

**Lostwhite**

**Player** Wordman  
**Race** Half-orc  
**Gender** Female  
**Alignment** Neutral Good  
**Deity** The Lady  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000  
**Classes**  
 Fighter 8 (favored)

**Max hit points 101**

Con hp 40

Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated -2:att,save,skill,abil  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

Dying:

**Initiative 7 = 3 + 4**  
 Total Dex Misc

**Speed**  
 Normal Total 30 Armored 20 Squares 4  
 Run x3 90 60 12  
 Run x4 120 80 16  
 Climb 7 5 1  
 Swim 15 10 2

Load Max Weight Max Dex Check Penalty Speed Run  
 Light - - 20 x4  
 Medium +3 -3 20 x4  
 Heavy +1 -6 20 x3

**Melee Base Att. Bonus 13/8 = 8 + 5 + 0 + 0**  
 Total BAB Str Size Misc

**Ranged Base Att. Bonus 11/6 = 8 + 3 + 0 + 0**  
 Total BAB Dex Size Misc

**Combat Man. Bonus 13 = 8 + 5 + 0 + 0**  
 Total BAB Str Size Misc

**Combat Man. Defense 26 = 13 + 3 + 10**  
 Total CMB Dex

Attributes	Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	5	20	20	0	
Dexterity	3	17	17	0	
Constitution	5	20	20	0	
Intelligence	2	14	14	0	
Wisdom	2	14	14	0	
Charisma	0	10	10	0	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Flaming Flail	14/9	1d8+6	x2	P	1h			
Flaming Flail (on fire)	14/9	1d8+6+1d6	x2	P	1h		Must be soaked in alchemists fire	
Greataxe (mwk)	14/9	1d12+5	x2	P	2h			
Unarmed Attack	13/8	1d3+5	x2	B	1h			
Comp. Longbow (mwk,5)	12/7	1d8+5	x2	P	2 2h			
Shield Spine	11/6	1d10	19x2	P	2 2h		Strength rating 5 Fired from shield 3/day	

**Saves**

	Abl	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	12	6	5	1	
Reflex	DEX	6	2	3	1	
Will	WIS	5	2	2	1	

+2 W v fear

**Armor Class 26 = 10 + 10 + 3 + 3 + 0 + 0 + 0 + 0**  
 Total Armor Shield Dex Dodge Misc Size Natural

**Armor +2 Full Plate, Spined Shield**

**Touch AC 13 Flat-footed AC 23**

Armor Check Penalty: -5 Arcane Spell Failure: 50% Max Dex Bonus: +3

**Feats**

**Cleave** -2 AC to strike a second adjacent target after hitting the first.  
**Combat Expertise** You can take -X to attacks to gain +X to AC, where X= 3  
**Improved Bull Rush** No AoO when using bull rush. +2 to CMB and CMD for bull rush.  
**Improved Initiative** +4 to initiative checks.  
**Improved Sunder** No AoO when using sunder. +2 to CMB and CMD for sunder.  
**Iron Will** +2 on Will saves.  
**Lightning Reflexes** +2 on Reflex saves.  
**Power Attack** Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower.  
**Vital Strike** Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

**Special Abilities**

**Armor Training** Reduce armor check penalty and increase maximum dex allowed by armor by 2  
**Bravery** Gain bonus to Will saves against fear: +2  
**Darkvision** See in the dark up to 60'.  
**Orc Ferocity** Once per day, fight for 1 round after dropping below 0 hp.  
**Fighter Proficiencies** All simple and martial weapons, all armor and shields.  
**Half-Orc Proficiencies** Greataxe, falchion. Any "orc" weapons are considered martial.

**Skills**

Key	Total	Abl	Class	Misc	Armor		
<input type="checkbox"/> Acrobatics	DEX	-2	3	0	0	0	-5
<input type="checkbox"/> Appraise	INT	2	2	0	0	0	0
<input type="checkbox"/> Bluff	CHA	0	0	0	0	0	0
<input checked="" type="checkbox"/> Climb	STR	7	5	4	3	0	-5
<input checked="" type="checkbox"/> Craft	INT	9	2	4	3	0	0
<input type="checkbox"/> Diplomacy	CHA	0	0	0	0	0	0
<input type="checkbox"/> Disable Device*	INT	-	2	0	0	0	0
<input type="checkbox"/> Disguise	CHA	0	0	0	0	0	0
<input type="checkbox"/> Escape Artist	DEX	-2	3	0	0	0	-5
<input type="checkbox"/> Fly	DEX	-2	3	0	0	0	-5
<input checked="" type="checkbox"/> Handle Animal*	CHA	6	0	3	3	0	0
<input type="checkbox"/> Heal	WIS	4	2	2	0	0	0
<input checked="" type="checkbox"/> Intimidate	CHA	10	0	5	3	2	0
<input type="checkbox"/> Knowledge (arcana)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (engineering)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (geography)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (history)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (local)*	INT	3	2	1	0	0	0
<input type="checkbox"/> Knowledge (nature)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (nobility)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (planes)*	INT	-	2	0	0	0	0
<input type="checkbox"/> Knowledge (religion)*	INT	3	2	1	0	0	0
<input type="checkbox"/> Linguistics*	INT	-	2	0	0	0	0
<input type="checkbox"/> Perception	WIS	7	2	5	0	0	0
<input type="checkbox"/> Perform	CHA	0	0	0	0	0	0
<input type="checkbox"/> Profession*	WIS	-	2	0	0	0	0
<input checked="" type="checkbox"/> Ride	DEX	9	3	3	3	0	0
<input type="checkbox"/> Sense Motive	WIS	4	2	2	0	0	0
<input type="checkbox"/> Sleight of Hand*	DEX	-	3	0	0	0	-5
<input type="checkbox"/> Spellcraft*	INT	-	2	0	0	0	0
<input type="checkbox"/> Stealth	DEX	-2	3	0	0	0	-5
<input type="checkbox"/> Survival	WIS	9	2	4	0	3	0
<input checked="" type="checkbox"/> Swim	STR	5	5	2	3	0	-5
<input type="checkbox"/> Use Magic Device*	CHA	1	0	1	0	0	0

Total ranks: 37  
**Languages:** Common Orc Draconic Giant



Gear				
	#	Weight	Description	Location
				Head slot
				Headband slot
				Eyes slot
				Neck slot
Cloak of Resistance +1	1	0	+1 to saves	Shoulders slot
Full plate +2	1	50		Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
Spined Shield	1	15	Can fire spines 3/day	Shield slot
Ring: Jumping	1	0		Ring Left slot
				Ring Right slot
				Feet slot
Alchemists Fire	11	1		Backpack
Fire elemental gem	1	0	Soak in alchemists fire to summon 9HD fire elemental	Backpack
Hammer and pitons	10	0.7		Backpack
Holy water	5	1		Belt pouch
Master pack	1	45	Backpack, bedroll, map case x5, chalk x10, climbers kit, grappling hook, hourglass, steel mirror, oil flask x3, trail rations, silk rope (50'), empty sack x10, smokestick x2, sunrod x4, thundertwig x25, vial x5, waterproof bottle, waterskin	Back
Potion: barkskin +2	1	0		Belt pouch
Potion: cure moderate wounds	1	0		Belt pouch
Potion: cure serious wounds	1	0		Belt pouch
Potion: prot. from arrows 10/magic	1	0		Belt pouch

### Wealth

pp: 40 gp: 55 sp: 66 cp: 10

### Gems

100 diamond

500 emerald

### Jewelry

### Spells

**Sikarsis**

**Player** Wordman  
**Race** Assarai  
**Gender** Male  
**Alignment** Chaotic Neutral  
**Deity** Engelan  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000

**Classes**  
 Cleric 7 (favored)  
 Assarai 1

**Max hit points 92**

Con hp 32

Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Dying:  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative 3 = 3 + 0**  
 Total Dex Misc

**Speed**

	Total	Armored	Squares
Normal	30	30	6
Run x3	90	90	18
Run x4	120	120	24
Climb	7	7	1
Swim	15	15	3

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	-	-	-	30	x4
Medium	+3	-3	-3	30	x4
Heavy	+1	-6	-6	30	x3

**Melee Base Att. Bonus 9/4 = 6 + 3 + 0 + 0**  
 Total BAB Str Size Misc

**Ranged Base Att. Bonus 9/4 = 6 + 3 + 0 + 0**  
 Total BAB Dex Size Misc

**Combat Man. Bonus 9 = 6 + 3 + 0 + 0**  
 Total BAB Str Size Misc

**Combat Man. Defense 22 = 9 + 3 + 10**  
 Total CMB Dex

**Attributes**

	Abl Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	3	17	17	0	
Dexterity	3	16	16	0	
Constitution	4	18	18	0	
Intelligence	2	14	14	0	
Wisdom	4	18	18	0	
Charisma	3	16	16	0	

**Weapon**

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Assarai Bite	9/4	1d6+3	x2	P		1h		
Assarai Claw	9/4	1d6+3	x2	S		1h		
Mace, Heavy +1	10/5	1d8+4	x2	P		1h		
Light Crossbow	9/4	1d6	19x2	P	2	2h		

**Saves**

	Abl	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	11	7	4	0	
Reflex	DEX	7	4	3	0	
Will	WIS	9	5	4	0	

+5 save v disease

**Armor Class 25 = 10 + 6 + 3 + 3 + 0 + 0 + 0 + 3**  
 Total Armor Shield Dex Dodge Misc Size Natural

**Armor +1 Breastplate, +1 heavy shield, tough hide**

**Touch AC 13 Flat-footed AC 22**

Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus: +3

**Feats**

**Extend Spell** Prepare a spell one slot higher to double duration.  
**Lunge** Take -2 AC to extend Reach by 5'.  
**Sacred Boost** Use a channel to maximize all healing spells within 60' for one round.  
**Selective Channeling** Exclude Cha mod targets from a channel effect.

**Special Abilities**

**Assarai Swimmer** +4 Swim. Double swim speed. Hold breath for 4xCon.  
**Aura** Radiates aura of chaos.  
**Channel Positive Energy**  Hurt undead or heal living within 30' for 4d6. DC=16.  
**Chaotic Spells** Cannot cast Lawful spells.  
**Healer's Blessing** Cure spells treated as empowered (heal +50% damage)  
**Natural Weapons** You have natural weaponry: claws and bite.  
**Protection Domain Resistance** Gain resistance bonus on saves: +2  
**Rebuke Death**  Touch dying creature to heal it 1d4 + 3  
**Resistant Touch**  Transfer your Prot. Domain Resistance to another for 1 minute  
**Scavenger** +5 save v disease. Make two Survival checks when finding food, water, or shelter, taking the best, but only for Assarai.  
**Spontaneous Healing** Turn a prepared spell into a heal spell of the same level.  
**Survivor** Dropping below 0hp makes you nauseated instead of unconscious.  
**Assarai Proficiencies** All simple weapons, light armor, and non-tower shields.  
**Cleric Proficiencies** All simple weapons, light and medium armor, and non-tower shields.

**Skills**

Key Abl	Total Mod	Abl Mod	Class Ranks	Misc Train Mod	Misc Armor
<input checked="" type="checkbox"/> Acrobatics	DEX	13	3 + 3 + 3 + 4	0	0
<input type="checkbox"/> Appraise	INT	2	2 + 0 + 0 + 0		
<input type="checkbox"/> Bluff	CHA	3	3 + 0 + 0 + 0		
<input checked="" type="checkbox"/> Climb	STR	7	3 + 1 + 3 + 0	0	0
<input checked="" type="checkbox"/> Craft	INT	2	2 + 0 + 0 + 0		
<input checked="" type="checkbox"/> Diplomacy	CHA	8	3 + 2 + 3 + 0		
<input type="checkbox"/> Disable Device*	INT	3	2 + 1 + 0 + 0		
<input type="checkbox"/> Disguise	CHA	3	3 + 0 + 0 + 0		
<input type="checkbox"/> Escape Artist	DEX	3	3 + 0 + 0 + 0	0	0
<input type="checkbox"/> Fly	DEX	3	3 + 0 + 0 + 0	0	0
<input type="checkbox"/> Handle Animal*	CHA	4	3 + 1 + 0 + 0		
<input checked="" type="checkbox"/> Heal	WIS	15	4 + 8 + 3 + 0		
<input checked="" type="checkbox"/> Intimidate	CHA	7	3 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Knowledge (arcana)*	INT	6	2 + 1 + 3 + 0		
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	-	2 + 0 + 0 + 0		
<input type="checkbox"/> Knowledge (engineering)*	INT	-	2 + 0 + 0 + 0		
<input type="checkbox"/> Knowledge (geography)*	INT	-	2 + 0 + 0 + 0		
<input type="checkbox"/> Knowledge (history)*	INT	-	2 + 0 + 0 + 0		
<input type="checkbox"/> Knowledge (local)*	INT	3	2 + 1 + 0 + 0		
<input type="checkbox"/> Knowledge (nature)*	INT	-	2 + 0 + 0 + 0		
<input type="checkbox"/> Knowledge (nobility)*	INT	-	2 + 0 + 0 + 0		
<input type="checkbox"/> Knowledge (planes)*	INT	-	2 + 0 + 0 + 0		
<input checked="" type="checkbox"/> Knowledge (religion)*	INT	8	2 + 3 + 3 + 0		
<input checked="" type="checkbox"/> Linguistics*	INT	6	2 + 1 + 3 + 0		
<input type="checkbox"/> Perception	WIS	6	4 + 2 + 0 + 0		
<input type="checkbox"/> Perform	CHA	4	3 + 1 + 0 + 0		
<input checked="" type="checkbox"/> Profession (brewer)*	WIS	9	4 + 2 + 3 + 0		
<input type="checkbox"/> Ride	DEX	7	3 + 1 + 0 + 3		
<input type="checkbox"/> Sense Motive	WIS	4	4 + 0 + 0 + 0		
<input type="checkbox"/> Sleight of Hand*	DEX	4	3 + 1 + 0 + 0	0	0
<input checked="" type="checkbox"/> Spellcraft*	INT	9	2 + 4 + 3 + 0		
<input checked="" type="checkbox"/> Stealth	DEX	7	3 + 1 + 3 + 0	0	0
<input checked="" type="checkbox"/> Survival	WIS	8	4 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Swim	STR	11	3 + 1 + 3 + 4	0	0
<input type="checkbox"/> Use Magic Device*	CHA	4	3 + 1 + 0 + 0		

Total ranks: 38  
**Languages:** Common Draconic Goblin Undercommon



Gear				
	#	Weight	Description	Location
				Head slot
				Headband slot
				Eyes slot
Holy symbol, silver	1	1		Neck slot
				Shoulders slot
+1 Breastplate	1	0		Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
+1 shield, heavy steel	1	0	Soak in alch fire gain fire res. 10	Shield slot
				Ring Left slot
				Ring Right slot
				Feet slot
Alchemists fire	10	1		Haversack
Fire elemental gem	1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	Haversack
Handy haversack	1	5	2x2cft @ 20lbs + 8cft @ 80lbs	Back
Healer's Kit	1	0	+2 Heal checks. 10 uses.	Haversack
Lesser metamagic rod: extend	1	5	3 spells/day may be cast extended.	
Master Pack	1	0	Backpack, bedroll, map case x5, chalk x10, climbers kit, grappling hook, hourglass, steel mirror, oil flask x3, trail rations, silk rope (50'), empty sack x10, smokestick x2, sunrod x4, thundertwig x25, vial x5, waterproof bottle, waterskin	Haversack
Pearl of power (level 1)	1	0	Recall one 1st lvl spell/day	
Potion: Pass without trace	1	0		Haversack
Potion: Remove fear	1	0		Haversack
Potion: Undetectable alignment	1	0		Haversack
Scroll: Bless	4	0		Haversack
Scroll: Break enchantment	1	0		Haversack
Scroll: Bull's strength	1	0		Haversack
Scroll: Cure moderate wounds	1	0		Haversack
Scroll: Jump	1	0		Haversack
Scroll: Lesser restoration	6	0		Haversack
Scroll: Obscuring mist	1	0		Haversack
Scroll: Remove diseases	2	0		Haversack
Scroll: Remove paralysis	2	0		Haversack
Scroll: Zone of truth	1	0		Haversack
Wand: Cure light wounds	1	0	34 charges	Haversack
Wand: Detect magic	1	0	47 charges	Haversack

**Wealth**

pp: 10 gp: 49 sp: 67 cp: 9

**Gems**

**Jewelry**

**Spells**

Cleric	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells per day	□□□□	□□□□□	□□□□	□□□	□□					
Domains: Healing, Protection										

**Oreni Erthuo**  
**Player** Liz  
**Race** Shoal Elf  
**Gender** Male  
**Alignment** Neutral Good  
**Deity**  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000  
**Classes**  
 Sorcerer 6 (favored)  
 Fighter 2

**Max hit points** 70  
**Con hp** 24  
 Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative** 5 = 5 + 0  
 Total Dex Misc  
**Speed**  

	Total	Armored	Squares
Normal	30	30	6
Run x3	90	90	18
Run x4	120	120	24
Climb	7	7	1
Swim	15	15	3

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light		-	-	30	x4
Medium		+3	-3	30	x4
Heavy		+1	-6	30	x3

**Melee Base Att. Bonus** 7 = 5 + 2 + 0 + 0  
 Total BAB Str Size Misc  
**Ranged Base Att. Bonus** 10 = 5 + 5 + 0 + 0  
 Total BAB Dex Size Misc  
**Combat Man. Bonus** 7 = 5 + 2 + 0 + 0  
 Total BAB Str Size Misc  
**Combat Man. Defense** 22 = 7 + 5 + 10  
 Total CMB Dex

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Dagger (mwk)	8	1d4+2	19x2	P		1h		
Draconic Claws 5	7/7	1d4+2	x2	P		1h	Form as free action. Considered magic.	
Morningstar +1	8	1d8+3	x2	P		1h		
Rapier (mwk)	8	1d6+2	18x2	P		1h		
Unarmed Attack	7	1d3+2	x2	B		1h		
Warhammer (mwk)	8	1d8+2	x3	P		1h		
Composite Longbow +1	11	1d6+3	x2	P	2	2h	rougefriend champion detecting	

Attributes	Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	2	15	15	0	
Dexterity	5	20	20	0	
Constitution	3	16	16	0	
Intelligence	2	15	15	0	
Wisdom	2	14	14	0	
Charisma	4	18	18	0	

Saves	Abl Mod	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	8	5	3	0	
Reflex	DEX	7	2	5	0	
Will	WIS	7	5	2	0	

+1 W v fear, +2 v enchantment

**Armor Class** 23 = 10 + 5 + 2 + 5 + 0 + 0 + 0 + 1  
 Total Armor Shield Dex Dodge Misc Size Natural

**Armor** +1 mithral chain shirt, +1 darkwood buckler  
 Electricity Resistance (5)  
**Touch AC** 15      **Flat-footed AC** 18  
 Armor Check Penalty: 0    Arcane Spell Failure: 15%    Max Dex Bonus: none

**Feats**

- Arcane Armor Training** As a swift action, reduce the arcane spell failure chance due to armor by 10% for this round.
- Combat Casting** +4 bonus on concentration checks when casting on the defensive or while grappled.
- Combat Expertise** You can take -X to attacks to gain +X to AC, where X= 2
- Dodge** Gain a +1 dodge bonus to AC. Conditions that remove your Dex bonus also remove this.
- Eschew Materials** Cast spells with a material component costing 1gp or less without needing that component.
- Practiced Spellcaster** Add up to four non-sorcerer levels to your effective caster level when calculating sorcery spell effects.
- Reach Spell** Cast touch spells as ranged touch attacks from up to 30 ft.

**Special Abilities**

- Bravery** Gain bonus to Will saves against fear: +1
- Draconic Arcana** Add +1 damage/die for spells dealing damage from electricity
- Draconic Claws**  Grow claws as a free action for Cha mod + 3 rnds/day.
- Draconic Resistances** Gain +1 natural armor. Gain resistance Electricity/5
- Elven Immunities** Immune to magic sleep effects. +2 saving throw bonus vs. enchantment.
- Keen Senses** +2 racial bonus on Perception skill checks.
- Low-Light Vision** See twice as far in conditions of dim light.
- Shoal Lore** +2 racial bonus to profession (sailor), knowledge (geography), and swim checks.
- Shoaldream** Analyze dreams on waking, making Wis test (DC15). If successful, gain +4 to one roll of your choice sometime that day. Add half caster levels to roll.
- Elven Proficiencies** Long- and shortbow (including composite), longsword, rapier. Treat any weapon with the word "elven" in its name as a martial weapon.
- Fighter Proficiencies** All simple and martial weapons, all armor and shields.
- Sorcerer Proficiencies** Simple weapons. No armor.

**Skills**

Key Abl	Total Mod	Abl Mod	Ranks	Class Train	Misc Mod	Armor
<input type="checkbox"/> Acrobatics	DEX	9	5 + 4 + 0 + 0	0	0	
<input type="checkbox"/> Appraise	INT	2	2 + 0 + 0 + 0			
<input checked="" type="checkbox"/> Bluff	CHA	4	4 + 0 + 0 + 0			
<input checked="" type="checkbox"/> Climb	STR	2	2 + 0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Craft	INT	2	2 + 0 + 0 + 0			
<input type="checkbox"/> Diplomacy	CHA	6	4 + 2 + 0 + 0			
<input type="checkbox"/> Disable Device*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Disguise	CHA	4	4 + 0 + 0 + 0			
<input type="checkbox"/> Escape Artist	DEX	5	5 + 0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Fly	DEX	5	5 + 0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Handle Animal*	CHA	5	4 + 1 + 3 + -3			
<input type="checkbox"/> Heal	WIS	2	2 + 0 + 0 + 0			
<input checked="" type="checkbox"/> Intimidate	CHA	4	4 + 0 + 0 + 0			
<input checked="" type="checkbox"/> Knowledge (arcana)*	INT	13	2 + 8 + 3 + 0			
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (engineering)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (geography)*	INT	5	2 + 1 + 0 + 2			
<input type="checkbox"/> Knowledge (history)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (local)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (nature)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (nobility)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (planes)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Knowledge (religion)*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Linguistics*	INT	-	2 + 0 + 0 + 0			
<input type="checkbox"/> Perception	WIS	8	2 + 4 + 0 + 2			
<input type="checkbox"/> Perform	CHA	4	4 + 0 + 0 + 0			
<input checked="" type="checkbox"/> Profession (sailor)*	WIS	8	2 + 1 + 3 + 2			
<input checked="" type="checkbox"/> Ride	DEX	10	5 + 2 + 3 + 0			
<input type="checkbox"/> Sense Motive	WIS	4	2 + 2 + 0 + 0			
<input type="checkbox"/> Sleight of Hand*	DEX	-	5 + 0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Spellcraft*	INT	13	2 + 8 + 3 + 0			
<input type="checkbox"/> Stealth	DEX	8	5 + 3 + 0 + 0	0	0	
<input type="checkbox"/> Survival	WIS	2	2 + 0 + 0 + 0			
<input checked="" type="checkbox"/> Swim	STR	8	2 + 1 + 3 + 2	0	0	
<input checked="" type="checkbox"/> Use Magic Device*	CHA	8	4 + 1 + 3 + 0			

Total ranks: 38  
**Languages:** Common Elvish Draconic Sylvan



Gear				
	#	Weight	Description	Location
				Head slot
				Headband slot
				Eyes slot
Necklace of Adaptation	1	0	Always have fresh air to breathe. When soaked in alchemists fire, tokens become fireballs when thrown (2x3d6, 2x5d6, 2x7d6, 2x9d6, 3x10d6).	Neck slot
+1 mithral chain shirt	1	10		Shoulders slot Armor slot Chest slot Belt slot Wrists slot
Gloves of Storing	1	0	Store single item up to 20lbs, summon as free action.	Hands slot
+1 darkwood buckler	1	2.5		Shield slot Ring Left slot Ring Right slot Feet slot
Alchemists fire	10	1		
Delver pack	1	38	Backpack, bedroll, map case x2, chalk x10, climbers kit, grappling hook, flint and steel, steel mirror, oil flask x5, bullseye lantern, trail rations x2, silk rope (50'), empty sack x3, waterskin	Back
Light warhorse	1	0		
Noble's outfit	1	10		Backpack
Potion: Bull's strength	1	0	+4 Strength for two minutes.	Belt pouch
Potion: Cure moderate wounds	2	0	Heal 2d8+3 points of damage.	Belt pouch
Potion: Cure serious wounds	1	0	Heal 3d8+5 points of damage.	Belt pouch
Scroll: Dispel magic	1	0		
Scroll: Water breathing	1	0		
Traveler's outfit	1	5		Backpack
Wand: Acidic curse	1	0	1d6 acid damage. Fort (DC:15) negates. Targets taking damage blinded for 1d4 rounds.	

### Wealth

pp: 28 gp: 45 sp: 66 cp: 10

### Gems

100 Diamonds x10  
500 Emeralds x9

### Jewelry

### Spells

Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells known	7	5	3	1						
Spells per day		□□□□□	□□□□□	□□□□						
		□□	□							

**Level 0:** Daze, Detect Magic, Disrupt Undead, Message, Ray of Frost, Read Magic, Touch of Fatigue

**Level 1:** Chill Touch, Mage Armour, Ray of Enfeeblement, Shocking Grasp, Sleep

**Level 2:** Resist Energy, Scorching Ray, Touch of Idocy

**Level 3:** Vampiric Touch

**Bloodline:** Draconic (blue)



**Naerai**  
**Player** Liz  
**Race** Harrow Elf  
**Gender** Male  
**Alignment** Chaotic Good  
**Deity**  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000  
**Classes**  
 Sorcerer 4 (favored)  
 Druid 3  
 Harrow Elf 1

**Max hit points 67**  
 Con hp 24  
 Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative 3 = 3 + 0**  
 Total Dex Misc  
**Speed**  
 Normal Total Armored Squares  
 Run x3 90 90 18  
 Run x4 120 120 24  
 Climb 7 7 1  
 Swim 15 15 3  
 Load Max Weight Max Dex Check Penalty Speed Run  
 Light - - 30 x4  
 Medium +3 -3 30 x4  
 Heavy +1 -6 30 x3

Attributes	Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	1	12 = 12 + 0			
Dexterity	3	17 = 17 + 0			
Constitution	3	16 = 16 + 0			
Intelligence	4	19 = 19 + 0			
Wisdom	4	18 = 18 + 0			
Charisma	2	15 = 15 + 0			

**Melee Base Att. Bonus 5 = 4 + 1 + 0 + 0**  
 Total BAB Str Size Misc  
**Combat Man. Bonus 5 = 4 + 1 + 0 + 0**  
 Total BAB Str Size Misc  
**Ranged Base Att. Bonus 7 = 4 + 3 + 0 + 0**  
 Total BAB Dex Size Misc  
**Combat Man. Defense 18 = 5 + 3 + 10**  
 Total CMB Dex  
 Weapon Attack Bonus Damage Crit Type Range Size Special Used  
 Dagger +1 6 1d4+2 19x2 P 1h  
 Scimitar (mwk) 6 1d6+1 18x2 P 1h  
 Unarmed Attack 5 1d3+1 x2 B 1h  
 Light Crossbow (mwk) 8 1d8 19x2 P 2 2h

**Saves**

	Abl	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	8 = 5 + 3 + 0				
Reflex	DEX	5 = 2 + 3 + 0				
Will	WIS	11 = 7 + 4 + 0				

**Armor Class 21 = 10 + 4 + 2 + 3 + 0 + 2 + 0 + 0**  
 Total Armor Shield Dex Dodge Misc Size Natural  
**Armor +2 leather armor, +1 darkwood buckler, +2 ring of protection**  
**Touch AC 15 Flat-footed AC 18**  
 Fire Resistance (10)  
 Armor Check Penalty: 0 Arcane Spell Failure: 15% Max Dex Bonus: none

**Feats**  
**Eschew Materials** Cast spells with a material component costing 1gp or less without needing that component.  
**Natural Bond** Add 3 to your effective Druid level to determine the abilities of your companion  
**Practiced Spellcaster** Add up to four non-sorcerer levels to your effective caster level when calculating sorcery spell effects.  
**Somatic Weaponry** Use in-hand weapons to trace the somatic requirements of spells, instead of needing the fingers of a free hand.  
**Spell Focus (Evocation)** Add 1 to saving throw DC of evocation spells you cast.  
**Special Abilities**  
**Ally Infusion** Creatures summoned with summon nature's ally can be enfused with an element of your choice.  
**Chaotic Spells** Cannot cast Lawful spells.  
**Crowd Walker** Move through crowds at full speed. Treat debris as one level lower.  
**Elemental Arcana** May change damage type of any energy spell to fire  
**Elemental Companion** As a companion, gain medium water elemental (Rauros).  
**Elemental Ray**  Make ranged touch attack dealing 1d6 + 2 fire damage  
**Elemental Resistance** Gain resistance Fire/10  
**Elemental Sense** Gain +2 on Knowledge (planes) and Craft (alchemy) checks  
**Harrowdream** Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.  
**Innate Magic** Gain blur once per day. Add prestidigitation, mage hand, ghost sound and detect magic to your list of 0-level spells; if not a caster, use once per day. 1  
**Link** A druid may handle his companion as a free action.  
**Low-Light Vision** See twice as far in conditions of dim light.  
**Share Spells** A druid may cast spells with a range of "self" as a ranged touch on his companion.  
**Spontaneous Summoning** Turn a prepared spell into a summon nature's ally spell of the same level.  
**Druid Proficiencies** Natural weapons, club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. Light and medium non-metal armor, wooden shields.  
**Sorcerer Proficiencies** Simple weapons. No armor.

**Skills**

	Key Abl	Total Mod	Abl Mod	Ranks	Class Train	Misc Mod	Armor
<input type="checkbox"/> Acrobatics	DEX	3	3	0	0	0	0
<input type="checkbox"/> Appraise	INT	4	4	0	0	0	0
<input checked="" type="checkbox"/> Bluff	CHA	2	2	0	0	0	0
<input type="checkbox"/> Climb	STR	3	1	2	0	0	0
<input checked="" type="checkbox"/> Craft (alchemy)	INT	15	4	4	3	4	0
<input checked="" type="checkbox"/> Diplomacy	CHA	2	2	0	0	0	0
<input type="checkbox"/> Disable Device*	INT	-	4	0	0	0	0
<input type="checkbox"/> Disguise	CHA	2	2	0	0	0	0
<input type="checkbox"/> Escape Artist	DEX	3	3	0	0	0	0
<input checked="" type="checkbox"/> Fly	DEX	3	3	0	0	0	0
<input checked="" type="checkbox"/> Handle Animal*	CHA	7	2	2	3	0	0
<input checked="" type="checkbox"/> Heal	WIS	8	4	1	3	0	0
<input type="checkbox"/> Intimidate	CHA	4	2	0	0	2	0
<input checked="" type="checkbox"/> Knowledge (arcana)*	INT	12	4	5	3	0	0
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	-	4	0	0	0	0
<input type="checkbox"/> Knowledge (engineering)*	INT	-	4	0	0	0	0
<input type="checkbox"/> Knowledge (geography)*	INT	-	4	0	0	0	0
<input type="checkbox"/> Knowledge (history)*	INT	-	4	0	0	0	0
<input type="checkbox"/> Knowledge (local)*	INT	-	4	0	0	0	0
<input checked="" type="checkbox"/> Knowledge (nature)*	INT	12	4	5	3	0	0
<input type="checkbox"/> Knowledge (nobility)*	INT	-	4	0	0	0	0
<input type="checkbox"/> Knowledge (planes)*	INT	9	4	3	0	2	0
<input type="checkbox"/> Knowledge (religion)*	INT	-	4	0	0	0	0
<input type="checkbox"/> Linguistics*	INT	-	4	0	0	0	0
<input checked="" type="checkbox"/> Perception	WIS	15	4	8	3	0	0
<input type="checkbox"/> Perform (song)	CHA	2	2	0	0	0	0
<input type="checkbox"/> Profession*	WIS	-	4	0	0	0	0
<input type="checkbox"/> Ride	DEX	3	3	0	0	0	0
<input type="checkbox"/> Sense Motive	WIS	4	4	0	0	0	0
<input type="checkbox"/> Sleight of Hand*	DEX	-	3	0	0	0	0
<input checked="" type="checkbox"/> Spellcraft*	INT	11	4	4	3	0	0
<input type="checkbox"/> Stealth	DEX	9	3	6	0	0	0
<input checked="" type="checkbox"/> Survival	WIS	11	4	4	3	0	0
<input checked="" type="checkbox"/> Swim	STR	5	1	1	3	0	0
<input checked="" type="checkbox"/> Use Magic Device*	CHA	8	2	1	3	2	0

Total ranks: 46  
**Languages:** Elvish Common Elder Elvish Gnomish Aquan Undercommon



Gear		#	Weight	Description	Location
					Head slot
					Headband slot
					Eyes slot
					Neck slot
					Shoulders slot
+2 leather armor		1	15		Armor slot
					Chest slot
					Belt slot
Wand Sheath		1	0	Draw one of six wands as a free action.	Wrists slot
					Hands slot
+1 darkwood buckler		1	2.5		Shield slot
Ring of Protection +2		1	0	+2 to AC.	Ring Left slot
					Ring Right slot
					Feet slot
Alchemist's fire		10	1		
Delver pack		1	38	Backpack, bedroll, map case x2, chalk x10, climbers kit, grappling hook, flint and steel, steel mirror, oil flask x5, bullseye lantern, trail rations x2, silk rope (50'), empty sack x3, waterskin	Back
Fire elemental gem		1	0		
Potion: Cure serious wounds		1	0	Heals 3d8+5 damage.	
Potion: Invisibility		2	0	Become invisible for 3min. Ends if you attack.	
Potion: Remove blindness		1	0	Cures blindness or deafness.	
Scroll: Cure light wounds		1	0	Heal 1d8+1 damage.	
Scroll: Cure moderate wounds		1	0	Heals 2d8+3 damage.	
Scroll: Dispel magic		1	0		
Scroll: Fireball		1	0	6d6 fire damage in 20' radius.	
Scroll: Shield		4	0	+4 AC for 3 min.	
Wand: Burning hands		1	0	1d4 fire damage in 15' cone. When soaked in alchm. fire, can use 5 charges for 5d6 fireball (40 charges)	Sheath
Wand: Color spray		1	0	Stun, blind or knock out minor creatures (44 charges)	Sheath
Wand: Cure light wounds		1	0	Heals 1d8+1 (47 charges)	Sheath
Wand: Cure moderate wounds		1	0	Heals 2d8+3 (14 charges)	Sheath
Wand: Inflict moderate wounds		1	0	Causes 2d8+2 (22 charges)	Sheath

### Wealth

pp: 2 gp: 150 sp: 66 cp: 10

### Gems

100 Diamonds x9  
500 Emeralds x9

### Jewelry

### Spells

Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	12	13	14	15	16	17	18	19	20	21
Spells known	10	4	1							
Spells per day		□□□□□	□□□□							

**Level 0:** Acid Splash, Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Message, Read Magic, Touch of Fatigue, Unnamed spell

**Level 1:** Burning Hands, Comprehend Languages, Magic Missile, Silent Image

**Level 2:** Web

**Bloodline:** Elemental (fire)

Druid	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells per day	□□□□	□□□	□□							



**Rauros**  
**Player**  
**Race** Water Elemental  
**Gender** Male  
**Alignment** True Neutral  
**Deity**  
**Char Level** 1  
**Current xp**  
**Xp to next**  
**Classes**

**Max hit points** 35  
 Con hp 2  
 Dying:  
 Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative** 1 = 1 + 0  
 Total Dex Misc  
**Speed**  

	Total	Armored	Squares
Normal	20	30	6
Run x3	60	90	18
Run x4	80	120	24
Climb	5	7	1
Swim	10	15	3

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light		-	-	30	x4
Medium		+3	-3	30	x4
Heavy		+1	-6	30	x3

**Melee Base Att. Bonus** 7 = 4 + 3 + 0 + 0  
 Total BAB Str Size Misc  
**Ranged Base Att. Bonus** 5 = 4 + 1 + 0 + 0  
 Total BAB Dex Size Misc  
**Combat Man. Bonus** 7 = 4 + 3 + 0 + 0  
 Total BAB Str Size Misc  
**Combat Man. Defense** 18 = 7 + 1 + 10  
 Total CMB Dex

**Attributes**

	Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	3	16	16	0	
Dexterity	1	12	12	0	
Constitution	2	15	15	0	
Intelligence	-3	5	5	0	
Wisdom	0	11	11	0	
Charisma	0	11	11	0	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Slam (in water)	8	1d8+4	x2	P		1h	+1 in water	
Slam (out of water)	3	1d8-1	x2	P		1h	-4 out of water	

**Saves**

	Abl	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	7	5	2	0	
Reflex	DEX	6	5	1	0	
Will	WIS	2	2	0	0	

+4 W v enchantment

**Armor Class** 17 = 10 + 0 + 0 + 1 + 0 + 0 + 0 + 6  
 Total Armor Shield Dex Dodge Misc Size Natural  
**Armor**  
**Touch AC** 11 **Flat-footed AC** 16  
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus: none

**Feats**  
**Cleave** -2 AC to strike a second adjacent target after hitting the first.  
**Evasion** Take no damage if saving against an attack that normally saves for half-damage.  
**Power Attack** Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower.  
**Special Abilities**  
**Devotion** +4 morale bonus on Will saves against enchantment spells and effects.  
**Drench** Touch puts out nonmagical flames up to Large size. Dispel magical fire with touch as dispel magic (caster lvl 4).  
**Elemental Immunities** Immune to paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.  
**Link** A druid may handle his companion as a free action.  
**Share Spells** A druid may cast spells with a range of "self" as a ranged touch on his companion.  
**Vortex** When in water, create a whirlpool. Captures those failing Reflex check (DC15). 10-30ft deep.  
**Water Mastery** +1 attack and damage if both it and its opponent are touching water. -4 attack and damage if not.

**Skills**

Key Abl	Total Mod	Abl Mod	Ranks	Class Train	Misc Mod	Armor
<input checked="" type="checkbox"/> Acrobatics	DEX	6	1 + 5 + 3	-3	-0	
<input checked="" type="checkbox"/> Appraise	INT	-3	-3 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Bluff	CHA	0	0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Climb	STR	4	3 + 1 + 3	+3	-0	
<input checked="" type="checkbox"/> Craft	INT	-3	-3 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Diplomacy	CHA	0	0 + 0 + 0	0	0	
<input type="checkbox"/> Disable Device*	INT	-	-3 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Disguise	CHA	0	0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Escape Artist	DEX	6	1 + 5 + 3	+3	-0	
<input checked="" type="checkbox"/> Fly	DEX	1	1 + 0 + 0	0	0	
<input type="checkbox"/> Handle Animal*	CHA	-	0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Heal	WIS	0	0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Intimidate	CHA	1	0 + 1 + 3	+3		
<input type="checkbox"/> Knowledge (arcana)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (engineering)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (geography)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (history)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (local)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (nature)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (nobility)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (planes)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Knowledge (religion)*	INT	-	-3 + 0 + 0	0	0	
<input type="checkbox"/> Linguistics*	INT	-	-3 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Perception	WIS	5	0 + 5 + 3	+3		
<input checked="" type="checkbox"/> Perform	CHA	0	0 + 0 + 0	0	0	
<input type="checkbox"/> Profession*	WIS	-	0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Ride	DEX	1	1 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Sense Motive	WIS	0	0 + 0 + 0	0	0	
<input type="checkbox"/> Sleight of Hand*	DEX	-	1 + 0 + 0	0	0	
<input type="checkbox"/> Spellcraft*	INT	-	-3 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Stealth	DEX	6	1 + 5 + 3	+3	-0	
<input checked="" type="checkbox"/> Survival	WIS	0	0 + 0 + 0	0	0	
<input checked="" type="checkbox"/> Swim	STR	16	3 + 13 + 3	+3	-0	
<input type="checkbox"/> Use Magic Device*	CHA	-	0 + 0 + 0	0	0	

Total ranks: 42  
**Languages:** Aquan



**Wealth**  
 pp:      gp:      sp:      cp:  
**Gems**  
**Jewelry**

<b>Gear</b>			
#	Weight	Description	Location
			Head slot
			Headband slot
			Eyes slot
			Neck slot
			Shoulders slot
			Armor slot
			Chest slot
			Belt slot
			Wrists slot
			Hands slot
			Shield slot
			Ring Left slot
			Ring Right slot
			Feet slot

**Spells**

**Scoffney Shever**

**Player** Scott  
**Race** Grailwarden Dwarf  
**Gender** Male  
**Alignment** True Neutral  
**Deity**  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000  
**Classes**  
 Rogue 4 (favored)  
 Bard 4

**Max hit points 76**

Con hp 24

Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative 6 = 6 + 0**  
 Total Dex Misc

**Speed**  
 Normal 30 30 6  
 Run x3 90 90 18  
 Run x4 120 120 24  
 Climb 7 7 1  
 Swim 15 15 3

Load Max Weight Max Dex Check Penalty Speed Run  
 Light - - 30 x4  
 Medium +3 -3 30 x4  
 Heavy +1 -6 30 x3

**Melee Base Att. Bonus 8/3 = 6 + 2 + 0 + 0**  
 Total BAB Str Size Misc

**Ranged Base Att. Bonus 12/7 = 6 + 6 + 0 + 0**  
 Total BAB Dex Size Misc

**Combat Man. Bonus 8 = 6 + 2 + 0 + 0**  
 Total BAB Str Size Misc

**Combat Man. Defense 24 = 8 + 6 + 10**  
 Total CMB Dex

**Attributes**

	Abl Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	2	14	14	0	
Dexterity	6	22	20	2	
Constitution	3	17	17	0	
Intelligence	4	18	18	0	
Wisdom	1	12	12	0	
Charisma	4	19	19	0	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Club	8/3	1d6+2	x2	P		1h		
Flaming Dagger	10/5	1d4+4	19x2	P		1h		
Flaming Dagger (on fire)	10/5	1d4+4+1d6	19x2	P		1h	Needs alchemists fire. +1d10 on crits.	
Unarmed Attack	8/3	1d3+2	x2	P		1h		
Repeater Rifle (mwk)	13/8	1d12	x3	P	2	2h	Fire six times before reloading.	
Double Dragon Pistol (mwk)	13/8	1d10	x3	P	2	1h	Two barrels.	
Dragon Pistol (mwk)	13/8	1d12	x3	P	2	2h	Can fire scattershot.	

**Saves**

	Abl Mod	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	6	2	3	1	
Reflex	DEX	15	8	6	1	
Will	WIS	7	5	1	1	

+2 F v Poison, +1 R v traps, +4 v sound or language effects

**Armor Class 22 = 10 + 5 + 1 + 6 + 0 + 0 + 0 + 0**  
 Total Armor Shield Dex Dodge Misc Size Natural

**Armor +2** studded leather, masterwork buckler

**Touch AC 16**      **Flat-footed AC 16**

Armor Check Penalty: 0    Arcane Spell Failure: 0%    Max Dex Bonus: +6

**Feats**

**Extra Performance** Use Bardic Performance six more rounds per day.

**Martial Weapon Proficiency** Gain proficiency in a type of martial weapons: firearms

**Point Blank Shot** Gain +1 to attack and damage for ranged attacks within 30'.

**Precise Shot** Shoot into melee without taking the -4 penalty.

**Special Abilities**

**Bardic Knowledge** Add half bard level to Knowledge checks.

**Bardic Performance** rounds/day.

**Bardic Song: Countersong** Give allies another save against a sonic effect.

**Bardic Song: Distraction** Give allies another save against a visual effect.

**Bardic Song: Inspire Competence** Provide allies with bonus to skill checks: +2

**Bardic Song: Inspire Courage** Allies gain bonus to attack, damage and saves vs fear: +1

**Darkvision** See in the dark up to 60'.

**Defensive Training** +4 AC against creatures of giant subtype.

**Firearm Familiarity** Treat all firearms as martial weapons.

**Greed** +2 to Appraise for pricing non-magical metal/gem-based items.

**Hardy** +2 saves v poison, spells and spell-like abilities.

**Hatred** +1 attack v orc and goblin subtypes.

**Rogue Talent: Ledge Walker** Use Acrobatics to move over narrow surfaces at full speed.

**Rogue Talent: Surprise Attack** Opponents are flat-footed to you the entire surprise round.

**Sneak Attack** Deal extra damage when opponent is denied a Dex bonus or flanked: +2d6

**Spell Reflection** If any spell that requires an attack roll misses you, it reflects back at the caster, who rolls to hit themselves.

**Stability** +4 CMD v bull rush or trip.

**Stonecunning** +2 on Perception checks involving stone.

**Trap Sense** Gain bonus to AC and Reflex saves against traps: +1

**Trapfinding** Add half Rogue level to Perception and Disable Device checks involving traps.

**Uncanny Dodge** Retain Dex bonus to AC even when flat-footed.

**Versatile Performance** Use Perform (sing) in place of Bluff or Sense Motive.

**Well Versed** +4 save v bardic performance, sonic and language-dependent effects.

**Bard Proficiencies** Simple weapons, longsword, rapier, sap, short sword, shortbow, whip. Light armor, non-tower shields. Light armor does not cause arcane spell failure.

**Rogue Proficiencies** Simple weapons, hand crossbow, rapier, sap, shortbow, sword. Light armor.

**Skills**

Key Abl	Total Mod	Abl Mod	Class Ranks	Misc Train Mod	Armor
<input checked="" type="checkbox"/> Acrobatics	DEX	17	6 + 8 + 3 + 0	- 0	
<input checked="" type="checkbox"/> Appraise	INT	15	4 + 8 + 3 + 0		
<input checked="" type="checkbox"/> Bluff	CHA	8	4 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Climb	STR	10	2 + 5 + 3 + 0	- 0	
<input checked="" type="checkbox"/> Craft	INT	4	4 + 0 + 0 + 0		
<input checked="" type="checkbox"/> Diplomacy	CHA	8	4 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Disable Device*	INT	17	4 + 8 + 3 + 2		
<input checked="" type="checkbox"/> Disguise	CHA	12	4 + 5 + 3 + 0		
<input checked="" type="checkbox"/> Escape Artist	DEX	14	6 + 5 + 3 + 0	- 0	
<input type="checkbox"/> Fly	DEX	6	6 + 0 + 0 + 0	- 0	
<input type="checkbox"/> Handle Animal*	CHA	-	4 + 0 + 0 + 0		
<input type="checkbox"/> Heal	WIS	1	1 + 0 + 0 + 0		
<input checked="" type="checkbox"/> Intimidate	CHA	8	4 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Knowledge (arcana)	INT	10	4 + 1 + 3 + 2		
<input checked="" type="checkbox"/> Knowledge (dungeoneer)	INT	13	4 + 4 + 3 + 2		
<input checked="" type="checkbox"/> Knowledge (engineering)	INT	10	4 + 1 + 3 + 2		
<input checked="" type="checkbox"/> Knowledge (geography)	INT	6	4 + 0 + 0 + 2		
<input checked="" type="checkbox"/> Knowledge (history)	INT	6	4 + 0 + 0 + 2		
<input checked="" type="checkbox"/> Knowledge (local)	INT	10	4 + 1 + 3 + 2		
<input checked="" type="checkbox"/> Knowledge (nature)	INT	6	4 + 0 + 0 + 2		
<input checked="" type="checkbox"/> Knowledge (nobility)	INT	10	4 + 1 + 3 + 2		
<input checked="" type="checkbox"/> Knowledge (planes)	INT	6	4 + 0 + 0 + 2		
<input checked="" type="checkbox"/> Knowledge (religion)	INT	6	4 + 0 + 0 + 2		
<input checked="" type="checkbox"/> Linguistics*	INT	8	4 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Perception	WIS	12	1 + 8 + 3 + 0		
<input checked="" type="checkbox"/> Perform (strings)	CHA	10	4 + 3 + 3 + 0		
<input checked="" type="checkbox"/> Perform	CHA	15	4 + 8 + 3 + 0		
<input type="checkbox"/> Profession*	WIS	-	1 + 0 + 0 + 0		
<input type="checkbox"/> Ride	DEX	7	6 + 1 + 0 + 0		
<input checked="" type="checkbox"/> Sense Motive	WIS	5	1 + 1 + 3 + 0		
<input checked="" type="checkbox"/> Sleight of Hand*	DEX	10	6 + 1 + 3 + 0	- 0	
<input checked="" type="checkbox"/> Spellcraft*	INT	10	4 + 3 + 3 + 0		
<input checked="" type="checkbox"/> Stealth	DEX	12	6 + 3 + 3 + 0	- 0	
<input type="checkbox"/> Survival	WIS	1	1 + 0 + 0 + 0		
<input type="checkbox"/> Swim	STR	6	2 + 1 + 3 + 0	- 0	
<input checked="" type="checkbox"/> Use Magic Device*	CHA	8	4 + 1 + 3 + 0		

Total ranks: 81

**Languages:** Common Dwarven Halfling Giant Gnome Terran Undercommon



Gear				Location
	#	Weight	Description	
				Head slot
				Headband slot
				Eyes slot
				Neck slot
Cloak of Resistance +1	1	1	+1 to all saves.	Shoulders slot
+2 studded leather	1	15		Armor slot
				Chest slot
Belt of Incredible Dexterity +2	1	1	+2 to Dexterity	Belt slot
				Wrists slot
				Hands slot
Buckler (mwk)	1	5		Shield slot
Ring of Jumping, improved	1	0	+10 Acrobatics when jumping.	Ring Left slot
Ring of Charisma +2	1	0	+2 to Charisma.	Ring Right slot
Boots of Striding and Springing	1	1	+10' speed. +5 Acrobatics when jumping.	Feet slot
Double Pistol (mwk)	1	3		
Fire elemental gem	1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	
Potion: Barkskin	1	0	+2 to AC for 3min	Belt pouch
Potion: Cure serious wounds	1	0	Heal 3d8+5 of damage.	Belt pouch
Potion: Invisibility	1	0	Become invisible for 3min. Ends if you attack.	Belt pouch
Potion: Levitation	1	0		Belt pouch
Potion: Spider climb	1	0	Climb like spiderman for 20min.	Belt pouch
Potion: Water breathing	1	0	Breathe underwater for 6hrs.	Belt pouch
Wand: Detect magic	1	0	50 charges.	

### Wealth

pp: 0 gp: 45 sp: 66 cp: 10

### Gems

### Jewelry

### Spells

Bard	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells known	6	4	2							
Spells per day		□□□□	□□							

**Level 0:** Dancing Lights, Flare, Lullaby, Open/Close, Resistance, Summon Instrument

**Level 1:** Charm Person, Disguise Self, Hideous Laughter, Silent Image

**Level 2:** Invisibility, Mirror Image

**Caralaria**  
**Player** Scott  
**Race** Human  
**Gender** Female  
**Alignment** Lawful Neutral  
**Deity** The Iron God  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000  
**Classes**  
 Monk 5 (favored)  
 Barbarian 3

**Max hit points 94**  
 Con hp 32  
 Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Dying:  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative 4 = 4 + 0**  
 Total Dex Misc  
**Speed**  

	Total	Armored	Squares
Normal	30	30	6
Run x3	90	90	18
Run x4	120	120	24
Climb	7	7	1
Swim	15	15	3

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	-	-	-	30	x4
Medium	+3	-3	-3	30	x4
Heavy	+1	-6	-6	30	x3

**Melee Base Att. Bonus 12/7 = 6 + 4 + 0 + 2**  
 Total BAB Str Size Misc  
**Combat Man. Bonus 10 = 6 + 4 + 0 + 0**  
 Total BAB Str Size Misc  
**Ranged Base Att. Bonus 12/7 = 6 + 4 + 0 + 2**  
 Total BAB Dex Size Misc  
**Combat Man. Defense 24 = 10 + 4 + 10**  
 Total CMB Dex

Attributes	Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	4	19 = 19 + 0			
Dexterity	4	18 = 18 + 0			
Constitution	4	18 = 18 + 0			
Intelligence	3	16 = 16 + 0			
Wisdom	3	16 = 16 + 0			
Charisma	2	14 = 14 + 0			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Battleaxe +1	13/8	1d8+5	x3	P		1h		
Monk Flurry 4	12/12/7	1d8+5	x2	P		1h	Requires full attack.	
Unarmed Monk 4	13/8	1d8+5	x2	P		1h		
Comp. Longbow (mwk,2)	13/8	1d8+4	x3	P	2	1h	Strength rating 2	

**Saves**

	Abl	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	11 = 7 + 4 + 0				
Reflex	DEX	9 = 5 + 4 + 0				
Will	WIS	8 = 5 + 3 + 0				

+1 R v traps, +2 W v enchantment

**Armor Class 24 = 10 + 3 + 0 + 4 + 0 + 7 + 0 + 0**  
 Total Armor Shield Dex Dodge Misc Size Natural  
**Armor +3** bracers of armor, +1 ring of protection, +2 ring of protection  
**Touch AC 21 Flat-footed AC 20**  
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus: none

**Feats**  
**Combat Reflexes** Add Dex bonus to the number of attacks of opportunity you can make in 1 round. May also make them flat-footed.  
**Dodge** Gain a +1 dodge bonus to AC. Conditions that remove your Dex bonus also remove this.  
**Improved Feint** Feint as a move action.  
**Iron Rage** Retain monk benefits while raging. While raging, add barbarian and monk levels to determine unarmed strike damage and damage reduction ability (if any). Multiclass freely between the monk and barbarian classes. You must still remain lawful in order to retain your monk abilities and take monk levels.  
**Mobility** Gain +4 AC against attacks of opportunity caused by moving.  
**Power Attack** Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower.  
**Vital Strike** Roll base damage dice twice for one attack per round. Extra damage doesn't crit.  
**Special Abilities**  
**Fast Movement** You naturally move faster: +20'/round.  
**Flurry of Blows** If unarmored, use a full attack to make two unarmed (or monk weapon) attacks.  
**High Jump** Add monk level to Acrobatics checks for jumping. Spend ki point for +20 for a round.  
**Human Skill** Gain additional skill rank any time you gain a level.  
**Improved Unarmed Strike** Unarmed strikes never take off-hand penalties, can deal lethal or nonlethal damage, are considered both natural and manufactured weapons.  
**Ki Pool**  Swift action to spend points. 1pt: +20' move for 1 rnd. 1pt: +4 AC for 1 rnd. 1pt: Additional flurry attack. As long pool not empty: unarmed attacks count as magic weapons.  
**Maneuver Training** Use monk level in place of BAB to calculate CMB.  
**Purity of Body** Immune to natural and magical diseases.  
**Rage**  Gain +4 Strength, +4 Con (which gives +2hp/lvl), +2 Will save, -2 AC. Fatigued afterwards.  
**Rage Power: Powerful Blow** Once per rage, add to damage: +1  
**Slow Fall, 20 ft.** Use nearby walls to slow a fall, treating it as 20' shorter than it is.  
**Spell Reflection** If any spell that requires an attack roll misses you, it reflects back at the caster, who rolls to hit themselves.  
**Still Mind** Gain +2 to saves against spells and effects from the enchantment school.  
**Stunning Fist** Defender must make a Fort save or be stunned for 1 round (DC 17). May make target fatigued instead of stunned. 5  
**Trap Sense** Gain bonus to AC and Reflex saves against traps: +1  
**Uncanny Dodge** Retain Dex bonus to AC even when flat-footed.  
**Barbarian Proficiencies** Simple and martial weapons. Light and medium armor, non-tower shields.  
**Monk Proficiencies** Club, crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear.

**Skills**

	Key Abl	Total Mod	Abl Mod	Class Rank	Misc Train	Misc Mod	Armor
<input checked="" type="checkbox"/> Acrobatics	DEX	15 = 4 + 8 + 3 + 0	- 0				
<input type="checkbox"/> Appraise	INT	3 = 3 + 0 + 0 + 0					
<input type="checkbox"/> Bluff	CHA	10 = 2 + 8 + 0 + 0					
<input type="checkbox"/> Climb	STR	11 = 4 + 4 + 3 + 0	- 0				
<input checked="" type="checkbox"/> Craft (blacksmith)	INT	7 = 3 + 1 + 3 + 0					
<input checked="" type="checkbox"/> Diplomacy	CHA	3 = 2 + 1 + 3 + -3					
<input type="checkbox"/> Disable Device*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Disguise	CHA	2 = 2 + 0 + 0 + 0					
<input checked="" type="checkbox"/> Escape Artist	DEX	11 = 4 + 4 + 3 + 0	- 0				
<input type="checkbox"/> Fly	DEX	4 = 4 + 0 + 0 + 0	- 0				
<input checked="" type="checkbox"/> Handle Animal*	CHA	7 = 2 + 2 + 3 + 0					
<input type="checkbox"/> Heal	WIS	3 = 3 + 0 + 0 + 0					
<input checked="" type="checkbox"/> Intimidate	CHA	10 = 2 + 5 + 3 + 0					
<input type="checkbox"/> Knowledge (arcana)*	INT	4 = 3 + 1 + 0 + 0					
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (engineering)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (geography)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (history)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (local)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (nature)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (nobility)*	INT	- = 3 + 0 + 0 + 0					
<input type="checkbox"/> Knowledge (planes)*	INT	- = 3 + 0 + 0 + 0					
<input checked="" type="checkbox"/> Knowledge (religion)*	INT	8 = 3 + 2 + 3 + 0					
<input type="checkbox"/> Linguistics*	INT	- = 3 + 0 + 0 + 0					
<input checked="" type="checkbox"/> Perception	WIS	14 = 3 + 8 + 3 + 0					
<input checked="" type="checkbox"/> Perform	CHA	2 = 2 + 0 + 0 + 0					
<input type="checkbox"/> Profession*	WIS	- = 3 + 0 + 0 + 0					
<input checked="" type="checkbox"/> Ride	DEX	9 = 4 + 2 + 3 + 0					
<input checked="" type="checkbox"/> Sense Motive	WIS	12 = 3 + 6 + 3 + 0					
<input type="checkbox"/> Sleight of Hand*	DEX	- = 4 + 0 + 0 + 0	- 0				
<input type="checkbox"/> Spellcraft*	INT	- = 3 + 0 + 0 + 0					
<input checked="" type="checkbox"/> Stealth	DEX	15 = 4 + 8 + 3 + 0	- 0				
<input checked="" type="checkbox"/> Survival	WIS	7 = 3 + 1 + 3 + 0					
<input checked="" type="checkbox"/> Swim	STR	11 = 4 + 4 + 3 + 0	- 0				
<input type="checkbox"/> Use Magic Device*	CHA	- = 2 + 0 + 0 + 0					

Total ranks: 65  
**Languages:** Common Goblin Elven Giant





Gear				
	#	Weight	Description	Location
				Head slot
				Headband slot
				Eyes slot
Amulet of Mighty Fists +1	1	0	+1 enhancement bonus and damage from natural attacks	Neck slot
				Shoulders slot
				Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
				Shield slot
Ring of Protection +2	1	0	+2 to AC. When soaked in alchemists fire, absorbs the first 10 points of fire damage for the day.	Ring Left slot
Ring of Protection +1	1	0	+1 to AC	Ring Right slot
				Feet slot
Alchemists fire	10	1		
Bag of Holding Type I	1	15	Can hold 250lbs of stuff, up to 30 cubic feet.	
Fire elemental gem	1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	
Mirror, small steel	1	0.5		Bag of holding
Potion: Barkskin +2	1	0	+2 natural armor for three minutes	
Potion: Cat's Grace	1	0	+4 to Dexterity for three minutes.	
Potion: Cure light wounds	1	0	Heal 1d8+1 points of damage.	
Potion: Cure moderate wounds	3	0	Heal 2d8+3 points of damage.	
Potion: Cure serious wounds	2	0	Heal 3d8+5 points of damage.	
Starter pack	1	35	Backpack, bedroll, chalk x5, flint and steel, grappling hook, oil flask, trail rations x3, hemp rope (50'), empty sack x2, torch x5, waterskin	Bag of holding

### Wealth

pp: 0 gp: 1 sp: 66 cp: 9

### Gems

### Jewelry

### Spells

**Caralaria (Raging)**

**Player** Scott  
**Race** Human  
**Gender** Female  
**Alignment** Lawful Neutral  
**Deity** The Iron God  
**Char Level** 8  
**Current xp** 34000  
**Xp to next** 36000

**Classes**  
 Monk 5 (favored)  
 Barbarian 3

**Max hit points 110**

Con hp 48

Blinded -2:AC no:dex other  
 Confused reduced action  
 Dazed no:action  
 Exhausted -6:S,6D half:speed  
 Fatigued -2:S,D no:run  
 Frightened -2:S,2D no:run  
 Nauseated no:att,cast other  
 Panicked -2:save,skill,abil  
 Paralyzed 0:S,D no:move,act  
 Shaken -2:att,save,skill,abil  
 Sickened -2:att,dmg,save,skill,abil  
 Stunned -2:AC no:dex

**Initiative 4 = 4 + 0**  
 Total Dex Misc

**Speed**  
 Total Armored Squares

Normal 30 30 6  
 Run x3 90 90 18  
 Run x4 120 120 24  
 Climb 7 7 1  
 Swim 15 15 3

Load Max Weight Max Dex Check Penalty Speed Run  
 Light - - 30 x4  
 Medium +3 -3 30 x4  
 Heavy +1 -6 30 x3

**Melee Base Att. Bonus 12/7 = 6 + 6 + 0 + 0**  
 Total BAB Str Size Misc

**Ranged Base Att. Bonus 10/5 = 6 + 4 + 0 + 0**  
 Total BAB Dex Size Misc

**Combat Man. Bonus 12 = 6 + 6 + 0 + 0**  
 Total BAB Str Size Misc

**Combat Man. Defense 26 = 12 + 4 + 10**  
 Total CMB Dex

Attributes	Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
Strength	6	23	19	4	
Dexterity	4	18	18	0	
Constitution	6	22	18	4	
Intelligence	3	16	16	0	
Wisdom	3	16	16	0	
Charisma	2	14	14	0	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
Battleaxe +1	13/8	1d8+7	x3	P		1h		
Monk Flurry 8	13/13/8	1d10+7	x2	P		1h	Requires full attack.	
Unarmed Monk 8	13/8	1d10+7	x2	P		1h		
Comp. Longbow (mwk,2)	11/6	1d8+6	x3	P	2	1h	Strength rating 2	

**Saves**

	Abl	Total	Base Mod	Ability Mod	Misc Mod	Temp Mod
Fortitude	CON	13	7	6	0	
Reflex	DEX	9	5	4	0	
Will	WIS	10	5	3	2	

+1 R v traps, +2 W v enchantment

**Armor Class 22 = 10 + 3 + 0 + 4 + 0 + 5 + 0 + 0**  
 Total Armor Shield Dex Dodge Misc Size Natural

**Armor +3** bracers of armor, +1 ring of protection, +2 ring of protection, -2 rage

**Touch AC 19 Flat-footed AC 18**

Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus: none

Slashing Resistance (1)  
 Piercing Resistance (1)  
 Bludgeoning Resistance (1)

**Feats**

**Combat Reflexes** Add Dex bonus to the number of attacks of opportunity you can make in 1 round. May also make them flat-footed.

**Dodge** Gain a +1 dodge bonus to AC. Conditions that remove your Dex bonus also remove this.

**Improved Feint** Feint as a move action.

**Iron Rage** Retain monk benefits while raging. While raging, add barbarian and monk levels to determine unarmed strike damage and damage reduction ability (if any). Multiclass freely between the monk and barbarian classes. You must still remain lawful in order to retain your monk abilities and take monk levels.

**Mobility** Gain +4 AC against attacks of opportunity caused by moving.

**Power Attack** Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower.

**Vital Strike** Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

**Special Abilities**

**Fast Movement** You naturally move faster: +20'/round.

**Flurry of Blows** If unarmored, use a full attack to make two unarmed (or monk weapon) attacks.

**High Jump** Add monk level to Acrobatics checks for jumping. Spend ki point for +20 for a round.

**Human Skill** Gain additional skill rank any time you gain a level.

**Improved Unarmed Strike** Unarmed strikes never take off-hand penalties, can deal lethal or nonlethal damage, are considered both natural and manufactured weapons.

**Ki Pool**  Swift action to spend points. 1pt: +20' move for 1 rnd. 1pt: +4 AC for 1 rnd. 1pt: Additional flurry attack. As long pool not empty: unarmed attacks count as magic weapons.

**Maneuver Training** Use monk level in place of BAB to calculate CMB.

**Purity of Body** Immune to natural and magical diseases.

**Rage**  Gain +4 Strength, +4 Con (which gives +2hp/lvl), +2 Will save, -2 AC. Fatigued afterwards.

**Rage Power: Powerful Blow** Once per rage, add to damage: +1

**Slow Fall, 20 ft.** Use nearby walls to slow a fall, treating it as 20' shorter than it is.

**Spell Reflection** If any spell that requires an attack roll misses you, it reflects back at the caster, who rolls to hit themselves.

**Still Mind** Gain +2 to saves against spells and effects from the enchantment school.

**Stunning Fist** Defender must make a Fort save or be stunned for 1 round (DC 17). May make target fatigued instead of stunned. 5

**Trap Sense** Gain bonus to AC and Reflex saves against traps: +1

**Uncanny Dodge** Retain Dex bonus to AC even when flat-footed.

**Barbarian Proficiencies** Simple and martial weapons. Light and medium armor, non-tower shields.

**Monk Proficiencies** Club, crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear.

**Skills**

	Key Abl	Total Mod	Abl Mod	Class Rank	Misc Train	Misc Mod	Armor
<input checked="" type="checkbox"/> Acrobatics	DEX	15	4	8	3	0	- 0
<input type="checkbox"/> Appraise	INT	3	3	0	0	0	0
<input type="checkbox"/> Bluff	CHA	10	2	8	0	0	0
<input type="checkbox"/> Climb	STR	13	6	4	3	0	- 0
<input checked="" type="checkbox"/> Craft (blacksmith)	INT	7	3	1	3	0	0
<input checked="" type="checkbox"/> Diplomacy	CHA	3	2	1	3	-3	0
<input type="checkbox"/> Disable Device*	INT	-	3	0	0	0	0
<input type="checkbox"/> Disguise	CHA	2	2	0	0	0	0
<input type="checkbox"/> Escape Artist	DEX	11	4	4	3	0	- 0
<input type="checkbox"/> Fly	DEX	4	4	0	0	0	- 0
<input checked="" type="checkbox"/> Handle Animal*	CHA	7	2	2	3	0	0
<input type="checkbox"/> Heal	WIS	3	3	0	0	0	0
<input checked="" type="checkbox"/> Intimidate	CHA	10	2	5	3	0	0
<input type="checkbox"/> Knowledge (arcana)*	INT	4	3	1	0	0	0
<input type="checkbox"/> Knowledge (dungeoneer)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (engineering)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (geography)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (history)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (local)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (nature)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (nobility)*	INT	-	3	0	0	0	0
<input type="checkbox"/> Knowledge (planes)*	INT	-	3	0	0	0	0
<input checked="" type="checkbox"/> Knowledge (religion)*	INT	8	3	2	3	0	0
<input type="checkbox"/> Linguistics*	INT	-	3	0	0	0	0
<input checked="" type="checkbox"/> Perception	WIS	14	3	8	3	0	0
<input checked="" type="checkbox"/> Perform	CHA	2	2	0	0	0	0
<input type="checkbox"/> Profession*	WIS	-	3	0	0	0	0
<input checked="" type="checkbox"/> Ride	DEX	9	4	2	3	0	0
<input checked="" type="checkbox"/> Sense Motive	WIS	12	3	6	3	0	0
<input type="checkbox"/> Sleight of Hand*	DEX	-	4	0	0	0	- 0
<input type="checkbox"/> Spellcraft*	INT	-	3	0	0	0	0
<input checked="" type="checkbox"/> Stealth	DEX	15	4	8	3	0	- 0
<input checked="" type="checkbox"/> Survival	WIS	7	3	1	3	0	0
<input checked="" type="checkbox"/> Swim	STR	13	6	4	3	0	- 0
<input type="checkbox"/> Use Magic Device*	CHA	-	2	0	0	0	0

Total ranks: 65

**Languages:** Common Goblin Elven Giant



Gear				
	#	Weight	Description	Location
				Head slot
				Headband slot
				Eyes slot
Amulet of Mighty Fists +1	1	0	+1 enhancement bonus and damage from natural attacks	Neck slot
				Shoulders slot
				Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
				Shield slot
Ring of Protection +2	1	0	+2 to AC. When soaked in alchemists fire, absorbs the first 10 points of fire damage for the day.	Ring Left slot
Ring of Protection +1	1	0	+1 to AC	Ring Right slot
				Feet slot
Alchemists fire	10	1		
Bag of Holding Type I	1	15	Can hold 250lbs of stuff, up to 30 cubic feet.	
Fire elemental gem	1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	
Mirror, small steel	1	0.5		Bag of holding
Potion: Barkskin +2	1	0	+2 natural armor for three minutes	
Potion: Cat's Grace	1	0	+4 to Dexterity for three minutes.	
Potion: Cure light wounds	1	0	Heal 1d8+1 points of damage.	
Potion: Cure moderate wounds	3	0	Heal 2d8+3 points of damage.	
Potion: Cure serious wounds	2	0	Heal 3d8+5 points of damage.	
Starter pack	1	35	Backpack, bedroll, chalk x5, flint and steel, grappling hook, oil flask, trail rations x3, hemp rope (50'), empty sack x2, torch x5, waterskin	Bag of holding

### Wealth

pp: 0 gp: 1 sp: 66 cp: 9

### Gems

### Jewelry

### Spells