15
Masterwork, Steel					
Boots of Speed		+0		+0	0
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					
*Ring of Protection +5		+5		+0	0
Grants +5 deflection bonus to AC					
*Amulet of Natural Armor +5		+5		+0	0
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +5					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9 MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-5	= 0	+	-5
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	6	= 9	+ 2.0	-5
✓ Concentration	CON	4	= 4	+	+
✓ Control Shape	WIS	-1	= -1	+	+
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	-5	= 0	+	-5
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	-1	= -1	+	+
✓ Hide	DEX	-5	= 0	+	-5
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	-2	= 9	+	-11
Knowledge (Architecture and Engineering)	INT	2	= 0	+ 2.0	+
Knowledge (Local)	INT	1	= 0	+ 1.0	+
✓ Listen	WIS	1	= -1	+	+ 2
✓ Move Silently	DEX	-5	= 0	+	-5
✓ Perform (Untrained)	CHA	-2	= -2	+	+
✓ Ride	DEX	0	= 0	+	+
✓ Search	INT	3	= 0	+ 3.0	+
✓ Sense Motive	WIS	-1	= -1	+	+
✓ Spot	WIS	4	= -1	+ 3.0	+ 2
✓ Survival	WIS	7	= -1	+ 8.0	+
✓ Swim	STR	-1	= 9	+	-10
✓ Use Rope	DEX	0	= 0	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+24/+19/+14	1d4+9	2W-P-(OH)	+18/+13/+8		1d4+9	
1H-O	+20/+15/+10	1d4+4	2W-P-(OL)	+20/+15/+10		1d4+9	
2H	+24/+19/+14	1d4+9	2W-OH	+16		1d4+4	
10 ft.		20 ft.	30 ft.		40 ft.		50 ft.
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1		+9/+4/-1		+7/+2/-3
Dam	1d4+9	1d4+9	1d4+9	1d4+9	1d4+9		
Special Properties			Steel				

Dagger (Alchemical Silver)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+24/+19/+14	1d4+8	2W-P-(OH)	+18/+13/+8		1d4+8	
1H-O	+20/+15/+10	1d4+3	2W-P-(OL)	+20/+15/+10		1d4+8	
2H	+24/+19/+14	1d4+8	2W-OH	+16		1d4+3	
10 ft.		20 ft.	30 ft.		40 ft.		50 ft.
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1		+9/+4/-1		+7/+2/-3
Dam	1d4+8	1d4+8	1d4+8	1d4+8	1d4+8		
Special Properties			Alchemical Silver, Steel				

Javelin			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x2	0 ft.
30 ft.		60 ft.	90 ft.		120 ft.		150 ft.
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1		+9/+4/-1		+7/+2/-3
Dam	1d6+9	1d6+9	1d6+9	1d6+9	1d6+9		
Special Properties			Wood				

Sickle +1 (Keen)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+25/+20/+15	1d6+10	2W-P-(OH)	+19/+14/+9		1d6+10	
1H-O	+21/+16/+11	1d6+5	2W-P-(OL)	+21/+16/+11		1d6+10	
2H	+25/+20/+15	1d6+10	2W-OH	+17		1d6+5	
Special Properties			(Sickle +1 (Weapon/Keen)), Masterwork, Steel, Keen				

Sunblade			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	17-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+26/+21/+16	1d10+11	2W-P-(OH)	+20/+15/+10		1d10+11	
1H-O	+22/+17/+12	1d10+6	2W-P-(OL)	+22/+17/+12		1d10+11	
2H	+26/+21/+16	1d10+11	2W-OH	+18		1d10+6	
Special Properties			Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit) ~ Sunlight 1/day, Masterwork, Steel				

Short Sword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	17-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+24/+19/+14	1d6+9	2W-P-(OH)	+18/+13/+8		1d6+9	
1H-O	+20/+15/+10	1d6+4	2W-P-(OL)	+20/+15/+10		1d6+9	
2H	+24/+19/+14	1d6+9	2W-OH	+16		1d6+4	
Special Properties			Steel				

Warhammer			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x3	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+24/+19/+14	1d8+9	2W-P-(OH)	+18/+13/+8		1d8+9	
1H-O	+20/+15/+10	1d8+4	2W-P-(OL)	+20/+15/+10		1d8+9	
2H	+24/+19/+14	1d8+13	2W-OH	+14		1d8+4	
Special Properties			Steel				

Adamantine Battleaxe +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	20/x3	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+26/+21/+16	1d8+11	2W-P-(OH)	+20/+15/+10		1d8+11	
1H-O	+22/+17/+12	1d8+6	2W-P-(OL)	+22/+17/+12		1d8+11	
2H	+26/+21/+16	1d8+15	2W-OH	+16		1d8+6	
Special Properties			Adamantine				

Battleaxe +2 (Returning/Throwing)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	20/x3	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+26/+21/+16	1d8+11	2W-P-(OH)	+20/+15/+10		1d8+11	
1H-O	+22/+17/+12	1d8+6	2W-P-(OL)	+22/+17/+12		1d8+11	
2H	+26/+21/+16	1d8+15	2W-OH	+16		1d8+6	
10 ft.		20 ft.	30 ft.		40 ft.		50 ft.
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3		+11/+6/+1		+9/+4/-1
Dam	1d8+11	1d8+11	1d8+11	1d8+11	1d8+11		
Special Properties			(Battleaxe +2 (Weapon/Returning/Throwing)), Masterwork, Steel, Returning, Throwing				

EQUIPMENT		ITEM	LOCATION	QTY	WT	COST
		Greataxe (Frost/+4 (Weapon))	Equipped	1	12.0	50320.0
Masterwork, Steel, Frost						
		Crossbow (Light) +1,Shock	Heward's Handy Haversack	1	4.0	8335.0
0 lbs. Shock is 1d6 of electricity, Masterwork, Wood, Shock						
		Acid (Flask)	Heward's Handy Haversack	1	1.0	10.0
		Alchemist's Fire (Flask)	Heward's Handy Haversack	1	1.0	20.0
		Throwing Axe	Heward's Handy Haversack	1	2.0	8.0
Steel						
		Belt of Giant Strength +6	Equipped	1	1.0	36000.0
Adds to the wearers Strength score in the form of an enhancement bonus of +6						
		Bolt (Crossbow/Alchemical Silver)	Heward's Handy Haversack	20	0.1 (2.0)	2.1 (42.0)
Alchemical Silver, Steel, Wood						
		Bolt (Crossbow/Masterwork)	Heward's Handy Haversack	50	0.1 (5.0)	6.1 (305.0)
Masterwork, Steel, Wood						
		Boots of Speed	Heward's Handy Haversack	1	1.0	12000.0
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						
		Candle	Heward's Handy Haversack	5	0.0 (0.0)	0.01 (0.05)
		Cape of the Mountebank	Heward's Handy Haversack	1	1.0	10080.0
On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination						
		Cloak of Resistance +3	Equipped	1	1.0	9000.0
Offer magic protection in the form of a +3 resistance bonus on all saving throws						
		Dagger	Heward's Handy Haversack	1	1.0	2.0
Steel						
		Dagger (Alchemical Silver)	Heward's Handy Haversack	1	1.0	22.0
Alchemical Silver, Steel						
		Decanter of Endless Water	Heward's Handy Haversack	1	2.0	9000.0
If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out ~ 'Stream' pours out 1 gallon per round ~ 'Fountain' produces a 5-foot-long stream at 5 gallons per round ~ 'Geyser' produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round						
		Flint and Steel	Heward's Handy Haversack	1	0.0	1.0
		Gold-Plated Dwarf Skull	Heward's Handy Haversack	1	1.0	50.0
		Heavy Shield +1	Heward's Handy Haversack	1	15.0	1170.0
Masterwork, Steel						
		Heward's Handy Haversack	Equipped	1	5.0	2000.0
259.43 lbs., 1 Acid (Flask), 1 Crossbow (Light) +1, Shock, 1 Dagger, 1 Dagger (Alchemical Silver), 1 Decanter of Endless Water, 1 Gold-Plated Dwarf Skull, 1 Heavy Shield +1, 1 Flint and Steel, 1 Holy Water (Flask), 1 Horn of Valhalla (Iron), 1 Javelin, 1 Adamantine Battleaxe +2, 1 Manacles, 1 Oil of Keen Edge, 2 Potion of Cat's Grace, 1 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 Potion of Invisibility, 2 Potion of Rage, 1 Belt Pouch, 1 Pry Bar, 1 Alchemist's Fire (Flask), 1 Sickle +1 (Keen), 1 Sunblade, 1 Short Sword, 16 Tindertwig, 1 Wand (Displacement/Wizard/5th), 1 Warhammer, 1 Wine (Fine/Bottle), 9376 Gold piece (gp), 1 Battleaxe +2 (Returning/Throwing), 1 Throwing Axe, 20 Bolt (Crossbow/Alchemical Silver), 50 Bolt (Crossbow/Masterwork), 1 Boots of Speed, 5 Candle, 1 Cape of the Mountebank, 1 Ring of Invisibility						
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						
		Holy Water (Flask)	Heward's Handy Haversack	1	1.0	25.0
		Horn of Valhalla (Iron)	Heward's Handy Haversack	1	2.0	50000.0
Appears to be normal until someone speaks its command word and blows the horn. Then the horn summons 1d4+1, 5th level human barbarians to fight for the character who summoned them. The horn can be blown just once every seven days						
		Javelin	Heward's Handy Haversack	1	2.0	1.0
Wood						
		Manacles	Heward's Handy Haversack	1	2.0	15.0
		Oil of Keen Edge	Heward's Handy Haversack	1	0.1	750.0
TOTAL WEIGHT CARRIED/VALUE						
					69.04452167.05	lbs. gp

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Traveler's Outfit	Equipped	1	5.0	0.0	
Potion of Cat's Grace	Heward's Handy Haversack	2	0.1 (0.2)	300.0 (600.0)	
<input type="checkbox"/>					
Potion of Cure Light Wounds	Heward's Handy Haversack	1	0.1	50.0	
<input type="checkbox"/>					
Potion of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	300.0	
<input type="checkbox"/>					
Potion of Cure Serious Wounds	Heward's Handy Haversack	1	0.1	750.0	
<input type="checkbox"/>					
Potion of Invisibility	Heward's Handy Haversack	1	0.1	300.0	
<input type="checkbox"/>					
Potion of Rage	Heward's Handy Haversack	2	0.1 (0.2)	750.0 (1500.0)	
<input type="checkbox"/>					
Belt Pouch	Heward's Handy Haversack	1	0.5	1.0	
0 lbs.					
Pry Bar	Heward's Handy Haversack	1	2.0	1.0	
Ring of Feather Falling	Equipped	1	0.01	2200.0	
<small>Acts as Feather Fall spell, activates automatically if wearer falls more than 5'</small>					
Sickle +1 (Keen)	Heward's Handy Haversack	1	2.0	8306.0	
<small>(Sickle +1 (Weapon/Keen)), Masterwork, Steel, Keen</small>					
Sunblade	Heward's Handy Haversack	1	2.0	50335.0	
<small>Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit) - Sunlight 1/day, Masterwork, Steel</small>					
Short Sword	Heward's Handy Haversack	1	2.0	10.0	
Steel					
Tindertwig	Heward's Handy Haversack	16	0.0 (0.0)	1.0 (16.0)	
Wand (Displacement/Wizard/5th)	Heward's Handy Haversack	1	0.0	1350.0	
<small>Spell Effect (50 Charges/Spell Trigger)</small>					
<input type="checkbox"/>					
Warhammer	Heward's Handy Haversack	1	5.0	12.0	
Steel					
Wine (Fine/Bottle)	Heward's Handy Haversack	1	1.5	10.0	
Adamantine Battleaxe +2	Heward's Handy Haversack	1	6.0	3010.0	
Adamantine					
Full Plate +5	Equipped	1	50.0	26650.0	
<small>(Full Plate (Masterwork/+5 (Armor))), Masterwork, Steel</small>					
Ring of Protection +5	Equipped	1	0.01	50000.0	
<small>Grants +5 deflection bonus to AC</small>					
Amulet of Natural Armor +5	Equipped	1	0.01	50000.0	
<small>Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +5</small>					
Battleaxe +2 (Returning/Throwing)	Heward's Handy Haversack	1	6.0	32310.0	
<small>(Battleaxe (+2 (Weapon)/Returning/Throwing)), Masterwork, Steel, Returning, Throwing</small>					
Pearl of the Sirines	Equipped	1	0.01	15300.0	
<small>The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance</small>					
Ring of Invisibility	Heward's Handy Haversack	1	0.01	20000.0	
<small>Wearer benefits from invisibility (as the spell) on command</small>					
TOTAL WEIGHT CARRIED/VALUE			69.04452167.05		
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	400	Medium	800	Heavy	1200
Lift over head	1200	Lift off ground	2400	Push / Drag	6000

MONEY	
Gold piece (gp): 9376{Heward's Handy Haversack}	Total = 9376.0 gp

SPECIAL ABILITIES
+4 Dodge bonus to Armor Class against monsters of the giant type
+2 racial bonus on Appraise and Craft checks that are related to stone or metal
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on saving throws against poison
+2 racial bonus on saving throws against spells
Stability ~ +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground
Stonecunning ~ +2 bonus on Search checks to notice unusual stonework, can also intuit depth, sensing approximate depth underground

FEATS
Alertness You have finely tuned senses
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 Fortitude You are tougher than normal
Improved Critical (Sword (Short), Greataxe) With your chosen weapon you know how to hit where it hurts
Improved Initiative You can react more quickly than normal in a fight
Improved Unarmed Strike You are skilled at fighting while unarmed
Iron Will You have a stronger will than normal
Power Attack You can make exceptionally powerful melee attacks
Quick Draw You can draw weapons with startling speed
Track You can follow the trails of creatures and characters across most types of terrain
Weapon Focus (Greataxe) You are especially good at using the chosen weapon
Weapon Specialization (Greataxe) 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, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Dwarven, Literacy

TEMPLATES
Saddle on Mount