Mot Torva				Brian S	Seim				NG											
Character Name							Α	Alignment			Current XP					P Change				
			Race	Elf				Campaign				Radiant Servant of Pelor  Deity								
6/6				151					5'6"	90lbs				•			Е	Black		
Level		Size Age				Gender			leight			eight		Eyes				Hair		
A I- 111-	Ğ	Maria	Temp					TOTAL				No otological B								
Ability <b>STR</b>	Score 21	Mod 5	Score	e M	oa -	НР		76		rent HP 76	ΠГ	Nonlethal D	amage		Hit D	ice	$\neg$	Damag	je Kedu	Jetion
									=		<b>⊣</b> ⊦			$\vdash$			┥.		<del></del>	
DEX	22	6				AC		32	= 10 +	+6	+	+4 +	6		0+	5	+	0	<b>」</b> ⁺∟	1
CON	14	2				_		TOTAL		Armor		Shield	Dex	5	Size	Natura	1	Deflect		Misc
INT	14	2				Touch	17	_ FI	at-footed	i [	26									
WIS	24	7						Total	Dex		Misc	<u> </u>						Light Load		153
CHA	18	4				INIT		6	= 6	+	0							Med		306
	Action I	Pointe		$\vdash$		3	30		l	ight								Load Max		460
	Action	Oiiits				Sp	eed		Arm	nor Type		Ch	aracter Portr 25x193px)	ait - C	lick to Lin	k Image		Load Over		
			<b>-</b>			Ability	Mag		Misc		Temp		<u> </u>					Head		460
	RTITUDE		Total 12	Ba:		+ 2	+ 0		Mod O	٦⊥⊏	Mod 0	$\neg$						Off Groun	nd 🤇	920
	REFLEX		10	]=		+ 6	+ 0	;	0	╣╌	0	$\dashv$						Push/		2300
r	WILL		19	]=		+ 7	+ 0		2	╣╌┝	0	=						Drag		
	VVILL		19			·	+0			JŤL	- 0									
			_		Attack E			Base	Attack Bonus		_	Str Mod		Size M			sc Moc			ip Mod
	MELEE				+14/+9		=		9/4		╡+	5	<b>-</b>  + -	0		+ 上	0	<b>-</b>  +		0
	RANGED	)		+	15/+10	0	=		9/4		+	6	+	0		+ L	0	+	(	0
				Tota	Attack E	Bonus		Base	Attack Bonus			Dex Mod		Size M	1od	Mis	sc Moc		Tem	ıp Mod
	We	eapon				Т	otal Attack I	Bonus				Damage			Crit	ical		F	Range	
+2 Never I	Missing Com		w			+	15+2 / +					1d8+2				x3			110	
Sacred ite	Specia m on three a	l Properties				37 Sheaf / /	Ammunition		f arrows			Weight 3				ze ∕I			Type	
Dacred ite					37 Sheaf / 40 cold iron sheaf arrows				<u> </u>			<u> </u>				piercing				
Maga of LL	ndead Disru	eapon	orad Ita	m)			otal Attack I					Damage 1d8+2+	2		Crit				Range	
Mace of O		Properties	cred ite	111)			Ammunitie					Weight		-	20x2 Size			Type		
DC14 Will	or destroyed	d, 10' of h	it save	1d10 holy		;	Sacred It	tem				8			N	Л		blud	geon	ning
	We	apon				Т	otal Attack I	Bonus				Damage			Crit	ical		F	Range	
Longsword						+	14+1 / +	-9+1				1d8+2			19-2	20x2				
0 1 14 -		l Properties			Ammunition					Weight			Size M			Type slashing				
Sacred Ite												8		<u> </u>			4			g
		eapon			Total Attack Bonus				Damage 1d8		Critical 20x2			F	Range					
Masterwor	k Cold Iron N	VIOTNINGSI I Properties	ar		+14+1/+9+1 Ammunition				Weight			Size				— Туре	$\longrightarrow$			
Sacred Ite								<del></del>				6				<u></u>	E	Bludgeo		/Piercir
		Δι	rmor/P	rotectiv	e Item					Туре		AC E	Bonus		Che	ck Pen			lax Dex	
Studded L	eather (Sacr							light	t +6					0			5	$\overline{}$		
	•				pecial Properties			•				eight			ll Fail			Speed		
non-encun	nbering, opp	osing spo	ot check	s at -5, s	acred	item						1	10		1:	5%			30	
		SI	hield/P	rotectiv	tive Item				Туре			Bonus		Check Pen		M	lax Dex	к		
necklace c	of shield			Cn	cial Prop	acrtice			Ne	cklace	•		-4 eight		Cnc	II Esil			Cnood	
Mantle of E	Black Flame	+1. 1x10	davs. +			/es, 80pts fire	protecti	on per e	encounter	. 0.5lb	s	VVE	agni		эре	ll Fail			Speed -	
			<u>, , , , , , , , , , , , , , , , , , , </u>			, ,	•	•	ial Abiliti					- !				-		I
Extra Turning	(+4 turnings a day	v)		Turning	1xDay d	heck: 1d20+4, dmg		-			rale hon	us to Will Sav	e 10'area	"In th	e light of	Pelor "				
	hot (+1 ht/dmg 30			HD	inday of	noon razo i, amg	. 200 - 12 - 1,	, oo ig <u>,</u>	tara or rearant	g - 2o.	GIO DOI		o rourou		o ngini oi	0.01		-		
	(no -4 ht shoot in r			0: lvl -4					Divine Health =	:> immur	ne to all	diseases								
Rapid Shot (1	extra ranged atta	ch each roun	d) @-2	1-3:lvl-3				<u>N</u>	Maximize Heali	ing => m	aximize	all dice rolled	·	Red I	Oragon S	kin +1AC/	2lvl, m	nax 5, 20hp	heat e	energy re
	pick opponent)			4-6:lvl-2										ca	st level 1	8				
	(sp lvl * cast lvl * 2		00 = days	7-9:lvl-1																
Empower Spe	ng (+4 concentrat	1011)		10-12:lvl 13-15:lvl+	1				Sun Domain oower: Radiand	ce illum 1	x radiu	s +1 level		Stalw	art Pact					
Parry (free)				16-18:lvl+					ower: Extra G					-						
	tion +2 against sp	ell resistance		19-21:lvl-				<u></u>						_						
				22:lvl+4				<u></u>	Healing Domain	n										
-								<u> </u>	Heal at +1 lvl											
				Elf	1	and the f			Dt	:- 0:				Left F	Handed					
					ret door/search check Strength Domain. S															
FLAWS		-			es vs. enchantment spells +1 to magic sleep			+1 str/lvl 1x per day for 1 round												
FLAWS Phobia Fey								÷	i i sunvi ix pei											
								<u>-</u>	i i sunvi ix pei					Heroi	ic Luck +8	3				

Skills [ Auto Fill   Update CC   Cl	ear ]					Ma	x Rank	15	/ 7.5
Skill Name	Key Ab	CC	Skill Mod		Ab Mod		Rank		Misc Mod
Appraise	Int	✓	3	=	2	+	1	+	0
Balance	Dex	•	6	. =	6	+	0	+	0
Bluff	Cha	✓	4	=	4	+	0	+	0
Climb	Str	✓	5	=	5	+	0	+	0
Concentration	Con		12	=	2	+	6	+	4
Craft (woodworking)	Int	•	5	=	2	+	3	+	0
Decipher Script	Int	•	2	. =	2	+	0	+	0
Diplomacy	Cha		6	=	4	+	2	+	0
Disable Device	Int	✓	2	=	2	+	0	+	0
Disguise	Cha	✓	4	=	4	+	0	+	0
Escape Artist	Dex	✓	6	=	6	+	0	+	0
Forgery	Int	✓	2	=	2	+	0	+	0
Gather Information	Cha	✓	5	=	4	+	1	+	0
Handle Animal	Cha	•	4	=	4	+	0	+	0
Heal	Wis		12	=	7	+	5	+	0
Hide	Dex	•	6	=	6	+	0	+	0
Intimidate	Cha	✓	4	=	4	+	0	+	0
Jump	Str	✓	5	=	5	+	0	+	0
Knowledge (arcana)	Int		4	=	2	+	2	+	0
Knowledge (history) no	Int		2	=	2	+	0	+	0
Knowledge (religion)	Int		14	=	2	+	12	+	0
Knowledge (planes) no	Int		2	=	2	+	0	+	0
Listen	Wis	✓	9	=	7	+	0	+	2
Move Silently	Dex	✓	6	=	6	+	0	+	0
Open Lock	Dex	•	6	=	6	+	0	+	0
Perform ( )	Cha	•	4	=	4	+	0	+	0
Profession (scry )	Wis	•	6	=	4	+	2	+	0
Ride	Dex	•	6	=	6	+	0	+	0
Search	Int	✓	4	=	2	+	2	+	0
Sense Motive	Wis	•	7	=	7	+	0	+	0
Sleight of Hand	Dex	•	6	=	6	+	0	+	0
Spellcraft	Int		2	=	2	+	0	+	0
Spot	Wis	✓	7	=	7	+	0	+	0
Survival	Wis	•	7	=	7	+	0	+	0
Swim	Str	•	5	=	5	+	0	+	0
Tumble	Dex	✓	6	=	6	+	0	+	0
Use Magic Device	Cha	•	4	=	4	+	0	+	0
Use Rope	Dex	✓	6	=	6	+	0	+	0
Knowledge (Whillip)	Int	✓	7	=	2	+	0	+	5
				=		+		+	
				=		+		+	
						+		+	
				=		+		+	
						+		+	
						+		+	
				=		+		+	
								+	

Total Skill Points:

Other Possessi	ons	
n	Weight	1
Item Park and Item	(lbs)	Loc
Backpack	2	back
2 weeks rations and water		BP
holy symbol silver		neck
holy symbol silver (chest armor)	<del></del>	chest
holy symbol silver		BP
large quiver 40 arrows	6	back L
bag of caltrops		belt
2 flasks of holy water		BP
flask of oil		BP
tender box		BP
torch		BP
heavy mace	12	left side
long sword	4	right side
5 spikes & mallet		BP
blanket	1	BP
Puainama (bug dope) 5 days worth		
Belt of Giants Strength +6		
Torc of Wisdom +6		
Back Talking Shirt Int +2		
•		
	<del></del>	
	<del></del>	
_		
Taint stick (10)		
Total Weight:	47	
Currency		
661gp 10sp		

Languages
10sp

Languages				
Common				
Elven				
Orc		•		-

	pells/Pow			
(Bards, Sorc	erers, Psions & F	si Warriors) 5th		
* <u> </u>		: ==		
1st		6th		
2nd		7th		· · · · · · · · · · · · · · · · · · ·
Brd		8th		
1th		9th		
	Spell			
Save DC	LEVEL	Spells /Day	Bonus Spells	
17	0	6	0	
18	1st	5	3	
19	2nd	4	3	
20	3rd	4	3	Spells & Powers
	-			
21	4th	3	2	
22	5th	3	2	
23	6th	2	2	
	7th			
	8th			
	9th			
	-			
M:6	Psio	nics	IX	
Manifester Level			Key Ability	
Base	Bonus	Max	Current	

Description
Close wounds Ivl 2 Stewart pact line 332 Neutralize poison Ivl 4 line 271
Contacts / Friends

Personality Character Traits Character Flaws Phobia Fey Spontaneous Undead Visitation

# Statistic Block [ NPC GEN IMPORT] [ GENERATE STATBLOCK ]

## **Condition and Effects**

## Additional Information

Junta- used 2 xrta greater turning

## Other Notes

Marching order: Lauralei - Imago - Arco - Mot - Enola - Azura - Farro March order 2x: Lauralei/Azura - Imago/Farro - Arco - Mot/Enola Watch order: Arco/Azura - Mott/Imago-Ebola/Lauralei - Enola/Farro Travel 8 hours Wake at 6 am Set camp at 6 Death Coils - AC 15 Huge magical beast, dropped from ceiling on Azura. Knowledge Arcana: snake dark green form nearly invisible against the green wall. Yellow serpentine eyes, has two heads one on each end. Had about half or a bit more life force than we had. Constrict, improved grab, poisonous breath (sleep), good at climbing, tough. Aggressive relentless hunters, drown pray if water is nearby, Intelligent, EVIL, 5+30+33 not moving + 16 points of electricity + 8 + 11 + 15 + 23 + 14 + 8 + 15 "Kitty Snake" (Azura critical fail) - Flying out of the water below us. Long thin serpentine dragon, deep green color, scales gleaming, multicolored mane around its neck and dark whiskers growing from it's snout. No wings but it flies. Clearly has good maneuverability, huge size, scales seem wet or oily, not colored nor metallic, Realm of Celedra.

### Drivato Notos

Bravic - administrator at the Beacon - Hellgate Keep remains of a destroyed town once known as Ascalhorn. Destroyed because it was infested with devils tanari. A group of harpers destroyed the town trapping the devils inside. Illustrial the queen and hope of lullar need help destroying the evil in the keep. They have Mythanthar's Orb - activated it will seal an area in an impenetrable ward will keep the devils in the forever. Harpers ward will expire in 5 years (24 Jularva 1007). They are willing to pay 100K gp plus a week of training at the bellman's guild (reduces training time by 3 weeks)/person. Buildings: cloud up 50' OK, few buildings touch the flow 71- N side - residence 80- N side - 450'x100' atrium building behind almost destroyed previously attached close to the cliffs by debris falling from cliffs or lava flow 4 sets of double doors door 1 grocery 10' shelves with 13' ceiling No# Triangular with atrium, old campfire, scratching on the walls to sharpen claws 34- 2 stories deep. Upper level is Restaurant/bar, lower level is a hotel. Occupied. Hallway 10 ft wide. Rooms on either side. Single door every 15ft on right and 30ft on the left 32 - ceramic moulder's shop 2 stories top living quarters. Haste - +1 Att, +1 Ht, +1 AC, +1 Ref, +30' movement Spell DC: 10+spell level + Wis Mod + d20 Spell Resistance: caster level + d20 Scribe Scroll: xp: spell level x cast level; \$\$: spell level x cast level x 25 x 1.5 (pay XP and big component use up front)

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