

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

ADDITIONAL NOTES

Battle fortitude provides a +1 bonus to Initiative and Fortitude Saves, not +0 as indicated under the feat (CS II).

Feat: Parry

Prerequisites: Dex 13+, Int 13 +

Make an opposed to hit check to parry a succesful hit. Opposed check is modified by creature size and the standard to hit modifiers.

You can not parry if you: wear medium or heavy armor, are unarmed, or are denied your Dex modifier to AC.

Successful Parry means you take no damage from the attack, unsuccessful damages as normal. Either way opponent can make disarm attempt.

Parry uses up an Attack of Opportunity.

*** +2 Impervious Spell Casting Short Sword**

Counts as a +2 Short Sword

Can not be damaged or destroyed by anything other than physical damage

At beginning of week learns a spell.

Spell can be cast 11-(spell level) times during week at a maximum of once per day.

Spell is cast at 18th level.

Spell casting may provoke Attacks of Opportunity

**** Salziar's Staff-Bow of Missile Defense**

In normal form counts as a regular Quarterstaff Say "Salziar Dedosiate" and strike against ground as a standard action:

Staff will protect wielder against missile attacks Will absorb all physical missiles upon a succesful opposed to hit roll (+2 bonus).

Can be done a number of times equal to the number of attacks the wielder would have with a bow (without using up the wielders ability to attack)

Arrow missiles will be absorbed as is, non-arrow missiles will be absorbed as either sheaf or blunt arrows (wielders' choice)