Character Name fighter	inderhoof(fr	om the S	Shaar)	Leah Player catfolk				Ali R	G gnment obs world	2297 Current	XP	3000 Next Level XP		XP Change	
Class				Race					ımpaign	400		Deity			
1(LA 1) Level	<u>N</u>			24		fema Gender	le		16'1	120 Weight		green Eyes		cheetah _{Hair}	patterned
Levei	512	<u>ze</u>	T	Age		Gender		ПЕ	eight	weight		Eyes		паіг	
Ability	Score	Mod	Temp Score	Ter Mo	mp od			TOTAL	Current HP	Non	lethal Damage	Hit Dic	e	Damad	ge Reduction
STR	10	0				НР)	11	11						
DEX		5	_						19 = 10 + 4		1. 4	0 +	1 +	0	+ 0
	20				AC 19		TOTAL	= 10 + <u>4</u> Armor		+ 0 + 4 +			Deflect	Misc	
CON	15	2				r		TOTAL	Armor	Shield Dex		Size	Natural		MISC
INT	16	3				Touch	14	_ Fla	at-footed	15	100			Light Load	33
WIS	14	2						Total	Dex	Misc		120		Med	66
СНА	18	4				INIT		4	= 5 +	-1 WSM	CHA!			Load Max	
CITA							35		light			3		Load	100
	Action I	Points		4	1	L	peed		Armor Typ	e				Over Head	100
FOI R	ving Throws RTITUDE EFLEX WILL		Total 4 5 2	Bas = 2 = 0 = 0	 	Ability Mod + 2 + 5 + 2	Mag Mo + 0 + 0 + 0	+ + +	Misc Mod	Temp Mod 0 0				Off Ground Push/ Drag	500
				Total	Attack B	onus		Base A	Attack Bonus		Str Mod	Size Mod	Misc Mo		Temp Mod
	MELEE				+1		=		1	_ +	0 +	0 +	0	+	0
	GRAPPLI	E			+1		=		1	+	0 +	0 +	0	+	0
	RANGED)			+4		=		1	+	5 +	0 +	-2	+	0
				Total	Attack B	onus		Base A	Attack Bonus		Dex Mod	Size Mod	Misc Mo	od	Temp Mod
	We	eapon					Total Attack	Bonus			Damage	Criti	ral		Range
SHORT SW	VORD(PRIM				+4 +r				2 two weapon		1D6	19-2			range
	Specia	I Properties	i				Ammuniti				Weight	Siz	e		Туре
Parry+1 M.	Str7 M.Dex	4 Fumb	ole16 WSN	<i>I</i> I -1							2	N			Р
	We	eapon					Total Attack	Bonus			Damage	Criti	cal		Range
SHORT SW	VORD(OFF	HAND)			+	4 = +1 base	+5 fines	se -2 tw	o weapon		1D6	19-2	0X2		
		l Properties					Ammuniti	ion			Weight	Siz			Туре
arry+1 M.	Str7 M.Dex	4 Fumb	DIE 16 WSIV	/1 - 1							2	l N			Р
		eapon					Total Attack	Bonus			Damage	Criti			Range
SHORT SW	VORD(1 HA					+6 +mag			inese		1D6	19-2	-		
Dornu 1 M	Specia Str7 M.Dex	1 Properties	1016 W.S.	<i>l</i> 1			Ammuniti	ion			Weight 2	Siz N			Type P
arry+1 ivi.			JIETO VVOIV	/1 - 1											
	We	eapon					Total Attack	Bonus			Damage	Criti			Range
DAGGER	Coord	l Duamantian					+6 Ammuniti				1D4	19-2			10
Parry- M.S	tr3 M.Dex3(1 Properties (6) Fum		M -1			Ammuniu	IOH			Weight	Siz m			Type P/S
u,		` <i>'</i>			. 14							l		l .	
Chain Shirt			Armor/Pr	otective	e item	1			Type		AC Bonus	Check		P	1ax Dex
Jilaili Siliit				Spe	cial Prop	erties			Light		Weight	-2 Spell			Speed
Note that th	he max dex	bonus i	is +4 (so K			c mod to AC	is reduce	ed by or	ne)		25	20			50
		9	Shield/Pr	otective	ltem	1			Туре		AC Bonus	Check	Pen		1ax Dex
						-			.,,,,			C.I.CCN		<u> </u>	
				Spe	cial Prop	erties					Weight	Spell	Fail		Speed
							Feats 8	& Speci	ial Abilities						
FEATS								<u>C</u>	LASS FEATURES			LOWLIGHT VISI	ON(RACIAL	ABILITY)(RA	ACES WILD, 92)
(1st lvl feat) DC	DGE(PH 93) +10	dodge bonu	is ac					C	ls(1): Simple Wpn Pro	of, Use simple	wpns/PH pg 100				
agasi	nt named target							<u>C</u>	ls(1): Martial Wpn Pro	of, Use martial	wpns/PH pg 97				
	a)APPRENTICE D								ls(1): Armor Prof. Lig						
	VO WEAPON FIG	GHTING(PH	, 102)						ls(1): Armor Prof. Me						
	offhand attack								ls(1): Armor Prof. Hea						
	RRY(HR, 32) uses		Name and 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1						ls(1): Shield Prof U						
(1stlvl Cls) Weapon finesse (PH 102) Use Dex mod to hit instead of Str mod on fineable weapons.				-					ls(1): Tower Shield- L						
iriste	au ui oii iiiuu oi	i ili leable W	eapuis.						ls(1): Fighter gets on	e Dunus Feat a	LISLIEVEL/PH 38				
				-											

Kasha Thunderhoof :: Dungeons & Drag	11/18/21, 16:09		
AoO = attack of opportunity			

Skills [Auto Fill Update CC Cl	Key		Skill		Ab				Misc	
Skill Name	Ab	CS	Mod		Mod		Rank		Mod	ACF
Appraise	Int	~	3	=	3	- +	0	+ -	0	0
Balance	Dex	V	5	=	5	_ +	2	+	0	-2
Bluff	Cha	V	4	=	4	_ +	0	+	0	0
Climb	Str		-2	- =	0	- +	0	- + -	0	-2
Concentration	Con	V	2	=	2	- +	0	+	0	0
Craft ()		V	0	=	0	_ +	0	+	0	0
Decipher Script	Int	V	3	=	3	_ +	0	+	0	0
Diplomacy	Cha		8	=	4	_ +	4	+	0	0
Disable Device	Int	V	3	=	3	_ +	0	+	0	0
Disguise	<u>Cha</u>	V	4	=	4	- +	0	+ .	0	0
Escape Artist	Dex	~	3	_ =	5	- +	0	- + -	0	-2
Forgery	Int	~	3	_ =	3	- +	0	- + -	0	0
Sather Information	Cha	~	4	_ =	4	- +	0	- + -	0	0
Handle Animal	Cha		6	=	4	- +	2	+ -	0	0
Heal	Wis	~	2	_ =	2	- +	0	- + -	0	0
Hide	Dex	~	3	_ =	5	- +	0	- + -	0	-2
ntimidate	Cha		4	=	4	_ +	0	+	0	0
Jump	Str		6	=	0	_ +	0	+	8	-2
Knowledge (2)	Int	~	3	_ =	3	- +	0	- + -	0	0
Knowledge (3)	Int	~	3	_ =	3	- +	0	- + -	0	0
Knowledge (4)	Int	V	3	=	3	_ +	0	+	0	0
Knowledge (Whillip)	Int	V	4	=	3	_ +	0	+	11	0
Listen	Wis	V	4	_ =	2	- +	0	- + -	2	0
Move Silently	Dex	~	5	_ =	5	- +	0	- + -	2	-2
Open Lock	Dex	~	5	_ =	5	_ +	0	+	0	0
Perform (dance)	Cha		8	_ =	4	- +	4	- + -	0	0
Profession ()		V	0	=	0	_ +	0	+	0	0
Ride	Dex		7	=	5	- +	4	+	0	-2
Search	Int	~	3	=	3	- +	0	+	0	0
Sense Motive	Wis	~	2	_ =	2	- +	0	- + -	0	0
Sleight of Hand	Dex	~	3	_ =	5	- +	0	- + -	0	-2
Spellcraft	Int	~	3	=	3	- +	0	+ -	0	0
Spot	Wis		2	_ =	2	- +	0	- + -	0	0
Survival	Wis	~	2	_ =	2	- +	0	- + -	0	0
Swim	Str		-4	=	0	- +	0	+	0	-4
Fumble (DC15 +2 for additional people)	Dex	V	5	=	5	_ +	2	+	0	-2
Jse Magic Device	Cha		4	_ =	4	- +	0	- + -	0	0
Jse Rope	Dex	~	5	_ =	5	- +	0	- + -	0	0
				=		- +		+		
				_ =		_ +		+ .		
				=		- +		+ -		
				_ =		- +		- + -		
				_ =		_ +		+ .		
				_ =		- +		+ -		
				=		- +		+ .		
				=		+		+		
				=		+		+		
				_ =		+		+		
				=		+		+		
				=		+		+		
	_			=		+		+		_

Other Possessions

Item	Weight (lbs)	Loc
	(IDS)	
leather backpack 50lbs capacity (2.5lbs)		back
sleeping sack (1lb)		backpack backpack
waterskinx2(holds half a gallon each) (10lbs) tinderbox (1lb)		backpack
small tarp(5x5) (1.5lb)		backpack
WATER PURIFICATION TABLET x 10 (1 TABLET PURIFIES 1 GALLON) (RWEL) (0.01lbs)		backpack
DRY RATIONS (10 DAYS) (RWEL) (10lbs)		backpack
winter coat (8lbs)		backpack
Dagger (2lbs)		backpack
Leather armor (15lbs)		backpack
TOTAL BACKPACK: 48.51lbs (plus backpack weight of 2.5lbs)		backpack
TOTAL BACKFACK. 46.5 fibs (bids backpack weight of 2.5ibs)		раскраск
Traveler's outfit/std (rwel 4lbs)		worn
Belt-1, money (40 coins)	0.3	worn
Pouch, belt, small 5lb capacity	0.5	belt
Blessed oak taint stick	0.01	belt
Coins (29)	0.58	pouch
Potion of healing	1.5	pouch
TOTAL Belt-1: 2.89lbs		
Belt-2 (10#)	0.3	worn
Chain Shirt (25lbs)		
Short sword (2lbs) x2		belt-2
Short sword (magic)		belt-2
TOTAL Belt-2: 6.03lbs		
**drop your extra sword and you can move 50'		
Entertainer's outfit(PH 129, 4lbs)(at home)		home
Total Weight:	34.19	
Currency		

Currency

8gp 15 sp 6 cp on me

Languages

common	shaaran
feline	halfling
sylvan	gnoll

Sp	ells/Pow	ers Kno	wn		Spells 8	k Powers	
(Bards, Sorcer	ers, Psions & F						
0		5th		Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
1st		6th		<u> </u>			
2nd		7th				-	
3rd		8th					
4th		9th					
	Spell			-	;	-	
Save	Open		Bonus				
Save DC	LEVEL	Spells /Day	Bonus Spells				
	0		0	-			
	1st			-			
	2nd						
			1 1				
	3rd						
	4th						
	5th						
	6th						
	7th						
	8th						
	9th			-			
	Psio	nics					
Manifester Level			Key Ability				
Level			Ability				
Base	Bonus	Max	Current			,	
Dase	DOITUS	Max	Current	-			
				_			
				-			
				_			
						-	

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 Whillp 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 form 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: lahkánoha 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 academiesfor 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 know to have numerous lovers, fans, apprentices and wealthy benefactors across the realms.

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