	nderhoof(fro	m the Sha		tim and f	friends!	NG	292		2000(-1la buy off)		
Character Name Player fighter catfolk						Alignment Robs world	Cur	rent XP	Next Level XP	XP Change	
			Race		Campaign			Deity			
1(LA 0)	N	1		24	female	5'6''	12		•	cheetah patterned	
Level	Si	ze		Age	Gender	Height	Wei	ght E	yes	Hair	
Ability	Score	Mod	Temp Score	Temp Mod		TOTAL Current HP		Nonlethal Damage	Hit Dice	Damage Reduction	
STR	10	0	30016	iniou	НР	11		Nonlettiai Dalilage	Till Dice	Damage Reduction	
	20		-				⊢. ⊢	0 5	0 1 1	0 1 1	
DEX		5			AC	17 = 10 + 2		0 + 5 +	O + 1 + Size Natural	0 + -1 Deflect Misc	
CON	15	2			=	_		The Dex	Jize Natural		
INT	16	3			Touch14	Flat-footed	12			Light Load 33	
WIS	14	2				Total Dex	Misc			Med Load 66	
CHA	18	4			INIT	5 = 5 +	0	_		Max 100	
	Action	Points	-	4	50	light				Load	
					Speed	Armor Ty	pe			Head 100	
					Ability Magi	ic Misc	Temp			Off 200	
	ving Throws		Total	Base	Mod Mod	Mod Mod	Mod	<u> </u>			
	RTITUDE		3 =	2	+ 2 + 0	+ -1 +	0	<u> </u>		Push/ 500	
	EFLEX	<u> </u>	4 =	0	+ 5 + 0	+ -1 +	0	<u> </u>		Drag 500	
	WILL		1 =	0	+ 2 + 0	+ -1 +	0				
				Total At	ttack Bonus	Base Attack Bonus		Str Mod S	Size Mod Misc M	od Temp Mod	
	MELEE					1		0 +	0 + -1	+ 0	
	RANGE	,			+3 = Ltack Bonus	1 Base Attack Bonus	+		0 + -3 + 0 Size Mod Misc Mod Temp Mod		
				IOLAI AI			1		ı		
CHODT CM	WORD(PRIM	eapon			Total Attack B	Bonus		Damage	Critical	Range	
SHURT SV		al Properties			+3 Ammunitio	on		1D6 Weight	19-20X2 Size	Туре	
Parry+1 M.	Str7 M.Dex	4 Fumble	16 WSM	-1	7 # 1111 # 1110 # 1110			2	М	р	
	W	eapon			Total Attack B	Bonus		Damage	Critical	Range	
SHORT SW	VORD(OFFI				+3			1D6	19-20	-	
D 4.14		al Properties	4014014	4	Ammunition			Weight	Size	Туре	
Parry+1 M.	Str7 M.Dex		16 WSM	-1				2	M	P	
		eapon			Total Attack B	Bonus		Damage	Critical	Range	
SHORT SV	VORD(1 HA	NDNED) al Properties			+5			1D6 Weight	19-20X2 Size	Tuno	
Parry+1 M.	Str7 M.Dex	4 Fumble	16 WSM	-1	Ammunition			2	M	Type P	
		eapon			Total Attack Bonus			Damage	Critical	Range	
DAGGER	***	сароп			+5			1D4	19-20*2	10	
		al Properties		_	Ammunitio	on		Weight	Size	Туре	
Parry- M.S	tr3 M.Dex3	(6) Fumble	e18 WSM	1 - 1				2	l m	p/s	
		Ar	mor/Pro	tective	Item	Туре		AC Bonus	Check Pen	Max Dex	
leather arm	nour			C	-I Daniel Pro-	Light		2	0	6	
				Specia	al Properties			Weight 15	Spell Fail 10	Speed 50	
		Sh	ield/Pro	toctivo	Itom	Туре	AC Bonus		Check Pen	Max Dex	
		311	ileiu/F10	lective	Item	Турс		AC DOILUS	CHECK I CH	I-lax Dex	
				Specia	al Properties	Į.		Weight	Spell Fail	Speed	
					Feats 8	Special Abilities					
FEATS						CLASSFEATURES			LOWLIGHT VISION(RACIAL	ABILITY)(RACES WILD, 92)	
	DDGE(PH 93) +1		ac					of, Use simple wpns/PH pg 100 of, Use martial wpns/PH pg 97			
	int named target a)APPRENTICE(I					Cls(1): Martial Wph P					
	VO WEAPON FI		02)					edium armr / PH pg 89			
	offhand attack				-			neavy armor / PH pg 89			
(1stlvl RW) PAF	RRY(HR, 32)					Cls(1): Shield Prof Use most shields / PH pg 100					
					Cls(1): Tower Shield- Use tower shield / PH pg 101						
							Cls(1) feat: weapon finese(PH, 102) use dex instead of str on finesable wepaons				
						str on fir	nesable we	paons			
-											
								·			
	-				<u> </u>						

Skills [Auto Fill Update CC	_	CL:		Max Rank	4	/ 2	Other Possessions		
Skill Name	Key Ab CC	Skill Mod	Ab Mod	Rank		Misc Mod		Weight	
Appraise	Int	2 =	3 -		+	-1	Item	(lbs)	Loc
Balance	Dex 🔽	6 =			+	-1	leather backpack(22.5)	2.5	back
Bluff	Cha	3 =	4 -			-1	sleeping sack		backpac
Climb	Str 🗆	-1 =	0 -		+	-1	waterskin	5	backpac
Concentration	Con 🔽	1 =	2 -		+	-1	tinderbox	1	backpac
Craft ()		-1 =	0 -		+	-1	small tarp(5x5)	1.5	backpad
Decipher Script	Int 🗸	2 =	3 -			-1	winter coat	8	worn
Diplomacy	Cha	7 =	4 -		+	-1	Traveler's outfit/Std(RWEL 4lbs)		worn
Disable Device		2 =	3 -		+	-1	Entertainer's outfit(PH 129, 4lbs)	4	backpad
		3 =	4 -		+	-1	WATER RUDGE CATION TAREST (4 TAREST RUDGES 4 CALLON) (RWELL)		h l
Disguise Escape Artist			5 -			-1	WATER PURIFICATION TABLET (1 TABLET PURIFIES 1 GALLON) (RWEL)		backpad
•	Dex 🕡						DRY RATIONS (10 DAYS) (RWEL)	10	backpad
Forgery	Int	2 =	3 -		+	1			
Gather Information	Cha 🗸	=	4		+	-1		·	
Handle Animal	Cha	=	4 -		+	-1			
Heal	Wis V	=			+	-1			
Hide	Dex	=			+	-1			
Intimidate	Cha	=	4 -		+	-1			
Jump	Str	<u>7</u> =		+	+	7		 -	
Knowledge (2)	Int	=	3	+ 0	+	-1		 -	
Knowledge (3)	Int	=	3	+ 0	+	-1		 -	
Knowledge (4)	Int	=	3	+ 0	+	-1			
Knowledge (Whillip)	Int	3 =	3	+ 0	+	0			
Listen	Wis 🕡	3 =	2 -	+ 0	+	1			
Move Silently	Dex 🕡	6 =	5 -	+ 0	+	1			_
Open Lock	Dex 🕡	4 =	5 -	+ 0	+	-1			
Perform (dance)	Cha	7 =	4 -	+ 4	+	-1			
Profession ()	7	-1 =	0 -	+ 0	+	-1		· ·	
Ride	Dex 🗆	8 =	5 -	+ 4	+	-1			
Search	Int 🔽	2 =	3 -	+ 0	+	-1			
Sense Motive	Wis 📝	1 =	2 -	+ 0	+	-1	DAGGER	1	boot
Sleight of Hand	Dex 🕝	4 =	5 -		+	-1	coins(17)	.4	puch on
Spellcraft	Int 🔽	2 =			+	-1	armour	15	worn
Spot	Wis	1 =	2 -		+	-1	SHORT SWORD x2	4	belt
Survival	Wis 🔽	1 =	2 -		+	-1	Total Weight:	53.5	
	Str	-1 =				-1	Currency		
Swim					+				
Tumble	Dex	6 =			+	-1	10gp 1 sp 4 cp on me		
Use Magic Device	Cha 📝	3 =	4		+	-1			
Use Rope	Dex✓	4 =	5	+ 0	+	-1			
	\square	=		+	+				
		=		+	+				
		=		+	+				
		=		+	+		Languages		
		=		+	+		common shaaran		
		=		+	+		feline halfling		
		=		+	+		sylvan gnoll		
		=		+	+				
		=		+	+				
				+	+				
					+				
					' . ±				
		=		·	Ŧ .				
Total Skill Points:	🗆	=		+	+				

en.	alla/Daw	oro Kno			S.n.	Spells & Powers					
(Bards, Sorcere	ells/Pow ers, Psions & F		WII		Spo	elis &	rowers				
0	,	5th		Spell/Power Name	#	Cast Mem	Spell/Power Name	# Cast /Mem			
1st		6th		Spen/Power Name		<u> </u>	Spell/rower name	/Mem			
2nd		7th									
3rd		8th		-							
4th		9th									
	Spell										
Save DC	LEVEL	Spells /Day	Bonus Spells								
	0		0								
	1st				·						
	2nd										
	3rd										
	4th										
	5th				··						
	6th										
	7th										
	8th										
	9th			-	· · · · · · · · · · · · · · · · · · ·						
	Psio	nico.									
Manifester	FSIU	ilics	Key	-							
Level			Ability								
		M	6	-							
Base	Bonus	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
Fnemies

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 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

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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