

kasha thunderhoof(from the Shaar) tim and friends! NG 292 2000(-1la buy off)  
 Character Name Player Alignment Current XP Next Level XP XP Change  
 fighter catfolk Robs world  
 Class Race Campaign  
 1(LA 0) M 24 female 5'6" 120 Deity  
 Level Size Age Gender Height Weight Eyes Hair  
 green cheetah patterned  
 Hair

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

HP	Current HP	Nonlethal Damage				Hit Dice		Damage Reduction			
<b>AC</b>	<b>17</b>	10	2	0	5	0	1	0	-1		
<b>TOTAL</b>		<b>Armor</b>		<b>Shield</b>		<b>Dex</b>		<b>Size</b>		<b>Natural</b>	

Touch	Flat-footed
<b>14</b>	<b>12</b>
<b>INIT</b>	
<b>5</b>	<b>5</b>
<b>Speed</b>	
<b>50</b>	<b>light</b>
<b>Armor Type</b>	

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

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
<b>FORTITUDE</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>REFLEX</b>	<b>4</b>	<b>0</b>	<b>5</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>WILL</b>	<b>1</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>

MELEE RANGED	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>-1</b>	<b>0</b>	
<b>+3</b>	<b>1</b>	<b>5</b>	<b>0</b>	<b>-3</b>	<b>0</b>	

Weapon	Total Attack Bonus	Damage	Critical	Range
<b>SHORT SWORD(PRIMARY)</b>	<b>+3</b>	<b>1D6</b>	<b>19-20X2</b>	
Special Properties	Ammunition	Weight	Size	Type
Parry+1 M.Str7 M.Dex4 Fumble16 WSM -1		2	M	p
<b>Weapon</b>	<b>Total Attack Bonus</b>	<b>Damage</b>	<b>Critical</b>	<b>Range</b>
<b>SHORT SWORD(OFFHAND)</b>	<b>+3</b>	<b>1D6</b>	<b>19-20</b>	
Special Properties	Ammunition	Weight	Size	Type
Parry+1 M.Str7 M.Dex4 Fumble16 WSM -1		2	M	P
<b>Weapon</b>	<b>Total Attack Bonus</b>	<b>Damage</b>	<b>Critical</b>	<b>Range</b>
<b>SHORT SWORD(1 HANDNED)</b>	<b>+5</b>	<b>1D6</b>	<b>19-20X2</b>	
Special Properties	Ammunition	Weight	Size	Type
Parry+1 M.Str7 M.Dex4 Fumble16 WSM -1		2	M	P
<b>Weapon</b>	<b>Total Attack Bonus</b>	<b>Damage</b>	<b>Critical</b>	<b>Range</b>
<b>DAGGER</b>	<b>+5</b>	<b>1D4</b>	<b>19-20*2</b>	<b>10</b>
Special Properties	Ammunition	Weight	Size	Type
Parry- M.Str3 M.Dex3(6) Fumble18 WSM -1		2	m	p/s

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
<b>leather armour</b>	<b>Light</b>	<b>2</b>	<b>0</b>	<b>6</b>
Special Properties		Weight	Spell Fail	Speed
		15	10	50
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Special Properties		Weight	Spell Fail	Speed

**Feats & Special Abilities**

FEATS	CLASSFEATURES	LOWLIGHT VISION(RACIAL ABILITY)(RACES WILD, 92)
(1st lvl feat) DODGE(PH 93) +1dodge bonus ac agasint named target	Cls(1): Simple Wpn Prof, Use simple wpns/PH pg 100	
(1st lvl rw extra) APPRENTICE(DM2, 196)	Cls(1): Martial Wpn Prof, Use martial wpns/PH pg 97	
(1st lvl flaw) TWO WEAPON FIGHTING(PH, 102) gain offhand attack	Cls(1): Armor Prof. Light - Use light armor / PH pg 89	
(1stlvl RW) PARRY(HR, 32)	Cls(1): Armor Prof. Med. - Use medium armr / PH pg 89	
	Cls(1): Armor Prof. Heavy - Use heavy armor / PH pg 89	
	Cls(1): Shield Prof. - Use most shields / PH pg 100	
	Cls(1): Tower Shield- Use tower shield / PH pg 101	
	Cls(1) feat: weapon finesse(PH, 102) use dex instead of str on finesable wepaons	





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) roll playing as missing an eye(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 leaving 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

#### 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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