

Kasha Thunderhoof(from the Shaar) Leah NG 2297 3000
 Character Name Player Alignment Current XP Next Level XP XP Change
fighter catfolk Rob's world
 Class Race Campaign Deity
1(LA 1) M female 5'6" 120 green cheetah patterned
 Level Size Age Gender Height Weight Eyes Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	10	0		
DEX	20	5		
CON	15	2		
INT	16	3		
WIS	14	2		
CHA	18	4		

HP	AC	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
		11	11			
		19	10	4	0	1
				0	4	0
					0	0
					0	0

Touch	14	Flat-footed	15
INIT	4	5	-1 WSM
	35	light	
	Speed	Armor Type	



Light Load	33
Med Load	66
Max Load	100
Over Head	100
Off Ground	200
Push/ Drag	500

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	4	2	2	0	0	0
REFLEX	5	0	5	0	0	0
WILL	2	0	2	0	0	0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
GRAPPLE	+1	1	0	0	0	0
RANGED	+4	1	5	0	-2	0

Weapon	Total Attack Bonus	Damage	Critical	Range
SHORT SWORD(PRIMARY)	+4 +magic = +1 base +5 finesse -2 two weapon	1D6	19-20X2	
Special Properties	Ammunition	Weight	Size	Type
Parry+1 M.Str7 M.Dex4 Fumble16 WSM -1		2	M	P
SHORT SWORD(OFFHAND)	+4 = +1 base +5 finesse -2 two weapon	1D6	19-20X2	
Special Properties	Ammunition	Weight	Size	Type
Parry+1 M.Str7 M.Dex4 Fumble16 WSM -1		2	M	P
SHORT SWORD(1 HANDED)	+6 +magic = +1 base +5 finesse	1D6	19-20X2	
Special Properties	Ammunition	Weight	Size	Type
Parry+1 M.Str7 M.Dex4 Fumble16 WSM -1		2	M	P
DAGGER	+6	1D4	19-20*2	10
Special Properties	Ammunition	Weight	Size	Type
Parry- M.Str3 M.Dex3(6) Fumble18 WSM -1			m	P/S

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Chain Shirt	Light	4	-2	4
Special Properties		Weight	Spell Fail	Speed
Note that the max dex bonus is +4 (so Kasha's +5 Dex mod to AC is reduced by one)		25	20	50
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Special Properties		Weight	Spell Fail	Speed

Feats & Special Abilities

FEATS	CLASS FEATURES	LOWLIGHT VISION(RACIAL ABILITY)(RACES WILD, 92)
(1st lvl feat) DODGE(PH 93) +1dodge bonus ac	Cls(1): Simple Wpn Prof. Use simple wpns/PH pg 100	
agasint named target	Cls(1): Martial Wpn Prof. Use martial wpns/PH pg 97	
(1st lvl rw extra)APPRENTICE Dance-entertain (DM2, 17)	Cls(1): Armor Prof. Light - Use light armor / PH pg 89	
(1st lvl flaw) TWO WEAPON FIGHTING(PH, 102)	Cls(1): Armor Prof. Med. - Use medium armr / PH pg 89	
gain offhand attack	Cls(1): Armor Prof. Heavy - Use heavy armor / PH pg 89	
(1stlvl RW) PARRY(HR, 32) uses AoO	Cls(1): Shield Prof. - Use most shields / PH pg 100	
(1stlvl Cls) Weapon finesse (PH 102) Use Dex mod to hit	Cls(1): Tower Shield- Use tower shield / PH pg 101	
instead of Str mod on fineable weapons.	Cls(1): Fighter gets one bonus Feat at 1st level / PH 38	

AoO = attack of opportunity			

Description
medium height, skinny with toned muscles, cheetah patterned fur, generally clothed in clothing that is brightly colored but form fitting comes from the shaar (ref PG pg 30)

Contacts / Friends
Enemies

Personality
Character Traits
quick: -1hp per level +10 feet move speed (ref UA pg 89)
Character Flaws
shaky(-2 to ranged attacks) (ref UA pg 91)

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

speed is 50 because Base = 40 because you're playing a Catfolk character (ref RW pg 92), and you get an additional +10 due to the 'Quick' character trait (ref UA pg 89)
CAT FOLK RACIAL ABILITIES(RACES WILD PG 92) Low-Light Vision: Catfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Racial Skills: Catfolk have a +2 racial bonus on Listen and Move Silently checks.

Other Notes

born in the Shaar region, part of the Thunderhoof clan, nomadic horse based tribe from a young age Kasha always had a love for dancing, one day she heard of a famous trainer looking to take on apprentices so she traveled to Whillip at the age of 15, to become an apprentice. she took up residence in whillip for her training and began employment as a dancer, through her training and travels she married a childhood friend from the clan Krores at the age of 16. her husband being a horse merchant traveled quite a bit to sell and trade his horses. at the age of 17 she had their first child and 4 years later at the age of 21 a second. at the age of 2 the youngest contracted an illness leavening him paralyzed. requiring a cure/miracle spell to fix. their combined incomes are not enough to cure the child and seeking out alternative income Mr. X contacted her with a potential adventure that could help pay children names: kitha female, 7 years old. mywes male 3 years old, paralyzed by a magical illness husband: fahkánoha grandmother(celkom) takes care of the kittens while parents are out. renting 465 building 466 is 2 nuns(phaelonda, and kayla) priestess for xandar they work at the orphanage.

Private Notes

skill points (2+3)x4, + 2 (that can only be spent on diplomacy or perform) = 22 MY MENTOR Sendri Thelis Velisor. Sendri is the second daughter of Baron Kyle Lans Gentwell and Baroness Elisa Candice Velisor. She goes by the stage name of 'Tempest', and very few people (only her family, her closest associates and trusted apprentices) know of her true identity. Sendri is a highly skilled entertainer. Her family has spared no expense in her early training. She studied in the greatest dance and acting academies for many years. She has levels in Bard (6) and Monk (8) and some suspect that she also has levels of 'Cloaked Dancer' prestige class. The wildest of rumors abound regarding her ability to seduce men and women, and her employ as an agent for hire. Her age is uncertain; while she appears to be 30 or so (in human terms), her family and wealth allow her access to age extending magics, and there is some suspicion that she is much older. Her skill at dancing is rivaled only by her ability to sing, act and wield a skull-crushing Tonfa. As the Tempest, she has appeared in enormously successful plays and operas in the capital of Sembia (Ordulin), Waterdeep, Suzail (the Capital of Cormyr) and beyond. When she is in Whillip, she adopts the alternate persona of 'Lady Sapphire' a skilled dance instructor, which she uses this cover to train and mentor talented and aspiring devotees. She instructs from the less than ostentatious 'Grand Playhouse' (and Musical Instrument Sales) location - building 275. When she is in Whillip, she takes great care to distance herself from association with her family. She is also known to have numerous lovers, fans, apprentices and wealthy benefactors across the realms.

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