| Hapnor Quinsma   |   |               |                   |                            | Rich Landowski   |                         |                  |  |          |                                     | Chaotic Neu           | tral    | _                          |                       |           |
|--|---|---------------|-------------------|----------------------------|------------------|-------------------------|------------------|--|----------|-------------------------------------|-----------------------|---------|----------------------------|-----------------------|-----------|
| NAME<br>Ftr15 112866   |   |               |                   | PLAYERNAME<br>Dwarf Medium |                  |                         | DEITY<br>4' 1"   |  | 152 lbs. | ALIGNMENT<br>Darkvision (           | 201)                  |         |                            |                       |           |
| CLASS  |   | EXPERIEN      | CE                | RACE                       |                  | SIZE                    | 11               | HEIGH                                  | Т        | WEIGHT                              | VISION                | 50)     | -                          |                       |           |
| 15   |   | 120000        |                   | 65                         |                  | Male                    |                  | Gray                                   |          | Brown, Braids                       | -81                   |         | _                          |                       |           |
| Character Leve   | ASE BASE  | ABILITY AB    | EL<br>BILITY TEMP | AGE<br>TEMP                |                  | GENDER                  |                  | EYES                                   |          | HAIR                                | POINTS                |         |                            | 00555                 |           |
| SCO  | ORE MOD   | SCORE N       | MOD SCOR          | E MOD                      | HP               | 157                     | WOU              | NDS/CURRENT HP                         |          | SUBDUAL DAMAGE D                    | AMAGE REDUCTION       |         |                            | SPEED<br>alk 20       | 1         |
| Strength   | 2 +6  | 28 -          | <b>+9</b> 28      | +9                         | hit points       |                         |                  | 45 40                                  | ז ר      |                                     |                       |         |                            |                       |           |
| DEX<br>Dexterity 1   | 1 +0  | 11 +          | +0 11             | +0                         | AC<br>armor clas | SS                      | 33 :             | 15 = 10<br>FOUCH BASE                  |          | 13 + 0 + 0 + 0 + 5 ARMOR + 0 + 5    | + 5                   | 22      | 35                         | -5                    | DP SPELL  |
| CON 1  | 8 +4  | 18 +          | +4 18             | +4                         |                  |                         |                  |  | _        | BONUS BONUS                         | CHA                   |         | ARCANE<br>SPELL<br>FAILURE | CHEC                  | CK RESIST |
| Constitution 1   | 1 +0  | 11 4          | +0 11             | +0                         |                  | nodifier                |                  | +0 + +4<br>DEX MISC<br>DIFIER MODIFIER |          | SKILL NAME                          | SKILLS<br>KEY ABILITY | SKILL   | ABILIT<br>R MODIFI         | MAX RA<br>Y<br>ER RAN | MISC      |
|  | 9 -1  | 9.            | -1 9              | -1                         | BASE             |                         |                  |  | ~        | Appraise                            | INT                   | 0       | = 0                        | +                     | +         |
| Wisdom   |   |               |                   |                            |                  | bonus                   | +15/1            | +10/+5                                 | 1        | Balance                             | DEX                   | -5      | -                          | +                     | + -5      |
| CHA<br>Charisma  | 7 -2  | 7 -           | 2 7               | -2                         |                  |                         |                  |  | 1        | Bluff<br>Climb                      | CHA<br>STR            | -2<br>6 | = -2<br>= 9                |                       | + 0 + -5  |
| SAVING TH  | ROWS  | TOTAL         | BASE ABII<br>SAVE | ITY MAGIC                  | MISC             | EPIC TEMP               | conditional      | modifiers                              | 1        | Concentration                       | CON                   | 4       | = 9                        | + 2.                  | +         |
| FORTIT   |   |               | 5AVE<br>+9 + +    | 4 + +3                     | + +2             | + +0 +                  |                  |  | 1        | Control Shape                       | WIS                   | -1      | = -1                       |                       | +         |
| (constitution  | on)   |               |                   | = ==                       |                  |                         |                  |  | 1        | Craft (Untrained)                   | INT                   | 0       | = 0                        | +                     | +         |
| REFLI<br>(dexterity)   | EX  | +8 =          | +5 + +            | 0 + +3                     | + +0             | + +0 +                  |                  |  | ~        | Diplomacy                           | CHA                   | -2      | = -2                       |                       | +         |
| WILI   | L   | +9 =          | +5 + -            | 1 + +3                     | + +2             | + +0 +                  |                  |  | 1        | Disguise                            | CHA                   | -2      | = -2                       |                       | +         |
| (wisdom)   | )   |               |                   |                            | 2                |                         |                  |  | ×<br>✓   | Escape Artist<br>Forgery            | DEX<br>INT            | -5<br>0 |                            | ++                    | + -5<br>+ |
| MELEE  |   | TOTAL         |                   | BASE ATTA                  |                  | STAT SIZE               | MISC             | EPIC TEMP                              | 1        | Gather Information                  | CHA                   |         | = -2                       |                       | +         |
| MELEE<br>attack bonus  |   | -24/+19/+     | +14 =             | +15/+                      | 10/+5            | + +9 + +0               | + +0             | + +0 +                                 | 1        | Heal                                | WIS                   | -1      | = -1                       |                       | +         |
| RANGE  | D.  | +15/+10/      | ′+5 =             | +15/+                      | 10/+5            | + +0 + +0               | + +0             | + +0 +                                 | ~        | Hide                                | DEX                   | -5      | = 0                        | +                     | + -5      |
| GRAPPL   | E   | 24/110/       | 14                | 115/1                      | 10/15            | + +9 + +0               |                  | + +0 +                                 | 1        | Intimidate                          | CHA                   | -2      | = -2                       |                       | +         |
| attack bonus   |   | 24/+19/-      | +14 =             | +10/+                      | 10/+5            | + +9 + +0               | + +0             | + +0 +                                 | ~        | Jump<br>Knowledge (Architecture and | STR<br>INT            | -2<br>2 | = 9<br>= 0                 | ++ 2.                 | + -11     |
| UNAR   | MED   |               | L ATTACK          |                            |                  | IAGE CRITIC<br>3+9 20/> |                  | REACH<br>5 ft.                         |          | Engineering)                        |                       | 2       | = 0                        | + 2.                  | 0 +       |
|  |   |               |                   |                            |                  |                         |                  |  |          | Knowledge (Local)                   | INT                   | 1       | = 0                        | + 1.                  | 0 +       |
| *G   | reatax  | e (Frost/+4   | 4 (Weapon         | ))                         | HAN<br>Both      |                         | CRITIC<br>19-20/ |  | 1        | Listen                              | WIS                   | 1       | = -1                       | +                     | + 2       |
|  | To Hi   | it            | Dar               | n                          | 200              | To Hit                  |                  | Dam                                    | /        | Move Silently                       | DEX                   | -5      | -                          | +                     | + -5      |
| 2H<br>Special Prope  | +29/+24   | /+19          | 1d12-             |                            |                  | N/A                     |                  | N/A                                    | v<br>V   | Perform (Untrained)<br>Ride         | CHA<br>DEX            | -2<br>0 |                            | ++                    | +         |
|  |   |               |                   |                            |                  | eel, Frost              |                  |  | 1        | Search                              | INT                   | 3       | = 0                        | + 3.                  |           |
| C  | rossbo  | W (Light)     | ) +1,Shock        |                            | HAN<br>Carrie    |                         | CRITIC<br>19-20/ |  | 1        | Sense Motive                        | WIS                   | -1      | = -1                       | +                     | +         |
|  | 0 ft.   | 80            |                   | 160 f                      |                  | 240 ft.                 |                  | 320 ft.                                | 1        | Spot                                | WIS                   | 4       |                            |                       | 0 + 2     |
| 110/1  | +11/+6<br> 8+1  | +16/+1<br>1d8 |                   | +14/+9<br>1d8+             |                  | +12/+7/+2<br>1d8+1      | +                | 10/+5/+0<br>1d8+1                      | /        | Survival                            | WIS                   | 7       |                            | + 8.                  |           |
| Special Prope  |   | 100           |                   |                            |                  | asterwork, Wood, S      | Shock            | 10011                                  | v<br>V   | Swim<br>Use Rope                    | STR<br>DEX            | -1<br>0 | = 9<br>= 0                 | ++                    | + -10     |
|  | Thro  | wing A        | xe                |                            | HAN              |                         |                  | AL REACH                               |          |                                     | DEX                   | 0       | = 0                        | +                     | +         |
|  | То Ні   | •             | Dar               | n                          | Carrie           | ed S M<br>To Hit        | 20/x2            | 2 0 ft.<br>Dam                         |          | · · ·                               | testered at 1         |         | =                          | +                     | +         |
| 1H-P   | +24/+19   |               | 1d6-              |                            | -(OH)            | +18/+13/+8              | 8                | 1d6+9                                  | L        | ✓: can be used un                   | trained. X: exclus    | sive sk | IIIS                       |                       |           |
| 1H-O   | +20/+15   | /+10          | 1d6-              | +4 2W-P                    |                  | +20/+15/+1              |                  | 1d6+9                                  |          |                                     |                       |         |                            |                       |           |
| 2H   | +24/+19<br>0 ft.  | /+14<br>201   | 1d6-              | +9 2W-<br>30 ft            |                  | +16<br>40 ft.           |                  | 1d6+4<br>50 ft.                        |          |                                     |                       |         |                            |                       |           |
|  | +10/+5  | +13/+         |                   | +11/+6                     |                  | +9/+4/-1                | 4                | +7/+2/-3                               |          |                                     |                       |         |                            |                       |           |
|  | l6+9  | 1d6           | i+9               | 1d6+                       |                  | 1d6+9                   |                  | 1d6+9                                  |          |                                     |                       |         |                            |                       |           |
| Special Properties         Steel           *: weapon is equipped         *: 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 light). 2W-OH: 2 weapons, off hand.           weapon is equipped |   |               |                   |                            |                  |                         |                  |  |          |                                     |                       |         |                            |                       |           |
|  | . ,   |               |                   |                            | • ,              |                         |                  |  | 1        |                                     |                       |         |                            |                       |           |
|  | ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE<br>*Full Plate +5 Heavy +13 +1 -5 35 |               |                   |                            |                  |                         |                  |  |          |                                     |                       |         |                            |                       |           |
| (Full Plate (Masterwork/+5 (Armor))), Masterv  |   |               |                   | sterwork, Steel            | -                |                         |                  |  |          |                                     |                       |         |                            |                       |           |
| Heavy Shield +1 Heavy +3 -1<br>Masterwork, Steel   |   |               |                   |                            |                  | 15                      |                  |  |          |                                     |                       |         |                            |                       |           |
| Enchlos y  |   | ts of Spe     | ed                |                            |                  | +0<br>10 rounds oach da | +0               | 0                                      |          |                                     |                       |         |                            |                       |           |
| Enables wea  |   | hast          | te effect ne      | ed not be co               |                  |                         |                  |  |          |                                     |                       |         |                            |                       |           |
|  | *Ring of Protection +5 +5 +0 0<br>Grants +5 deflection bonus to AC            |               |                   |                            |                  |                         |                  |  |          |                                     |                       |         |                            |                       |           |
| *Δ   | mulet of  | Natural       |                   |                            | 00110310         | +5                      | +0               | 0                                      |          |                                     |                       |         |                            |                       |           |

\*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

|   | Da  | gger   |   |   | HAND   | TYPE<br>I PS  | SIZE  | CRITICAL<br>19-20/x2  |  |  |
|---|---|--|---|---|--|---|---|---|--|--|
|   | To H  | lit  | Da  | m   |  |   | To Hit  |   | Dam  |  |
| 1H-P  | +24/+1  | +24/+19/+14  |   | +9  | 2W-P-(OH)  | +1  | 8/+13/-   | +8  | 1d4+9  |  |
| 1H-0  | +20/+1  | 5/+10  | 1d4+4   |   | 2W-P-(OL)  | +20   | )/+15/+   | ·10   | 1d4+9  |  |
| 2H  | +24/+1  |  | 1d4+9   |   | 2W-OH  |   | +16   |   | 1d4+4  |  |
| тц  | 10 ft.  | 20 ft.   | 0   |   | 30 ft.   |   | 10 ft.  |   | 50 ft.   |  |
| TH         +15/+10/+5         +13/+8/           Dam         1d4+9         1d4+9   |   |  |   | 11/+6/+1  |  | /+4/-1  |   | +7/+2/-3  |  |  |
|   | 1d4+9<br>Il Properties  | 1d4+9  | 1   |   | 1d4+9  | eel   | 14+9  | 1   | d4+9   |  |
|   |   |  |   |   |  |   | 0175  |   | DEAGU  |  |
|   | Dagger (  | Alchemical S   | ilver)  |   | HAND   | TYPE<br>PS  | SIZE  | CRITICAL<br>19-20/x2  |  |  |
|   | To Hit  |  | Da  | m   | Ounice   | 110   | To Hit  | 13 20/72  | Dam  |  |
| 1H-P +24/+1   |   |  | 1d4   | +8  | 2W-P-(OH)  | +1  | 8/+13/-   | +8  | 1d4+8  |  |
| 1H-0  | H-0 +20/+15/+1  |  | 1d4   | +3  | 2W-P-(OL)  | +20   | )/+15/+   | ·10   | 1d4+8  |  |
| 2H  | +24/+1  |  | 1d4+8   |   | 2W-OH  |   | +16   |   | 1d4+3  |  |
| тн  | 10 ft.  |  |   |   | 30 ft.   |   | 40 ft.  |   | 50 ft.   |  |
|   | +15/+10/+5 +13/+8/  |  |   |   | 11/+6/+1   |   | /+4/-1  |   | /+2/-3   |  |
|   | am 1d4+8 1d4+<br>Special Properties   |  | -   |   | 1d4+8  |   | 14+8  | 1   | d4+8   |  |
| Specia  | il Properties   |  |   |   | Alchemical   | Silver, Ste   | ei  |   |  |  |
|   |   | velin  |   |   | HAND<br>Carried  |   | P M   |   | 0 ft.  |  |
| тн  | 30 ft.  | 60 ft.   |   |   | 90 ft.   |   | 20 ft.  |   | 150 ft.  |  |
| Dam   | +15/+10/+5  | +13/+8/  |   | +   | 11/+6/+1   |   | /+4/-1  |   | /+2/-3   |  |
|   | 1d6+9   | 1d6+9  | 1   |   | 1d6+9<br>Wo  |   | :6+9  | 1   | d6+9   |  |
| opecia  | •   |  |   |   |  |   |   |   |  |  |
|   | Sickle  | <b>+1</b> (Keen  | )   |   | HAND   | TYPE  | SIZE  | CRITICAL  |  |  |
|   | To H  | •  |   | m   | Carried  | i s   | M<br>To Hit   | 19-20/x2  | 0 ft.<br>Dam   |  |
| 1H-P  |   |  | Da<br>1d6-  |   | 2W-P-(OH)  | <u>т</u> 1  | 9/+14/-   | ۲Q  | 1d6+10   |  |
| 1H-0  |   | +25/+20/+15<br>+21/+16/+11   |   | +10<br>i+5  | 2W-P-(OL)  |   | +21/+16/+1  |   | 1d6+10   |  |
| 2H  | -   | +21/+10/+11<br>+25/+20/+15   |   |   | 2W-OH  | 12  | +17   |   | 1d6+5  |  |
| Specia  | I Properties  |  | 1d6-<br>Sickle +  |   | eapon/Keen)  | ), Masterw  |   | el, Keen  | 10010  |  |
|   |   |  |   | `   |  |   |   |   | DEACU  |  |
|   | Sun   | blade  |   |   | HAND   | TYPE<br>S   | SIZE  | CRITICAL<br>17-20/x2  |  |  |
|   | To H  | lit  | Da  | m   | Carnoe   | . 0   | To Hit  | 11 20/22  | Dam  |  |
| 1H-P  | +26/+2  |  | 1d10  |   | 2W-P-(OH)  | +20   | )/+15/+   | ·10   | 1d10+11  |  |
| 1H-0  | +22/+17/+12   |  | 1d10+6  |   | 2W-P-(OL)  | +22   | 2/+17/+   | ·12   | 1d10+11  |  |
| 2H  | +26/+2  |  |   | +11   | 2W-OH  |   | +18   |   |  |  |
|   |   |  | Turu  |   | 200-01   |   | <b>T</b> 10   |   | 1d10+6   |  |
| Specia  | I Properties  | Against evil cr  | eatures   | s, its e  | enhancemen   |   | +4. Aga   |   | ve Energy  |  |
| Specia  | I Properties  | Against evil cr<br>ane creatures   | eature:<br>or und   | s, its e<br>lead c  | enhancemen<br>creatures, the   | e sword de  | +4. Aga<br>als doub   | ole damage  |  |  |
| Specia  | I Properties /<br>Pla   | ane creatures  | eature:<br>or und   | s, its e<br>lead c  | enhancemen<br>creatures, the<br>) ~ Sunlight ?   | e sword de<br>I/day, Mas  | +4. Aga<br>als dout<br>terwork,   | ble damage<br>Steel   | ve Energy<br>e (and x3 o   |  |
| Specia  | I Properties /<br>Pla   |  | eature:<br>or und   | s, its e<br>lead c  | enhancemen<br>creatures, the<br>) ~ Sunlight '<br>HAND   | e sword de<br>I/day, Mas<br>TYPE  | +4. Aga<br>als dout<br>sterwork,<br>SIZE  | ole damage<br>Steel<br>CRITICAL   | ve Energy<br>(and x3 o   |  |
| Specia  | I Properties /<br>Pla   | ane creatures  | eature:<br>or und   | s, its e<br>lead c<br>al hit  | enhancemen<br>creatures, the<br>) ~ Sunlight ?   | e sword de<br>I/day, Mas<br>TYPE  | +4. Aga<br>als dout<br>terwork,   | ble damage<br>Steel   | ve Energy<br>(and x3 o   |  |
| Specia<br>1H-P  | I Properties  | t Sword  | eatures<br>or und<br>a critic   | s, its e<br>lead c<br>cal hitj<br><b>m</b>  | enhancemen<br>creatures, the<br>) ~ Sunlight '<br>HAND   | e sword de<br>I/day, Mas<br>TYPE<br>I P   | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M  | CRITICAL  | e Energy<br>(and x3 o<br>REACH   |  |
|   | I Properties  | ane creatures<br>t <b>Sword</b><br>Hit<br>9/+14  | eatures<br>or und<br>a critic<br>Da   | s, its e<br>lead c<br>cal hit;<br><b>m</b><br>i+9   | enhancemen<br>creatures, the<br>) ~ Sunlight ^<br>HAND<br>Carriec  | e sword de<br>I/day, Mas<br>TYPE<br>d P<br>+1   | +4. Aga<br>als dout<br>sterwork,<br>SIZE<br>M<br>To Hit   | CRITICAL<br>17-20/x2  | e Energy<br>(and x3 o<br>REACH<br>0 ft.<br>Dam   |  |
| 1H-P  | I Properties  | ane creatures<br>t <b>Sword</b><br>lit<br>9/+14<br>5/+10   | eatures<br>or und<br>a critic<br><b>Da</b><br>1d6   | s, its e<br>lead c<br>cal hit<br><b>m</b><br>i+9<br>i+4   | enhancemen<br>creatures, the<br>) ~ Sunlight ^<br>HAND<br>Carriec<br>2W-P-(OH)   | e sword de<br>I/day, Mas<br>TYPE<br>d P<br>+1   | +4. Aga<br>als dout<br>sterwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-  | CRITICAL<br>17-20/x2  | ve Energy<br>e (and x3 o<br>REACH<br>0 ft.<br>Dam<br>1d6+9   |  |
| 1H-P<br>1H-O<br>2H  | Properties         Pl:           Short         To F           +24/+1         +20/+1   | ane creatures<br>t <b>Sword</b><br>lit<br>9/+14<br>5/+10   | eatures<br>or und<br>a critic<br>Da<br>1d6<br>1d6   | s, its e<br>lead c<br>cal hit<br><b>m</b><br>i+9<br>i+4   | enhancemen<br>rreatures, the<br>) ~ Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-P-(OL)  | e sword de<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+20  | +4. Aga<br>als doub<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+  | CRITICAL<br>17-20/x2  | ve Energy<br>(and x3 o<br>REACH<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9  |  |
| 1H-P<br>1H-O<br>2H  | Properties         PI           Short         To It           +24/+1:         +20/+1:           +24/+1:         +24/+1:           in Properties         It  | <b>iit</b><br>9/+14<br>5/+10<br>9/+14  | eatures<br>or und<br>a critic<br>Da<br>1d6<br>1d6   | s, its e<br>lead c<br>cal hit<br><b>m</b><br>i+9<br>i+4   | enhancemen<br>reatures, the<br>) ~ Sunlight ^<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH  | e sword de<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+20  | +4. Aga<br>als doub<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+  | CRITICAL<br>17-20/x2  | ve Energy<br>(and x3 o<br>REACH<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4   |  |
| 1H-P<br>1H-O<br>2H  | Properties         PI           Short         To It           +24/+1:         +20/+1:           +24/+1:         +24/+1:           in Properties         It  | ane creatures<br>t <b>Sword</b><br>lit<br>9/+14<br>5/+10   | eatures<br>or und<br>a critic<br>Da<br>1d6<br>1d6   | s, its e<br>lead c<br>cal hit<br>+9<br>+4<br>+9   | enhancemen<br>reatures, the<br>) ~ Sunlight ^<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH<br>Str   | e sword de<br>I/day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eel   | +4. Aga<br>als dout<br>trerwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M   | CRITICAL<br>17-20/x2<br>+8<br>10  | ve Energy<br>(and x3 o<br>0 ft.<br><b>Dam</b><br>1d6+9<br>1d6+9<br>1d6+4   |  |
| 1H-P<br>1H-O<br>2H<br>Specia  | Properties         Pl:           Short         To F           +24/+1:         +24/+1:           +20/+1:         +24/+1:           +24/+1:         +24/+1:           Warh         To F   | ine creatures           it           9/+14           5/+10           9/+14           ammer           iit   | eatures<br>or und<br>a critic<br>Da<br>1d6<br>1d6<br>1d6  | m<br>i+9<br>i+4<br>m<br>m   | nhancemen<br>reatures, the<br>- Sunlight 1<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>Str<br>HAND<br>Carriec   | e sword de<br>//day, Mas<br>TYPE<br>I P<br>+1<br>+20<br>eel<br>TYPE<br>I B  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit  | CRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3   | ve Energy<br>(and x3 o<br>REACH<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>1d6+4<br>REACH<br>0 ft.<br>Dam   |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P  | Properties         PI:           Short         To F           +24/+1:         +20/+1:           +24/+1:         +24/+1:           Properties         Warh           To F         +24/+1:  | ine creatures           ine creatures           9/+14           5/+10           9/+14           ammer           iit           9/+14  | eatures<br>or und<br>a critic<br>Da<br>1d6<br>1d6<br>1d6<br>1d6<br>1d6  | s, its e<br>lead c<br>cal hit;<br>m<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>m<br>m  | enhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)  | e sword de<br>//day, Mas<br>TYPE<br>i P<br>+1<br>+20<br>eel<br>TYPE<br>i B<br>+1  | +4. Aga<br>als doub<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-   | cRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8   | ve Energy<br>(and x3 of<br>REACH<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9   |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O  | Properties         PI:           Short         To F           +24/+1:         +20/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           Warh         To F           +24/+1:         +24/+1:   | Iii           9/+14           5/+10           9/+14           ammer           Iii           9/+14  | eatures<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8  | m<br>m<br>i+9<br>i+4<br>i+9<br>m<br>m<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1   | enhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)  | e sword de<br>//day, Mas<br>TYPE<br>i P<br>+1<br>+20<br>eel<br>TYPE<br>i B<br>+1  | +4. Aga<br>als doub<br>tterwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+   | cRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8   | ve Energy<br>e (and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>1d6+4<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H  | Properties         Pic           Short         To F           +24/+1:         +20/+1:           +24/+1:         +24/+1:           Properties         Warh           To F         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:  | Iii           9/+14           5/+10           9/+14           ammer           Iii           9/+14  | eatures<br>or und<br>a critic<br>Da<br>1d6<br>1d6<br>1d6<br>1d6<br>1d6  | m<br>m<br>i+9<br>i+4<br>i+9<br>m<br>m<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH   | e sword dei<br>//day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eel<br>TYPE<br>1 B<br>+1<br>+20  | +4. Aga<br>als doub<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-   | cRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8   | ve Energy<br>(and x3 of<br>REACH<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9   |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         //           Short         To F           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:  | ane creatures           Sword           Iit           9/+14           5/+10           9/+14           Iit           9/+14           5/+10           9/+14           5/+10           9/+14  | Da<br>Da<br>1d6<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8  | m<br>m<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+13  | nhancemen<br>reatures, the<br>- Sunlight 1<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Str<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH  | e sword deay, Mas<br>(/day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eel<br>  | +4. Aga<br>als douk<br>terwork,<br>SIZE M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14   | ele damage<br>Steel<br>CRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8<br>10<br>10  | ve Energy<br>(and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+4<br>1d6+4<br>(REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4   |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         Pic           Short         To F           +24/+1:         +20/+1:           +24/+1:         +24/+1:           Properties         Warh           To F         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:  | ane creatures           Sword           Iit           9/+14           5/+10           9/+14           Iit           9/+14           5/+10           9/+14           5/+10           9/+14  | Da<br>Da<br>1d6<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8  | m<br>m<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+13  | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Str<br>HAND<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>2W-P-(OL)<br>2W-OH  | e sword dei<br>I/day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eeel<br>1 B<br>+1<br>+20<br>eeel<br>+1<br>+20<br>tyPE  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+14<br>SIZE   | cRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8<br>10<br>CRITICAL<br>20/x3<br>CRITICAL  | ve Energy<br>e (and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>0 ft.<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+9  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         Plance           Short         To F           +24/+11         +20/+11           +24/+11         +24/+11           +24/+11         +24/+11           Warh         To F           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11  | it Sword<br>it 9/+14<br>5/+10<br>9/+14<br>ammer<br>it<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14   | eature:<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8   | m<br>m<br>++9<br>++4<br>++3<br>++4<br>++13<br>++2<br>++2  | nhancemen<br>reatures, the<br>- Sunlight 1<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Str<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH  | e sword dei<br>I/day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eeel<br>1 B<br>+1<br>+20<br>eeel<br>+1<br>+20<br>tyPE  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+14<br>SIZE<br>M  | ele damage<br>Steel<br>CRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8<br>10<br>10  | ve Energy<br>(and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>(REACF)<br>0 ft.<br>Dam<br>1d8+9<br>1d8+4<br>1d8+9<br>1d8+4<br>(REACF)<br>0 ft.   |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         Plance           Short         To H           +24/+11         +20/+11           +24/+11         +24/+11           +24/+11         +24/+11           Warh         To H           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           Hoperties         1           Hamantine         1  | ine         creatures           4it         9/+14           5/+10         9/+14           9/+14         9/+14           ammer         4it           9/+14         9/+14           5/+10         9/+14           9/+14         9/+14           9/+14         9/+14           9/+14         9/+14           9/+14         9/+14           9/+14         9/+14  | Da<br>a critic<br>da critic<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da                       | m<br>m<br>++9<br>++4<br>++3<br>++13<br>++2<br>m   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Str<br>HAND<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>2W-P-(OL)<br>2W-OH  | e sword ded<br>I/day, Mas<br>TYPE<br>i P<br>+11<br>+20<br>eel<br>TYPE<br>i B<br>+11<br>+20<br>eel<br>TYPE<br>i S  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>SIZE<br>M<br>SIZE<br>M<br>To Hit<br>SIZE<br>M<br>To Hit   | CRITICAL<br>20/x3<br>   | ve Energy<br>(and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>(REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+4<br>1d8+4<br>(REACH<br>0 ft.<br>Dam  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia<br>Specia  | Properties         Plance           Short         To F           +24/+11         +20/+11           +24/+11         +24/+11           +70perties         Warh           To F         +24/+11           +24/+11         +24/+11           Properties         Warh           To F         +24/+11           +20/+11         +20/+11           +20/+11         +20/+11           Hoperties         Jamantine           Jamantine         To F           +26/+2         +26/+2   | ane creatures           Sword           iit           9/+14           5/+10           9/+14           ammer           4it           9/+14           5/+10           9/+14           5/+10           9/+14           5/+10           9/+14           5/+10           9/+14           5/+10           9/+14           6           Battlea           4it           1/+16  | Da<br>a critic<br>da critic<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da                       | m<br>m<br>++9<br>++4<br>++9<br>++4<br>++3<br>++4<br>++13<br>++4<br>++13<br><b>m</b><br>++11   | nhancemen<br>reatures, the<br>- Sunlight 1<br>HAND<br>Carried<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>Str<br>HAND<br>Carried<br>2W-P-(OL)<br>2W-OH<br>Str<br>2W-P-(OL)<br>2W-OH<br>Str<br>AND<br>Carried   | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+2(<br>eeel<br>TYPE<br>I B<br>+1<br>+2(<br>eeel<br>TYPE<br>I S<br>+2(   | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>D/+15/+   | CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>10<br>CRITICAL<br>20/x3<br>10   | ve Energy<br>e (and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4<br>REACH<br>0 ft.<br>Dam<br>1d8+4<br>1d8+4<br>1d8+4   |  |
| 1H-P<br>1H-0<br>2H<br>Specia<br>1H-P<br>1H-0<br>2H<br>Specia<br>Ac  | Properties         Plance           Short         To F           +24/+11         +20/+11           +24/+11         +24/+11           +70perties         Warh           To F         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +20/+11         +24/+11           +20/+13         Hoperties           Jamantine         To F           +26/+2         +22/+11   | ane creatures           Sword           iit           9/+14           5/+10           9/+14           ammer           iit           9/+14           5/+10           9/+14           ammer           iiit           9/+14           Solution           9/+14           Solution           9/+14           Solution           9/+14           Solution           9/+14           Solution   | eature:<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8               | s, its e dead c<br>lead c<br>al hit<br>+9<br>+4<br>+9<br>+4<br>+13<br><b>m</b><br>+13<br><b>m</b><br>+11<br>+11<br>+6   | nhancemen<br>reatures, the<br>- Sunlight 1<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)   | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+2(<br>eeel<br>TYPE<br>I B<br>+1<br>+2(<br>eeel<br>TYPE<br>I S<br>+2(   | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>SIZE<br>M<br>To Hit<br>2/+17/+  | CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>10<br>CRITICAL<br>20/x3<br>10   | ve Energy<br>e (and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+4<br>REACH<br>0 ft.<br>Dam<br>1d8+4<br>1d8+4<br>1d8+4<br>1d8+11   |  |
| 1H-P<br>1H-0<br>2H<br>Specia<br>1H-P<br>2H<br>Specia<br>1H-P<br>1H-0<br>2H  | Properties         Plance           Short         To F           +24/+11         +20/+11           +24/+11         +24/+11           +70perties         Warh           To F         +24/+11           +24/+11         +24/+11           Properties         Warh           To F         +24/+11           +20/+11         +20/+11           +20/+11         +20/+11           Hoperties         Jamantine           Jamantine         To F           +26/+2         +26/+2   | ane creatures           Sword           iit           9/+14           5/+10           9/+14           ammer           iit           9/+14           5/+10           9/+14           ammer           iiit           9/+14           Solution           9/+14           Solution           9/+14           Solution           9/+14           Solution           9/+14           Solution   | Da<br>a critic<br>da critic<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da<br>da                       | s, its e dead c<br>lead c<br>al hit<br>+9<br>+4<br>+9<br>+4<br>+13<br><b>m</b><br>+13<br><b>m</b><br>+11<br>+11<br>+6   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH  | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+20<br>eel<br>TYPE<br>I B<br>+1<br>+20<br>eel<br>TYPE<br>I S<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>D/+15/+   | CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>10<br>CRITICAL<br>20/x3<br>10   | ve Energy<br>(and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4<br>0 ft.<br>REACH<br>0 ft.<br>Dam<br>1d8+4<br>1d8+4<br>1d8+4  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         Plance           Short         To F           +24/+11         +20/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +26/+2           +22/+11         +26/+2           +22/+11         +26/+2           +11         Properties  | ane creatures           Sword           iii           9/+14           5/+10           9/+14           ammer           iii           9/+14           5/+10           9/+14           ammer           iii           9/+14           Battlea           iii           1/+16           7/+12           1/+16  | Da<br>a critic<br>Da<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8                               | m<br>m<br>+9<br>+4<br>+9<br>+4<br>+9<br>+4<br>+13<br>+4<br>+13<br>+11<br>+11<br>+15   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Carriec<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH         | e sword ded<br>I/day, Mas<br>TYPE<br>i P<br>+1<br>+20<br>eeel<br>TYPE<br>i B<br>+1<br>+20<br>eeel<br>+1<br>+20<br>eeel<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>D/+15/+<br>+14  | ele damage<br>Steel CRITICAL 17-20/x2 +8 10 CRITICAL 20/x3 +8 10 CRITICAL 20/x3 10 10 12  | ve Energy<br>(and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4<br>0 ft.<br>Dam<br>1d8+11<br>1d8+11<br>1d8+6  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         //           Short         To F           +24/+1:         +24/+1:           +24/+1:         +24/ | ane creatures           Sword           iii           9/+14           5/+10           9/+14           ammer           iii           9/+14           5/+10           9/+14           ammer           iii           9/+14           Battlea           iii           1/+16           7/+12           1/+16  | Da<br>a critic<br>Da<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8                               | m<br>m<br>+9<br>+4<br>+9<br>+4<br>+9<br>+4<br>+13<br>+4<br>+13<br>+11<br>+11<br>+15   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH  | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+2(<br>eel<br>TYPE<br>I B<br>+1<br>+2(<br>eel<br>TYPE<br>I S<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>SIZE<br>M<br>To Hit<br>2/+17/+  | CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>CRITICAL<br>20/x3<br>10<br>CRITICAL<br>20/x3<br>10   | ve Energy<br>(and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4<br>0 ft.<br>Dam<br>1d8+11<br>1d8+11<br>1d8+6  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia<br>Specia  | Properties         Plance           Short         To F           +24/+11         +20/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +26/+2           +22/+11         +26/+2           +22/+11         +26/+2           +11         Properties  | ane creatures           Sword           iit           9/+14           5/+10           9/+14           ammer           iit           9/+14           5/+10           9/+14           5/+10           9/+14           5/+10           9/+14           6           Battlea           iit           1/+16           7/+12           1/+16           2           (Returning)  | Da<br>a critic<br>Da<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8                               | m<br>m<br>++9<br>++4<br>++9<br>++4<br>++9<br>++4<br>++13<br>++13<br>++13<br>++11<br>++6<br>++15<br>++15   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Adam<br>HAND  | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+2(<br>eel<br>TYPE<br>I B<br>+1<br>+2(<br>eel<br>TYPE<br>I S<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(<br>+2(  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>)/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>)/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>2/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>2/+17/+  | ole damage           Steel           CRITICAL           17-20/x2           +8           10           CRITICAL           20/x3           +8           10           CRITICAL           20/x3           +10           CRITICAL           20/x3           +10           CRITICAL           20/x3           10           12           CRITICAL           CRITICAL  | ve Energy<br>(and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+4<br>REACH<br>0 ft.<br>Dam<br>1d8+4<br>1d8+4<br>1d8+11<br>1d8+11  |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia  | Properties         /           Short         To F           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +26/+2:         +24/+1:           H Properties         Hamantine           To F         +26/+2:           +26/+2:         +26/+2:           H Properties         Hereites   | it Sword<br>it 9/+14<br>5/+10<br>9/+14<br>it 9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10     | eature:<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8                      | s, its e ead c<br>lead c<br>cal hit<br>+9<br>+4<br>+9<br>+4<br>+9<br>+4<br>+13<br><b>m</b><br>+11<br>+16<br>+15<br><b>m</b>   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>Adam<br>HAND  | e sword dea<br>(/day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eeel<br>TYPE<br>1 B<br>+1<br>+20<br>eeel<br>TYPE<br>1 S<br>+20<br>+20<br>+21<br>S<br>+21<br>S<br>+20<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>+21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>S<br>-21<br>-21<br>S<br>-21<br>-21<br>-21<br>-21<br>-21<br>-21<br>-21<br>-21  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>)/+15/+<br>+16<br>SIZE<br>M<br>SIZE<br>M<br>SIZE<br>M<br>SIZE<br>M<br>SIZE<br>M<br>to Hit<br>)/+15/+<br>+14<br>SIZE<br>M<br>SIZE<br>M<br>SIZE<br>M   | CRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8<br>10<br>CRITICAL<br>20/x3<br>10<br>12<br>CRITICAL<br>20/x3   | ve Energy<br>e (and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+4<br>REACH<br>0 ft.<br>Dam<br>1d8+11<br>1d8+11<br>1d8+6<br>REACH<br>0 ft.   |  |
| 1H-P<br>1H-0<br>2H<br>Specia<br>1H-P<br>1H-0<br>2H<br>Specia<br>Acc<br>1H-P<br>1H-0<br>2H<br>Specia<br>Ba   | Properties         /           Short         To F           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +26/+2:         +22/+1:           +26/+2:         +22/+1:           +26/+2:         +22/+1:           +26/+2:         +22/+1:           +26/+2:         +26/+2:           # Properties         # ttleaxe +2:  | it Sword<br>iii 9/+14<br>5/+10<br>9/+14<br>9/+14<br>9/+14<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+14<br>5/+10<br>9/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/+10<br>5/ | eature:<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8 | s, its e ead c<br>lead c<br>cal hit<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+13<br><b>+11</b><br>i+6<br>i+15<br><b>m</b><br>i+11<br>i+6<br>i+11<br>i+15   | nhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-P-(OL)<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>Str<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>2W-OH<br>2W-OH<br>Adam<br>HAND<br>Carriec | esword dea<br>i/day, Mas<br>TYPE<br>1 P<br>+1<br>+20<br>eeel<br>TYPE<br>1 B<br>+1<br>+20<br>eeel<br>TYPE<br>1 S<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20<br>+20   | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>70 Hit<br>8/+13/-<br>D/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>D/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>2/+17/+<br>+16<br>SIZE<br>M<br>To Hit<br>SIZE<br>M<br>To Hit  | ole damage           Steel           CRITICAL           17-20/x2           +8           10           CRITICAL           20/x3           +8           10           CRITICAL           20/x3           10           12           CRITICAL           20/x3           110           12           10           12           10           12           10           11           10           11           11           11           12           11           11           11           11           11           11           11           11           11           11   | ve Energy<br>(and x3 of<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>(REACF)<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+4<br>(REACF)<br>0 ft.<br>Dam<br>1d8+11<br>1d8+11<br>1d8+6<br>(REACF)<br>0 ft.<br>Dam                                    |  |
| 1H-P<br>1H-0<br>2H<br>Specia<br>1H-P<br>1H-0<br>2H<br>Specia<br>ACC<br>1H-P<br>1H-0<br>2H<br>Specia<br>8<br>Ba  | Properties         Plance           Short         To H           +24/+11         +20/+11           +24/+11         +24/+11           +24/+11         +24/+11           Horoperties         Warh           To H         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +26/+2           +26/+2         +22/+11           +26/+2         +22/+11           +26/+2         +22/+11           +26/+2         +22/+11           +26/+2         +22/+11  | anic creatures           it           9/+14           5/+10           9/+14           ammer           iii           9/+14           ammer           iii           9/+14           Battles           iii           1/+16           7/+12           1/+16           7/+12           iii           1/+16           7/+12           1/+16           7/+12           1/+16           7/+12           1/+16           7/+12           1/+16  | Da<br>a critic<br>Da<br>1d6<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8          | m<br>m<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+13<br><b>+</b><br>t+11<br>i+6<br><b>m</b><br><b>m</b><br>i+11<br>i+6<br>i+11<br>i+6   | enhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH<br>Adam<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH              | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+20<br>eeel<br>TYPE<br>I B<br>+1<br>+20<br>eeel<br>TYPE<br>I S<br>+20<br>+20<br>+21<br>S<br>+21<br>+22<br>+21<br>+21<br>+21<br>+21<br>+21<br>+21  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>+16  | ele damage<br>Steel CRITICAL 17-20/x2 +8 10 CRITICAL 20/x3 +8 10 CRITICAL 20/x3 10 12 CRITICAL 20/x3 10 12 12 1 10 12 12 1 10 12 1 1 1 1   | ve Energy<br>(and x3 c<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4<br>REACH<br>0 ft.<br>Dam<br>1d8+11<br>1d8+11<br>1d8+11<br>1d8+11<br>1d8+11<br>1d8+11          |  |
| 1H-Р<br>1H-0<br>2H<br>Specia<br>1H-Р<br>1H-0<br>2H<br>Specia<br>Acc<br>1H-Р<br>1H-0<br>2H<br>Specia<br>1H-Р<br>1H-0<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H<br>2H | Properties         Plance           Short         To F           +24/+1:         +20/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +24/+1:         +24/+1:           +22/+1:         +24/+1:           +20/+1:         +24/+1:           +20/+1:         +24/+1:           +20/+1:         +24/+1:           +20/+1:         +24/+1:           H Properties         Jamanting           Jamanting         To F           H Properties         Jamanting           ttleaxe         +26/+2           +22/+1:         +26/+2           +22/+1:         +26/+2           +22/+1:         +26/+2           +26/+2         +22/+1:           +26/+2         +22/+1:           +26/+2         +26/+2:           +26/+2         10 ft.  | anic creatures           Sword           iit           9/+14           5/+10           9/+14           ammer           iit           9/+14           ammer           iit           9/+14           ammer           iit           1/+16           7/+12           1/+16           2           (Returning           iit           1/+16           20 ft.   | eature:<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8 | s, its e dead c<br>lead c<br>cal hit;<br>+9<br>+4<br>+9<br>+4<br>+13<br>+11<br>+15<br><b>m</b><br>+11<br>+16<br>+15<br><b>m</b>   | enhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-OH<br>2W-P-(OL)<br>2W-OH<br>Adam<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>30 ft.                         | e sword ded<br>I/day, Mas<br>TYPE<br>I P<br>+1<br>+2(<br>eel<br>TYPE<br>I B<br>+1<br>+2(<br>eel<br>TYPE<br>I S<br>+2(<br>+2(<br>+2)<br>eel<br>TYPE<br>I S<br>+2(<br>+2)<br>eel<br>+2(<br>+2)<br>eel<br>+2(<br>+2)<br>eel<br>+2(<br>+2)<br>eel<br>+1<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+1)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>+2)<br>+2(<br>eel<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2)<br>+2(<br>+2 | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>2/+17/+<br>+16<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>2/+17/+<br>+16<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>2/+17/+<br>+16 | CRITICAL<br>17-20/x2<br>+8<br>10<br>CRITICAL<br>20/x3<br>+8<br>10<br>CRITICAL<br>20/x3<br>10<br>12<br>CRITICAL<br>20/x3<br>10<br>12   | ve Energy<br>(and x3 o<br>0 ft.<br>Dam<br>1d6+9<br>1d6+9<br>1d6+4<br>REACH<br>0 ft.<br>Dam<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+4<br>REACH<br>0 ft.<br>Dam<br>1d8+11<br>1d8+6<br>REACH<br>0 ft.<br>Dam<br>1d8+11<br>1d8+6<br>0 ft.<br>Dam         |  |
| 1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>2H<br>Specia<br>1H-P<br>1H-O<br>1H-P<br>1H-O  | Properties         Plance           Short         To H           +24/+11         +20/+11           +24/+11         +24/+11           +24/+11         +24/+11           Horoperties         Warh           To H         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +24/+11           +24/+11         +26/+2           +26/+2         +22/+11           +26/+2         +22/+11           +26/+2         +22/+11           +26/+2         +22/+11           +26/+2         +22/+11  | anic creatures           it           9/+14           5/+10           9/+14           ammer           iii           9/+14           ammer           iii           9/+14           Battles           iii           1/+16           7/+12           1/+16           7/+12           iii           1/+16           7/+12           1/+16           7/+12           1/+16           7/+12           1/+16           7/+12           1/+16  | eature:<br>or und<br>a critic<br>1d6<br>1d6<br>1d6<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8<br>1d8        | s, its e dead c<br>lead c<br>cal hit<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+4<br>i+9<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1<br>i+1 | enhancemen<br>reatures, the<br>- Sunlight '<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH<br>2W-OH<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OL)<br>2W-P-(OH)<br>2W-P-(OL)<br>2W-OH<br>Adam<br>HAND<br>Carriec<br>2W-P-(OH)<br>2W-OH              | es sword de<br>sword de<br>(/day, Mas<br>TYPE<br>1 P<br>+11<br>+20<br>eel<br>TYPE<br>5 S<br>+20<br>+20<br>+21<br>+21<br>Eel<br>TYPE<br>5 S<br>+20<br>+21<br>+21<br>+21<br>  | +4. Aga<br>als dout<br>terwork,<br>SIZE<br>M<br>To Hit<br>8/+13/-<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>+14<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>+16<br>SIZE<br>M<br>To Hit<br>0/+15/+<br>+16  | Image: Steel         Image: Steel           CRITICAL         Image: Steel           Image: Steel         Image: Steel | ve Energy<br>(and x3 o<br>0 (and x3 o<br>0 (and x3 o<br>0 (ft.)<br>Dam<br>1d6+9<br>1d6+9<br>1d6+9<br>1d6+9<br>1d6+9<br>1d6+9<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+9<br>1d8+11<br>1d8+11<br>1d8+11<br>1d8+11<br>1d8+11<br>1d8+11 |  |

| EQUIPME   | N I<br>LOCATION                          | QTY | wт            | COST           |
|---|--|-----|---------------|----------------|
| Greataxe (Frost/+4 (Weapon))<br>Masterwork, Steel, Frost  | Equipped                                 | 1   | 12.0          | 50320.0        |
| Crossbow (Light) +1,Shock<br>0 lbs.<br>Shock is 1d6 of electricity, Masterwork, Wood, Shock   | Heward's Handy<br>Haversack              | 1   | 4.0           | 8335.0         |
| Acid (Flask)  | Heward's Handy<br>Haversack              | 1   | 1.0           | 10.0           |
| Alchemist's Fire (Flask)  | Heward's Handy<br>Haversack              | 1   | 1.0           | 20.0           |
| Throwing Axe  | Heward's Handy<br>Haversack              | 1   | 2.0           | 8.0            |
| Belt of Giant Strength +6<br>Adds to the wearers Strength score in the form of an enhancement<br>bonus of +6  | Equipped                                 | 1   | 1.0           | 36000.0        |
| Bolt (Crossbow/Alchemical Silver)<br>Alchemical Silver, Steel, Wood   | Heward's Handy<br>Haversack              |     | 0.1<br>(2.0)  | 2.1<br>(42.0)  |
| Bolt (Crossbow/Masterwork)<br>Masterwork, Steel, Wood   | Heward's Handy<br>Haversack              | 50  | 0.1<br>(5.0)  | 6.1<br>(305.0) |
| Boots of Speed<br>Enables wearer to act as though affected by a haste spell for up to<br>10 rounds each day. The duration of the haste effect need not be<br>consecutive rounds   | Heward's Handy<br>Haversack              | 1   | 1.0           | 12000.0        |
| Candle  | Heward's Handy<br>Haversack              | 5   | 0.0<br>(0.0)  | 0.01<br>(0.05) |
| Cape of the Mountebank<br>On command, this bright red and gold cape allows the wearer to use<br>the magic of the dimension door spell once per day. When he<br>disappears, he leaves behind a cloud of smoke, appearing in a<br>similar fashion at his destination  | Heward's Handy<br>Haversack              | 1   | 1.0           | 10080.0        |
| Cloak of Resistance +3<br>Offer magic protection in the form of a +3 resistance bonus on all<br>saving throws   | Equipped                                 | 1   | 1.0           | 9000.0         |
| Dagger<br>Steel   | Heward's Handy<br>Haversack              | 1   | 1.0           | 2.0            |
| Dagger (Alchemical Silver)<br>Alchemical Silver, Steel  | Heward's Handy<br>Haversack              | 1   | 1.0           | 22.0           |
| Decanter of Endless Water<br>If the stopper is removed from this ordinary-looking flask and a<br>command word spoken, an amount of fresh or salt water pours out -<br>"Stream' pours out 1 gallon per round - 'Fountain' produces a<br>5-foot-long stream at 5 gallons per round - 'Geyser' produces a<br>20-foot-long, 1-foot-wide stream at 30 gallons per round  | Heward's Handy<br>Haversack              | 1   | 2.0           | 9000.0         |
| Flint and Steel   | Heward's Handy<br>Haversack              | 1   | 0.0           | 1.0            |
| Gold-Plated Dwarf Skull   | Heward's Handy<br>Haversack              | 1   | 1.0           | 50.0           |
| Heavy Shield +1<br>Masterwork, Steel  | Heward's Handy<br>Haversack              | 1   | 15.0          | 1170.0         |
| Heward's Handy Haversack<br>259.43 Ibs., 1 Acid (Flask), 1 Crossbow (Light) +1, Shock, 1 Dagger,<br>1 Dagger (Alchemical Silver), 1 Decanter of Endless Water, 1<br>Gold-Plated Dwarf Skull, 1 Heavy Shield +1, 1 Flint and Steel, 1 Holy<br>Water (Flask), 1 Horn of Valhallal (ron), 1 Javelin, 1 Adamantine<br>Battleave +2, 1 Manacles, 1 Oil of Keen Edge, 2 Potion of Cart's<br>Grace, 1 Potion of Cure Light Wounds, 1 Potion of Cure Moderate<br>Wounds, 1 Potion of Cure Serious Wounds, 1 Potion of Invisibility, 2<br>Potion of Rage, 1 Beit Pouch, 1 Pry Bar, 1 Alchemist's Fire (Flask), 1<br>Sickle +1 (Keen), 1 Sunblade, 1 Short Sword, 16 Tindertwig, 1 Wand<br>(Displacement/Wizard/Sth), 1 Warhammer, 1 Wine (Fine/Bottle),<br>3976 Gold piece (gp), 1 Battleave +2 (Rturning/Throwing), 1<br>Throwing Axe, 20 Bolt (Crossbow/Alchemical Silver), 50 Bolt<br>(Crossbow/Masterwork), 1 Boots of Speed, 5 Candle, 1 Cape of the<br>Mountebank, 1 Ring of Invisibility<br>It has two side pouches, each of which appears large enough to hold<br>about a quart of material. In fact, each is like a bag of holding and<br>can actually hold material of as much as 2 cubic feet in volume or 20<br>pounds in weight. The large central portion of the pack can contain<br>up to 8 cubic feet or 80 pounds of material. Even when so filled, the<br>backpack always weighs only 5 pounds | 1  | 1   | 5.0           | 2000.0         |
| Holy Water (Flask)  | Heward's Handy<br>Haversack              | 1   | 1.0           | 25.0           |
| Horn of Valhalla (Iron)<br>Appears to be normal until someone speaks its command word and<br>blows the horn. Then the horn summons 1d4+1, 5th level human<br>barbarians to fight for the character who summoned them. The horn  | Heward's Handy<br>Haversack              | 1   | 2.0           | 50000.0        |
| can be blown just once every seven days Javelin   | Heward's Handy<br>Haversack              | 1   | 2.0           | 1.0            |
| Mood<br>Manacles  | Heward's Handy                           | 1   | 2.0           | 15.0           |
| Oil of Keen Edge  | Haversack<br>Heward's Handy<br>Haversack | 1   | 0.1           | 750.0          |
| TOTAL WEIGHT CARRIED/VA   | ALUE                                     |     | 69.04<br>Ibs. | 452167.0<br>gp |

| EQUIPME   | NT                          |     |          |                           |  |  |  |
|---|-----------------------------|-----|----------|---------------------------|--|--|--|
| ITEM  |                             | QTY | WТ       | COST                      | SPECIAL ABILITIES  |  |  |
| Traveler's Outfit   | Equipped                    | 1   | 5.0      | 0.0                       | +4 Dodge bonus to Armor Class against monsters of the giant type   |  |  |
| Potion of Cat's Grace   | Heward's Handy              | 2   | 0.1      | 300.0                     | +2 racial bonus on Appraise and Craft checks that are related to stone or metal  |  |  |
|   | Haversack                   |     | (0.2)    | (600.0)                   | +1 racial bonus on attack rolls against orcs and goblinoids<br>+2 racial bonus on saving throws against poison   |  |  |
| Potion of Cure Light Wounds   | Heward's Handy              | 1   | 0.1      | 50.0                      | +2 racial bonus on saving throws against poison  |  |  |
|   | Haversack                   |     |          |                           | Stability ~ +4 bonus on ability checks made to resist being bull rushed or tripped when  |  |  |
| Potion of Cure Moderate Wounds  | Heward's Handy              | 1   | 0.1      | 300.0                     | standing on the ground   |  |  |
| n   | Haversack                   |     |          |                           | Stonecunning ~ +2 bonus on Search checks to notice unusual stonework, can also   |  |  |
| Potion of Cure Serious Wounds   | Heward's Handy              | 1   | 0.1      | 750.0                     | intuit depth, sensing approximate depth underground  |  |  |
|   | Haversack                   |     |          |                           | FEATS  |  |  |
| Potion of Invisibility  | Heward's Handy              | 1   | 0.1      | 300.0                     | Alertness  |  |  |
|   | Haversack                   |     |          |                           | You have finely tuned senses   |  |  |
| Potion of Rage  | Heward's Handy              | 2   | 0.1      | 750.0                     | Blind-Fight  |  |  |
|   | Haversack                   |     | (0.2)    | (1500.0)                  | You know how to fight in melee without being able to see your foes   |  |  |
| Belt Pouch  | Heward's Handy              | 1   | 0.5      | 1.0                       | Cleave<br>You can follow through with powerful blows   |  |  |
| 0 lbs.  | Haversack                   |     |          |                           | Great Fortitude  |  |  |
| Pry Bar   | Heward's Handy              | 1   | 2.0      | 1.0                       | You are tougher than normal  |  |  |
| Ring of Feather Falling   | Haversack<br>Equipped       | 1   | 0.01     | 2200.0                    | Improved Critical (Sword (Short), Greataxe)  |  |  |
| Acts as Feather Fall spell, activates automatically if wearer falls   | - Juipped                   |     | 5.51     | 00.0                      | With your chosen weapon you know how to hit where it hurts   |  |  |
| more than 5'  |                             |     | 0.0      | 0000.0                    | Improved Initiative<br>You can react more quickly than normal in a fight   |  |  |
| Sickle +1 (Keen)  | Heward's Handy<br>Haversack | 1   | 2.0      | 8306.0                    | Improved Unarmed Strike  |  |  |
| (Sickle +1 (Weapon/Keen)), Masterwork, Steel, Keen Sunblade   | Heward's Handy              | 1   | 2.0      | 50335.0                   | You are skilled at fighting while unarmed  |  |  |
| Against evil creatures, its enhancement bonus is +4. Against  | Haversack                   |     | 2.0      | 0000010                   | Iron Will  |  |  |
| Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit) ~ Sunlight 1/day, |                             |     |          |                           | You have a stronger will than normal   |  |  |
| Masterwork, Steel   |                             |     |          | 10.0                      | Power Attack<br>You can make exceptionally powerful melee attacks  |  |  |
| Short Sword   | Heward's Handy<br>Haversack | 1   | 2.0      | 10.0                      | Quick Draw   |  |  |
| Steel<br>Tindertwig   | Heward's Handy              | 16  | 0.0      | 1.0                       | You can draw weapons with startling speed  |  |  |
| Indertwig   | Haversack                   | 10  | (0.0)    | (16.0)                    | Track  |  |  |
| Wand (Displacement/Wizard/5th)  | Heward's Handy              | 1   | 0.0      | 1350.0                    | You can follow the trails of creatures and characters across most types of terrain   |  |  |
| Spell Effect (50 Charges/Spell Trigger)   | Haversack                   |     |          |                           | Weapon Focus (Greataxe)<br>You are especially good at using the chosen weapon  |  |  |
| Warhammer   | Heward's Handy              | 1   | 5.0      | 12.0                      | Weapon Specialization (Greataxe)   |  |  |
| Steel   | Haversack                   |     | 5.0      | 12.0                      | You deal extra damage with the chosen weapon   |  |  |
| Wine (Fine/Bottle)  | Heward's Handy              | 1   | 1.5      | 10.0                      | Armor Proficiency (Heavy)  |  |  |
|   | Haversack                   |     |          |                           | You are proficient with heavy armor  |  |  |
| Adamantine Battleaxe +2   | Heward's Handy<br>Haversack | 1   | 6.0      | 3010.0                    | Armor Proficiency (Light)<br>You are proficient with light armor   |  |  |
| Adamantine<br>Full Plate +5   | Equipped                    | 1   | 50.0     | 26650.0                   | Armor Proficiency (Medium)   |  |  |
| (Full Plate (Masterwork/+5 (Armor))), Masterwork, Steel   | Lquipped                    |     | 30.0     | 20030.0                   | You are proficient with medium armor   |  |  |
| Ring of Protection +5   | Equipped                    | 1   | 0.01     | 50000.0                   | Martial Weapon Proficiency   |  |  |
| Grants +5 deflection bonus to AC  |                             |     |          |                           | You understand how to use the chosen martial weapon in combat<br>Shield Proficiency  |  |  |
| Amulet of Natural Armor +5  | Equipped                    | 1   | 0.01     | 50000.0                   | You are proficient with bucklers, small shields, and large shields   |  |  |
| Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +5                           |                             |     |          |                           | Simple Weapon Proficiency  |  |  |
| Battleaxe +2 (Returning/Throwing)   | Heward's Handy              | 1   | 6.0      | 32310.0                   | You understand how to use all types of simple weapons in combat  |  |  |
| (Battleaxe (+2 (Weapon)/Returning/Throwing)), Masterwork, Steel,  | Haversack                   |     |          |                           | Tower Shield Proficiency<br>You are proficient with tower shields  |  |  |
| Returning, Throwing Pearl of the Sirines  | Equipped                    | 1   | 0.01     | 15300.0                   |  |  |  |
| The pearl enables its possessor to breathe in water as if she were in   |                             |     | 5.01     | 10000.0                   | PROFICIENCIES  |  |  |
| clean, fresh air. Her swim speed is 60 feet, and she can cast spells<br>and act underwater without hindrance                    |                             |     |          |                           | Axe (Throwing), Battleaxe, Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow  |  |  |
| Ring of Invisibility  | Heward's Handy              | 1   | 0.01     | 20000.0                   | (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet,  |  |  |
| Wearer benefits from invisibility (as the spell) on command   | Haversack                   |     |          |                           | Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd,<br>Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance,       |  |  |
| TOTAL WEIGHT CARRIED/V  |                             |     |          |                           | Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick   |  |  |
|   |                             |     | lbs.     | gp                        | (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe,<br>Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword |  |  |
| WEIGHT ALLC   | WANCE                       |     |          |                           | (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven),  |  |  |
| Light 400 Medium  |                             | Н   | leavy    | 1200                      | Warhammer  |  |  |
| Lift over head 1200 Lift off ground   | 2400 P                      |     | Drag     |                           |  |  |  |
|   |                             |     |          |                           |  |  |  |
| MONE  |                             |     |          | Common, Dwarven, Literacy |  |  |  |
| Gold piece (gp): 9376[Heward's Handy Haversac   | r]                          | Т   | otal = 9 | 9376.0 gp                 | TEMPLATES  |  |  |
| L   |                             |     |          | Saddle on Mount           |  |  |  |
|   |                             |     |          |                           |  |  |  |