AME PU-VERNAME DETY AUGAMENT TV14 99071 Human Models FEDU TV4 lbs VERSIT	Karnathian		Alan Nudelr	man	Aphrodite		Chaotic Neutral		
LASS EXPENSIVE HACE SEE HEIGHT WEIGHT WEIGHT WEIGHT Maradet Load NEXT LEVEL MAR GRANCER BUO BLOOL, BUILD ARR Control State BLOOL, BUILD ARR State							ALIGNMENT		
4 10500 19 Male But But But But But Tot Tot VTIME 18 44 24 47 24 47 24 47 24 47 24 47 26 17 26 11 100 10									
Direction Description Res Gene Even Lank Point's String 163 444 24 47 7 24 67 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 1 <td< td=""><td></td><td></td><td></td><td></td><td>HEIGHT</td><td></td><td></td></td<>					HEIGHT				
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$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	naracter Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS		
STR. 16 H4 24 H7 22 27 26 11 10 H2 40 0.5 00000 00000 00000 00000 000000 000000 000000 000000 000000 000000 000000 000000 000000 0000000 0000000 0000000 0000000 0000000 0000000 0000000 0000000 0000000 00000000 000000000 000000000 000000000000000000000000000000000000	ILITY NAME BASE BASE SCORE MOD	ABILITY ABILITY TEMP TH SCORE MOD SCORE M		WOUNDS/CURRENT HF	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED		
Total Total <th< td=""><td></td><td></td><td></td><td>9</td><td></td><td></td><td>Walk 20 ft.</td></th<>				9			Walk 20 ft.		
Althous I </td <td></td> <td>24 17 24</td> <td>hit points</td> <td></td> <td></td> <td></td> <td></td>		24 17 24	hit points						
TOTAL FLAT <		14 +2 14 -	+2 AC 27	′ : 26 : 11 - 1	0 + 12 + 4 + 1 +	0 + 0 + 0	40 -5		
CLUN 18 14 12 14 14 14 1	Dexterity		TOTA	AL FLAT TOUCH BA	SE ARMOR SHIELD STAT	SIZE NATURAL MISC MI	ISS ARCANE ARMOR		
NIM 9 1 1 <th1< th=""> 1 1 1</th1<>	CON 18 +4	22 +6 22 +	+6				FAILURE PENALTY		
Internal 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 9 -1 10 -1 10 -1	Constitution			+6 = +2 + +4					
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CHAR 16 +3 16 17 16 <		14 +2 14 +		+14/+9/+4			-3 = 2 + +		
Column Climb STR 10 - 7 8.0 FORTUDDE manage manage TOTAL [1] Use and [1] Use and [1] Control Shape [1]				-					
SAVING THROWS TOTAL Max		10 +3 16 -	-3						
Control Shape WIS 2 2 4 REFLEX High Heft				TEMD		-			
Containant of the second sec		TOTAL SAVE		conditional modifiers					
REFLEX #10 #41 #42 #51 [-1] #00 #00 WILL H10 +44 +52 +61 +00 +60<	FORTITUDE	+19 = +9 + +6 +	+4 + +0 + +0 +			-			
Image: Second	DEELEV		ㅋㅋㅋㅋ		, , ,				
Virtual (10) +42 ++21 ++0+ TOTAL Bit and reacting reads Start reads St	(dexterity)	+10 = +4 + +2 +	+5+++++++++++++++++++++++++++++++++++++			-			
To TAL TACK DEAM STATE AND THE STATE AND TH	WILL				U U				
MELET Name 		+10=+4++2+	+++++++++++++++++++++++++++++++++++++++			DEX	-3 = 2 + +		
MELETE methods $421/t+16/t+11$ $=$ $1+14/t+9/t+4$ $+77$ $+10$ <		τοται			✓ Forgery	INT	-1 = -1 + +		
$\frac{1}{164+1} = \frac{1}{164+1} + \frac{1}{164+1} + \frac{1}{14+9} + \frac{1}{164+1} + \frac{1}{12} + \frac{1}{164+1} + \frac{1}$	MELEE				✓ Gather Information	CHA	3 = 3 + +		
RANCED image to be added by the second		21/+16/+11 =	+14/+9/+4 + +7 +	+ +0 + +0 + +0 +	Handle Animal	CHA	11 = 3 + 8.0 +		
This is a second of the secon	RANGED	16/11/16	14/10/14						
Image: Labeled Line Labele		= =	+14/+9/+4 + +2 +	+ + + + + + + + + +		-			
Image constraint TOTAL ATTACK BONUS DAMACE CIRTICAL REACH UNARMED 107AL ATTACK BONUS DAMACE CIRTICAL REACH *Longsword +4 HAND TYPE SIZE CRITICAL REACH *Move Silently DEX 0 A 3 2 4 *Move Silently DEX 10 2 4 6 *In Dam York N TYPE SIZE CRITICAL REACH *Move Silently DEX 10 2 4 6 4	GRAPPLE 4	21/+16/+11 -	+14/+9/+4 + +7	+ + 0 + + 0 + + 0 +					
UNARMED IOIAL ATTACK BONUS DAMAGE CMITCAL REACH 1 1 101AL ATTACK BONUS DAMAGE CMITCAL REACH 1	attack bonus								
+21/+16/+11 1d3+7 20x2 5 ft. *Longsword +4 HAND TYPE Size CRITICAL REACH *Ite To Hit Dam To Hit Dam TH4 H27/+22/+17 1d8+11 2W+20% 2 / 4 / 4 H4 H27/+22/+17 1d8+11 2W+20% 2 / 4 / 4 H4 H27/+22/+17 1d8+11 2W+20% 2 / 4 / 4 H4 H27/+22/+17 1d8+11 2W+20% 2 / 4 / 4 H4 H27/+22/+17 1d8+11 2W+20% 2 / 4 / 4 H4 H27/+22/+17 1d8+11 2W+20% 42/ 418/+13 1d8+15 Materwork Stort 2 / 4 / 4 3 / 1.0 40/ / 108+7 H4 H6/+11/+6 H4/+12/+1/-6 H4/+12/+1/-7 1d6+7 1d8+7 1d8+7 1d8+7 Pecial Properties Wood Materwork Steel Stort Stort <t< td=""><td>UNARMED</td><td></td><td></td><td></td><td>•</td><td></td><td></td></t<>	UNARMED				•				
*Longsword +4 HAND TYPE ISZE CRITICAL REACH Prima To Hit Dam TO 2002 V	•••••==	+21/+16/+11	1d3+7	20/x2 5 ft.		-			
Congested at the primary is in 17-20/x2 0 ft. Definit (Unitability) Chink is in 10 = 2 + 6.0 + 11PP +221/+122/+11 1d8+15 2W-PGW +221/+16/+11 1d8+15 11PO +221/+122/+17 1d8+11 2W-PGW +221/+16/+11 1d8+15 11PO +221/+122/+17 1d8+11 2W-PGW +221/+16/+11 1d8+15 11PO +221/+122/+17 1d8+11 2W+PGW +221/+12/+13 1d8+15 11PO +223/+18/+13 1d8+11 2W-PGW +221/+12/+13 1d8+11 11PO 119FL 222 CRITICAL REACH Spot WIS 2 2 2 + 11PO 119FL 322C CRITICAL REACH Vision STR 3 7 +6.0 + 11PO 119FL 122F CRITICAL REACH Vision STR 3 7 + 6.0 + 11PO 11B+7 1d8+7 1d8+7 1d8+7 1d8+7 +10 Vision STR 2 2 2	*1	award . A							
To Hit Dam To Hit Dam To Hit Dam 1HP +27/+22/+17 1d8+15 2W+20H +21/+16/+11 1d8+15 1H0 +22/+17 1d8+11 2W+20H +22/+18/+13 1d8+15 2H +27/+22/+17 1d8+11 2W+20H +17 1d8+11 2H +27/+22/+17 1d8+11 2W-20H +17 1d8+11 Special Properties (Longsword (+4 (Weapon)))). Masterwork, Steel Vision STR = 2 + Longbow Mighty +7 (HAND TYPE SizE CRITICAL REACH Carried P M 20/x3 0 ft. Swim STR = 3 + 6.0 + Soft 108+7 1d8+7 1d8+7 1d8+7 1d8+7 + + Swim Str Swim Str Swim Str - : can be used untrained .#: exclusive skills Th +16/+11/+6 +14/+9/+4 +12/2/7/+2 +10/+5/+0 - : can be used untrained .#: exclusive skills Special Properties Wooden Mighty Edw - 1	"Long	jswora +4			 Penorm (Untrained) 				
Ite Ite <td>To H</td> <td>t Dam</td> <td></td> <td>o Hit Dam</td> <td>- ✓ Ride</td> <td>DEX</td> <td>10 = 2 + 6.0 +</td>	To H	t Dam		o Hit Dam	- ✓ Ride	DEX	10 = 2 + 6.0 +		
Image: second	1Н-Р +27/+22	/+17 1d8+15	2W-P-(OH) +21/+	⊦16/+11 1d8+15	✓ Search	INT	-1 = -1 + +		
Special Properties (Longsword (+4 (Weapon))). Masterwork, Steel Longbow Mighty +7 HAND TYPE Steel 10 100 20/x3 0 ft. 301 108 20/x3 0 ft. 11 +16/+11/+6 +16/+11/+6 +14/+9/+4 +12/+7/+2 +10/+5/+0 11 +16/+11/+6 +16/+11/+6 +14/+9/+4 +12/+7/+2 +10/+5/+0 12 Wood, Mighty Bow Wood, Mighty Bow Use Rope DEX 2 = 2 + Special Properties Wood, Mighty Bow Wood, Mighty Bow Use Rope DEX 2 = 2 + + 114P +10/+11/+6 +116/+11/+6 +112/+7/+2 +10/+5/+0/-0 Use Rope DEX 2 = 2 + + Special Properties Wood, Mighty Bow Wood, Mighty Bow Use Rope DEX 2 = 2 + + 114P +138/+13 106+9 2W+P(W) 106+9 Masterwork, Steel, Frost Use Rope Use Rope Use Rope Soft Soft 20/clai Properties Masterwork, Steel Full Plate +4 (Tinted Red) Heavy +12	1H-0 +23/+18	/+13 1d8+11	2W-P-(OL) +23/+	+18/+13 1d8+15	 Sense Motive 	WIS	2 = 2 + +		
In the constraint of the constraint o	2Н +27/+22	/+17 1d8+18	2W-OH +	⊦17 1d8+11	✓ Spot	WIS	2 = 2 + +		
Longbow Migney +7Intre local Controls IntransitionControl Intra 2016.Control Intransition3016.Control Intransition3016.Control Intransition3016.Control Intransition3016.Control Intransition3016.Control Intransitionand the first intransitionand the first intransitionShort Sword +2 (Frost)IntransitionIntransitionControl IntransitionTo HitDamTo Hit <th <="" colspan="2" td=""><td>Special Properties</td><td>(Longswor</td><td>d (+4 (Weapon))), Masterwo</td><td>ork, Steel</td><td>✓ Survival</td><td>WIS</td><td>2 = 2 + +</td></th>	<td>Special Properties</td> <td>(Longswor</td> <td>d (+4 (Weapon))), Masterwo</td> <td>ork, Steel</td> <td>✓ Survival</td> <td>WIS</td> <td>2 = 2 + +</td>		Special Properties	(Longswor	d (+4 (Weapon))), Masterwo	ork, Steel	✓ Survival	WIS	2 = 2 + +
Carried P M20/X30 ft.30 ft.10 ft.20/X30 ft.H10 ft.20 ft.30 ft.H16/11/46114/49/44+12/47/+2+10/45/403pecial PropertiesWood, Mighty BowShort Sword +2 (Frost)HANDTYPESiZECRITICALREACHTo HitDamTo HitDamCriticalREACH1H+P+23/+18/+131d6+92W-P(0H)+117/+12/+71d6+91H+P+23/+18/+131d6+92W-P(0H)+1151d6+92H+23/+18/+131d6+92W-P(0H)+1151d6+92H+23/+18/+131d6+92W-P(0H)2 wespons, primary hand (off hand2H+23/+18/+131d6+92W-P(0H)2 wespons, primary hand (off hand2H+00 handed, in off hand. 2H: Two handed. 2W-P(OH): 2 wespons, primary hand (off handARMORTYPEAc MAXOEX CHECK SPELL FulLUREChain ShirtLight44+22H*Full Plate +4 (Tinted Red)Heavy +12+1*Full Plate +4 (Tinted Red)Heavy +12+1-535Masterwork, Steel*LightWoode shield +3 (Electricity*LightKoost of Speed+0+00*Boots of Speed+0+00*Boots of Speedy +2+00King of Protection +2+2+00	Longho	Wighty 7			_ ✓ Swim	STR	3 = 7 + 6.0 +		
30 ft.10 ft.330 ft.440 ft.30 ft.440 ft.and ft.440 ft.10 ft.10 ft.330 ft.440 ft.10 ft.11 ft.11 ft.2 ft.40 ft.Short Sword +2 (Frost)HAND TYPE SIZE CRITICAL REACH Carried P M 19-20/x2 0 ft.To Hit< DamTo Hit140 + 139'+13'116+9ZW-P(OH) + 17/+12/+7116+9ZW-P(OH) + 119/+14/+9TolesARMORTYPE AC MAXOX CHECK SPELL FALLRE Chain ShirtLight V-Or banded, in of thand. 2H: Two handed 2W-P(OH)?Seedial Properties***********************************	Longbo	w mighty +/				CHA	4 = 3 + 1.0 +		
IH +16/+11/+6 +17/+12/+17 1166+9 +17/+12/+11 1166+9 +16/+11/+6 +16/+11/+6 +16/+11/+6 +16/+11/+6 +16/+11/+6 +16/+11/+6 +16/+11/+6 +16/+11/+6 +16/+11/+6		110 ft.							
am1d8+71d8+71d8+71d8+7Special PropertiesWood, Mighty BowShort Sword +2 (Frost)HANDTYPESizeCRITICALREACHCarriedPM19-20/x20 ft.To HitDamTo HitDam1H-P+23/+18/+131d6+92W-P-(0H)+17/+12/+71d6+91H-0+19/+14/+91d6+52W-P-(0H)+17/+12/+71d6+92H+23/+18/+131d6+92W-OH+151d6+5Special PropertiesMasterwork, Steel, Frostmage and the special propertiesmasterwork, Steel, Frostweapon is equippedH+4+4-220Steel*Full Plate +4 (Tinted Red)Heavy +12 +1-5Asserwork, Steel*Light Wooden Shield +3 (ElectricityLight +4+0Steel*Light Wooden Shield +3 (ElectricityElectricity Resistance, Masterwork, WoodElectricity Resistance, Masterwork, Wood*Boots of Speed+0+0O trounds each day. The duration of the haste effect need not be consecutive roundsRing of Protection +2+2+00	FH +16/+11/+6	+16/+11/+6 +	+14/+9/+4 +12/+	7/+2 +10/+5/+0					
Note that the set of the s	10017	1d8+7	1d8+7 1d8-	+7 1d8+7					
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CarriedPM19-20/x20 ft.To HitDamTo HitDam $1H+P$ +23/+18/+131d6+92W-P(0H)+17/+12/+71d6+9 $1H+0$ +19/+14/+91d6+92W-P(0H)+19/+14/+91d6+9 $2H$ +23/+18/+131d6+92W-OH+151d6+5Special PropertiesMasterwork, Steel, Frostweapons, primary hand.1H-0 $4P$: One handed, in primary hand.1H-0: One handed, in off hand.2H: two handed.2W-OH+ 15 $4P$: One handed, in primary hand.1H-0: One handed, in off hand.2H: two handed.2W-OH+ 2 $4P$: One handed, in primary hand.1H-0: One handed, in off hand.2H: two handed.2W-OH+ 10 $4P$: One handed, in primary hand (off hand.2H: two handed.2W-OH+ 220 $4P$: One handed, in primary hand (off hand.2H: two handed.2W-OH+ 220 $4P$: One handed, in primary hand (off hand.2H: two handed.2W-OH+ 220 $4P$: One handed, in primary hand (off hand.2H: two handed.2H: two handed.Special Fallure $4P$: One handed, in primary hand (off hand.2H: two handed.2H: two handed.Special Fallure $4P$: One handed, in primary hand (off hand.2H: two handed.2H: two handed.Special Fallure $4P$: One handed.1H-0: two handed.1H-0: two handed.2H: two handed.Special Fallure $4P$: One handed.1H-0: two handed.1H-0: two handed.Special FallureSpecial Fallure<	Chart C	word 2 /-	HAND TYPE	SIZE CRITICAL REACT					
To HitDamTo HitDam1H-P+23/+18/+131d6+9 $2W-P(OH)$ +17/+12/+71d6+91H-0+19/+14/+91d6+5 $2W-P(OL)$ +19/+14/+91d6+92H+23/+18/+131d6+5 $2W-P(OL)$ +19/+14/+91d6+5special PropertiesMasterwork, Steel, Frostweapon is equippedHasterwork, Steel, Frostweapon is equippedHasterwork, Steel, Frostweapon is equippedLight+4+4+2. One handed, in primary hand (off hand weapon is light). $2W-P(OL)$: 2 weapons, primary hand (off hand weapon is light).2W P-VOL: 2 weapons, primary hand (off hand weapon is light). $2W-P(OL)$: 2 weapons, off hand.ARMORTYPE AC MAXDEX CHECK SPELL FAILUREChain ShirtLight +4+4-2Colspan="3">Colspan="3"ARMORTY	3non 31	woru +∠ (Frost)			1				
IH-0 Iter (1) Iter (1) Iter (1) Iter (1) IH-0 19/r11/r9 1d6r5 2W-P(0L) +19/r11/r9 1d6r9 2H +23/r18/r13 1d6r9 2W-OH +119/r11/r9 1d6r9 2H +23/r18/r13 1d6r9 2W-OH +115 1d6r9 Special Properties Masterwork, Steel, Frost weapon is equipped He ² : One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, off hand. PF: One handed, in primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand. ARMOR ARMOR TYPE AC MAXDEX_CHECK_SPELL FAILURE Chain Shirt Light +4 +4 -2 20 *Full Plate +4 (Tinted Red) Heavy +12 +1 -5 35 Masterwork, Steel *Light Wooden Shield +3 (Electricity Light +4 +0 5 Resistance) {tinted blue} Electricity Resistance, Masterwork, Wood *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 The duration of the haste effect need not be consecutive rounds	To Hi	t Dam							
2H 12010 11010 10010 10010 10010 2H 123/18/13 10619 2W-OH 115 10616 Special Properties Masterwork, Steel, Frost weepon is equipped Here on handed, in pirmary hand. 1H-0: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weepons, primary hand (off hand appon is tight). 2W-OH: 2 weepons, off hand. ARMOR TYPE AC MAXDEX CHECK SPELL Failure Chain Shirt Light +4 +4 -2 20 *Full Plate +4 (Tinted Red) Heavy +12 +1 -5 35 Masterwork, Steel Masterwork, Steel * Masterwork, Steel *Light Wooden Shield +3 (Electricity Light +4 +0 5 Boots of Speed +0 +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 Heavel Here on the consecutive rounds Ring of Protection +2 +2 +0 0					7				
2H +23/+18/+13 1d6+9 2W-OH +15 1d6+5 Special Properties Masterwork, Steel, Frost weapon is equipped H+0: One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, primary hand (off hand apon is heavy). 2W-P(OL): 2 weapons, primary hand (off hand. 2H: Two handed. 2W-P(OH): 2 weapons, off hand. ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE Chain Shirt Light +4 +4 -2 20 *Full Plate +4 (Tinted Red) Heavy +12 +1 -5 35 Masterwork, Steel *Light Wooden Shield +3 (Electricity Light +4 +0 5 Electricity Resistance, Masterwork, Wood *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 +2 +0 0 Ring of Protection +2 +2 +0 0	1H-0 +19/+14	l/+9 1d6+5	2W-P-(OL) +19/-	+14/+9 1d6+9	7				
weapon is equipped t+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 appon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand. ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE Chain Shirt Light +4 +4 -2 20 *Full Plate +4 (Tinted Red) Heavy +12 +1 -5 35 Masterwork, Steel *Light Wooden Shield +3 (Electricity Light +4 +0 5 Resistance) {tinted blue} Electricity Resistance, Masterwork, Wood *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 +2 +2 +0 0					1				
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ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE Chain Shirt Light +4 +4 -2 20 *Full Plate +4 (Tinted Red) Heavy +12 +1 -5 35 Masterwork, Steel Masterwork, Steel +1 -5 35 *Light Wooden Shield +3 (Electricity Light +4 +0 5 Resistance) {tinted blue} Electricity Resistance, Masterwork, Wood +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 +0 0 Ring of Protection +2 +2 +0 0	1-r: One nanded, in primary ha eapon is heavy). 2W-P-(OL): 2	weapons, primary hand (off han	anu. ∠H: I wo nanded. 2W-P-(OH) Id weapon is light). 2W-OH: 2 wea	j: 2 weapons, primary hand (off har apons, off hand.	u				
Chain ShirtLight+4+4-220SteelSteelSteel*Full Plate +4 (Tinted Red)Heavy+12+1-535Masterwork, SteelMasterwork, Steel+05*Light Wooden Shield +3 (ElectricityLight+4+05Resistance) {tinted blue}Electricity Resistance, Masterwork, Wood+0+0*Boots of Speed+0+00Enables 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 rounds0Ring of Protection +2+2+00					-				
Steel *Full Plate +4 (Tinted Red) Heavy +12 +1 -5 35 Masterwork, Steel Masterwork, Steel * *Light Wooden Shield +3 (Electricity Light +4 +0 5 Resistance) {tinted blue} Electricity Resistance, Masterwork, Wood * * *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 +2 +2 +0 0									
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*Light Wooden Shield +3 (Electricity Light +4 +0 5 Resistance) {tinted blue} Electricity Resistance, Masterwork, Wood *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 +2 +2 +0 0	Fuil Flate			+1 -5 -55					
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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 +2 +2 +0 0	*5			.0 0					
haste effect need not be consecutive rounds Ring of Protection +2 +2 +0 0	*B00								
Ring of Protection +2 +2 +0 0				ach day. The duration of the					
	Enables wearer to act as		+2	+0 0					

	Greatclub		HAND	TYPE	SIZE	CRITICA		REACH	EQUIPMEN	Т
		· · · · · ·	Carried		М	20/x2	T	0 ft.	ITEM	LOCATION
2H	To Hit +21/+16/+11	Dam 1d10+10	2W-OH		To Hit N/A		<u> </u>	Dam N/A	Potion of Cure Light Wounds	Heward's Handy Haversack
	Properties	1010+10		bod	in/A		1	11/7	D Potion of Cure Serious Wounds	Heward's Handy
	Longsword		HAND	TYPE	SIZE	CRITICA		REACH		Heward's Handy Haversack
			Carried		М	17-20/x		0 ft.	⊔ Belt Pouch	Heward's Handy
1H-P	To Hit +23/+18/+13	Dam 1d8+11	2W-P-(OH)	ير.	To Hit 17/+12		1.	Dam d8+11	0 lbs.	Haversack
1H-O	+19/+14/+9	1d8+7	2W-P-(OL)		19/+14		-	d8+11	Ring of Feather Falling	Equipped
2H	+23/+18/+13	1d8+14	2W-OH		+13		1	ld8+7	Acts as Feather Fall spell, activates automatically if wearer falls more than 5'	
Special	Properties								Ring of Freedom of Movement	Equipped
	Warhammer		HAND	TYPE 1 B	SIZE	CRITICA 20/x3	LI	REACH 0 ft.	Allows wearer to act as if continually under the effect of a Freedom of Movement spell	
	To Hit	Dam			To Hit			Dam	Sack	Heward's Handy Haversack
1H-P	+21/+16/+11	1d8+7	2W-P-(OH)		15/+10		-	ld8+7	^{0 lbs.} Spade or Shovel	Heward's Handy
1H-O 2H	+17/+12/+7 +21/+16/+11	1d8+3 1d8+10	2W-P-(OL) 2W-OH	+	17/+12 +11	/+/	-	Id8+7 Id8+3	•	Haversack
	Properties	100+10		eel	ŦĦ			100+5	Stone with Continual Flame	Heward's Handy
		EOU	PMENT		-				Continual Flame Tipdertwig	Haversack Heward's Handy
	ITEM	EQUI			ATION	ſ	ΣΤΥ	wT	Tindertwig	Haversack
ongs	word +4				ipped		1	4.0	Torch	Heward's Handy
ongswor	d (+4 (Weapon))), Masterwork, Ste	eel							Warhammer	Haversack Heward's Handy
longbo	ow Mighty +7			Heward Hav	d's Han ersack		1	3.0	Steel	Haversack
lbs. /ood, Mig	hty Bow			Tav	ordaut				Water Arrow	Heward's Handy Haversack
	Sword +2 (Frost)			Heward	d's Han ersack		1	2.0		Haversack
	k, Steel, Frost			Heward			1	0.1	Cloak of Resistance +4	Equipped
ingi					ersack	,			Offer magic protection in the form of a +4 resistance bonus on all saving throws	-
	t of Health +4			Equ	iipped		1	0.01	Eyes of Doom	Equipped
rants the	wearer an enhancement bonus to	Constitution of	+4	Heward	1's Han	ldv -	21	0.15	These crystal lenses fit over the users eyes, enabling him to cast	
					ersack		- 1	(3.15)	doom upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and these merely looking at the wearer are pet affected.	
Bagpip				Heward	d's Han	idy	1	5.0	those merely looking at the wearer are not affected Ring of Protection +2	Heward's Handy
				Hav	ersack		1		Grants +2 deflection bonus to AC	Haversack
	f Giant Strength +6 e wearers Strength score in the for 6	rm of an enhanc	cement	Equ	lipped		1	1.0	TOTAL WEIGHT CARRIED/	VALUE
	of Speed			Equ	iipped		1	1.0	WEIGHT ALLOW	/ANCE
0 rounds	earer to act as though affected by each day. The duration of the has								Light 233 Medium 4	
consecutive Chain				Heward	d's Han	dv	1	25.0	Lift over head 700 Lift off ground 1	400 Push
Steel					ersack			_0.0	MONEY	
	of Resistance +2			Heward			1	1.0	Gold piece (gp): 2563[Heward's Handy Haversack]	
Offer magi aving thro	c protection in the form of a +2 res	sistance bonus o	on all	Hav	ersack				22 x Glass Gem (1) [Heward's Handy Haversack]	-
	ate +4 (Tinted Red)			Equ	ipped		1	50.0		
Aasterworl				Ночкал	to Lar	du	1	80	OTHER COMPAI	NIONS
Greatclub Wood		Heward Hav	d's Han ersack		1	8.0	Horse named Sue Mule named Spot, that is really a dog Polymorphe	ad into a mule		
	d's Handy Haversad	k		Equ	ipped		1	5.0		
37.39 lbs. of Cure Lig Pouch, 4 S Stone with Warhamme Resistance 2563 Gold t has two s about a qui can actuall bounds in v up to 8 cub packpack a	., 11* High Carving of PC, 1 Long htt Wounds, 1 Potion of Cure Seni tack, 1 Short Sword +2 (Frost), 1 5 Continual Flame, 143 Tindertwig, r, 5 Water Arrow, 1 Longbow Mig +2, 1 Ring of Protection +2, 1 Ba piece (gp), 22 Glass Gem, 1 Grea side pouches, each of which appe art of material. In fact, each is like y hold material of as much as 2 cu weight. The large central portion o to feet or 80 pounds of material. E always weighs only 5 pounds	sword, 2 Lute, 2 ous Wounds, 1 I Spade or Shovel 21 Arrow, 11 To Jhty +7, 1 Cloak lgpipes, 1 Chain atclub, 1 Horse T ars large enoug a bag of holding ubic feet in volur of the pack can c	Belt I, 1 orch, 1 of Shirt, Treats h to hold g and me or 20 contain							
Horse	Treats			Heward Hav	d's Han ersack		1	1.0		
Resist	Wooden Shield +3 (E ance) {tinted blue}	Electricity	1		lipped		1	5.0		
Electricity F	Resistance, Masterwork, Wood NORD			Heward	d's Han ersack		1	4.0		
Lute				Heward	d's Han	idy	2	3.0		
Nockie	ce of Adaptation				ersack rried		1	(6.0) 0.01		
The magic naking hin cloudkill an	ace of Adaptation of the necklace wraps the wearer n immune to all harmful vapors an ad stinking cloud effects, as well as m to breathe, even underwater or	d gases (such a s inhaled poison	IS	U2	uneu		ſ	0.01		
_	nt's Outfit	in a vacuulii.		Egu	ipped		1	2.0		
			RRIED/V					67.05		
								000		

QTY WT

(0.2)

1 0.5

0.01

0.01

4 0.5

(2.0)

(0.0)

0.15

(0.75)

67.05 Ibs.

2 0.1

1 0.1

1

1

1 8.0

1 0.1

143 0.0

11 1.0 (11.0)

1 5.0

5

1 1.0

1 0.01

1 0.01

Total = 2585.0 gp

Heavy 700 Push / Drag 3500

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

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

LANGUAGES Common, Literacy

TEMPLATES

Saddle on Mount

Karnathian

Namatinan
Human
RACE
19
AGE
Male
GENDER
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 11"
HEIGHT
174 lbs.
WEIGHT
Blue
EYE COLOUR
Pasty
SKIN COLOUR
Blond, Bouffant
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

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

Owes Gristy undying gratitude.

Might have gambling problem.

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

Send Restingford's Baroness presents/look for presents.

35 from well of Lord Barkus.

DD Dogs phone #864-1909.

100 GP Ruby hiddn near tree near Metapol.

Party is registered as a Chartered Adventuring Group in Marsember.

Owe Zeke 833gp.

Biography:

Notes:

Character Sheet Notes: