

Thrush Daergel	Jeff Lickert	Neutral	9000	12000
Character Name	Player	Alignment	Current XP	Next Level XP
Scout	Whisper Gnome	Rob's World!		Baervan Wildwanderer
Class	Race	Campaign		Deity
3	Small	56	Male	Grey
Level	Size	Age	Gender	Eyes
				Black
				Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	14	2		
DEX	20	5		
CON	20	5		
INT	18	4		
WIS	14	2		
CHA	10	0		
Action Points		-1		

HP	TOTAL	Current HP	Nonlethal Damage			Hit Dice		Damage Reduction	
	31	31				3D8-3			
AC	21	= 10 + 4 + 1 + 5 + 1 + 0 + 0 + 0	Armor	Shield	Dex	Size	Natural	Deflect	Misc
Touch	16	Flat-footed	16						
INIT	6	= 5 + 1	Total	Dex	Misc				
	50'	Light	Speed	Armor Type					

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	7	1	5	0	1	0
REFLEX	8	3	5	0	0	0
WILL	3	1	2	0	0	0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
	+5	2	2	1	0	0
GRAPPLE	0	2	2	-4	0	0
RANGED	+8	2	5	1	0	0
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
Spear, Gouge	5/8	1D6+2/1D6+2	18-20x2	10'
Special Properties	Ammunition	Weight	Size	Type
Parry -2 M.STR8 M.DEX8(10) fumble18 WSM -3		2.5	S	S
Weapon	Total Attack Bonus	Damage	Critical	Range
Hand Axe (hatchet)	5	1D4+2	x3	-
Special Properties	Ammunition	Weight	Size	Type
Parry -2 M.STR3 M.DEX4 fumble 18 WSM -2		1.5	S	S
Weapon	Total Attack Bonus	Damage	Critical	Range
Dagger, common x2 (silver in boot)(adamanite)	5/8	1D4+2/1D4+2	19-20/x2	10'
Special Properties	Ammunition	Weight	Size	Type
Parry - M STR3 M DEX3(6) fumble 18 WSM -1	(adamanite blueshined)	4.125	S	P/S
Weapon	Total Attack Bonus	Damage	Critical	Range
Composite Short Bow, +2 STR	8	1D6+2	x3	70'
Special Properties	Ammunition	Weight	Size	Type
Parry -4 M.STR8 M.DEX8 fumble 18 WSM -1	8/2 sheaf/4 Blunt/2 serpents/1 dragon/1 thunder	5	S	P/B/S+P/F/Sonic
Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Mithral Chain Shirt	Light	4	-0	6
Special Properties		Weight	Spell Fail	Speed
DMG page 220 Blueshine - +1 sv vs acid & corrosion		5	10%	30'
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Masterwok Dastana	Light	1	0	-
Special Properties		Weight	Spell Fail	Speed
		2.5	0	30'

Feats & Special Abilities

Creation (1): Point Blank Shot PH pg.90	Class Abilities:	Racial Abilities: RS pg.96 (all below)	Phobia: restraint (flaw 1) RWNF pg.22
+1 to range atk 30' or less	Class (1) Skirmish +1d6 dam w 10' move CAd pg. 12	Low light vision color 2x range	Shaken when restrained. Gets worse after 2 rounds.
Campaign (1) Precise shot PH pg.90	Class (1) Trapping PH pg. 50		Overlooked by Tymora (flaw 1) RWNF pg.19
may -4 TH with ranged into melee avoid friendly fire	Class (2) Uncanny Dodge Retain DEX mod w/flat foot eq PH 50	Dark Vision Black & white 60'	-2 luck stones per session, not below 0
From Flaw overlooked (1): Jack of all trades CA pg.110	Class (2) Battle fortitude +1fort save & init CAd pg.12	+4 dodge AC vs. Giants	Quick (trait 1) UA pg. 89
May attempt trained only skills as 1/2 rank.	Class (3) Fast Movement +10' CAd pg. 12-13		+10 speed, -1 HP/lvl
Campaign bonus (1) PARRY RWNF pg 4	Class (3) Skirmish (+1D6, +1 AC) CAd pg. 12	Ability score Mods (+2 Dex, +2 Con, -2 Str, -2 Cha)	Healing Note: Natural Healing 1HP / Level. PH146
Any character may use Parry (provided the ability score prerequisites (Dex 13+, Int 13+) are met.	Class (3) Trackless Step Druid Class feature PH pg 36	Size sm/bon: +1 AC, +1 TH, +4 hide, lift/car 75% of mec	Racial abilities: Spell like abilities (centered on char).
From Flaw phobia (1): Travel Devotion, complete		Base speed 30' RS pg.96	RS pg.96 (all below)
Champion pg. 62 - 1/day take a move action as swift action, effect lasts 1 minute	Race: Martial Weapon Prof		
Character level 3: Strong Back; RWNF Pg. 9; all carry cap +50%	(Gnomish hooked hammer) RS pg 96	+4 hide and Move Silent RS pg.96	Silence 1/day caster lvl 1 DC 10+1 RS pg.96
Lvl 3: +1 Heroic Luck RWHR pg. 18	Class (1) Martial Weap Prof- (hand axe, throw axe, short sword, short Bow) PH pg.97	+2 listen and spot RS pg.96	self only 20' radius
	Class (1) Simple Weapon Proficiency PH pg. 100	+1 TH vs. kobolds, Goblins	Mage hand 1/day caster lvl 1 DC 10+1 RS pg.96
	Class (1) light armor proficiency PH pg.89		30' range, 5lbs, concentration
			Message 1/day caster lvl 1 DC 10+1 RS pg.96
			120' range, two way talk, concentration

Description

Quiet, Staid, Careful, Constantly looking around

Personality

introverted, quiet, businesslike,

Character Traits

Quick +10' move, -1 HP/level

Character Flaws

Phobia, restraint Shaken when restrained. Gets worse after 2 rounds.

Contacts / Friends

Dog - lightfoot

Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

Birthday Apr 6 56 years old

Other Notes

Traveler's Backpack: Made of water resistant tanned leather. Can carry 50# normally, 85# w/BP frame. Weighs 2.5# empty. BP has main compartment, 1 easy access compartment, 2 side pouches, 2 straps on bottom, 2 heavy duty shoulder straps, carrying handle on top. Single item (up to capacity of BP) may be stored in the easy access compartment. That item may be obtained using swift action (see CAad pages 137-138) by person wearing BP, or any adjacent character familiar with the backpack's 'easy access compartment'. BP is charged magical item which can be recharged. Charge may be expended to 'Lighten the load'. STD action reduces encumbrance of 1 item in BP. Triggered by conscious thought which occurs when you store item in BP. Once item is removed from BP, its original weight is 'restored'. Items which have their weight reduced should be annotated as such on any equipment listing. The charges of the backpack may be recharged by a properly equipped 'mages guild' for 25gp per charge. Max charges 50, current 31. If all charges expended BP will become mundane. Restoring magical properties might be possible, provided BP undamaged. Consult 'mages guild'. Item LVL: 4th; Body Slot: -; Caster LVL: 9th; Aura: Moderate Transmutation; Activation: STD action (charged), Weight(lb.): 2.5lbs (empty) Value(gp): 250gp+50gp/charge (1,500gp fully charged)

Healing Belt - (sash sling) While wearing, gain +2 competence bonus on Heal checks. This is a continuous effect and requires no activation. Belt has 3 charges, renewed each day at dawn. Spending charges allows you to channel positive energy and heal damage with touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.) 1 charge: Heals 2d8. 2 charges: Heals 3d8. 3 charges: Heals 4d8.

SpheneX - gem-stone carved into cat 1 use / +4 SVS lightning / -1 dam per dice
Destroyed by use

Private Notes

1st level skill points used: 1 pt each; Craft (bowmaking), Jump, Swim, Use rope, Knowledge (Dungeoneering, Nature, Geography) 2 pts each; Balance, Sense Motive, Survival 3 pts; Climb 4 pts each; Escape Artist, Hide, listen, Move Silent, Search, Spot, Tumble, Disable Device
2nd level skill points used: 1 pt each: Escape Artist, Hide, Listen, Move Silent, Search, Spot, Survival, Tumble, Craft (Bowmaking), Disable Device, Jump, Sense Motive.
Lvl 2: HP roll 5, uncanny dodge, Battle Fortitude
3rd level changes: Balance 1, Climb 2, Jump 3, Survival 2, use rope 4; Feat: second wind; Character level 3: +1 Heroic Luck, +1 bab, +1 will, fort sv, Class (3) Fast Movement +10', Class (3) Skirmish (+1D6, +1 AC), Class (3) Trackless Step Druid Class feature PH pg 36, HP roll 6