

	Class Abilities.	naciai Abilities. no pg.96 (ali below)	Phobia, restraint (liaw 1) hwine pg.22
Creation (1): Point Blank Shot PH pg.90	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.
+1 to range atk 30' or less	Class (1) Trapfinding PH pg. 50		Overlooked by Tymora (flaw 1) RWNF pg.19
Campaign (1) Precise shot PH pg.90	Class (2) Uncanny Dodge Retain DEX mod w/flat foot ec	Dark Vision Black & white 60'	-2 luck stones per session, not below 0
may -4 TH with ranged into melee avoid friendly fire	PH 50		
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	Class (3) Trackless Step Druid Class feature PH pg 36		Racial abilities: Spell like abilities (centered on char).
score prerequisites (Dex 13+, Int 13+) are met.		Size sm/bon: +1 AC, +1 TH, +4 hide, lift\car 75% of med	RS pg.96 (all below)
From Flaw phobia (1): Travel Devotion, complete			
Champion pg. 62 - 1/day take a move action as swift	Race: Martial Weapon Prof	Base speed 30' RS pg.96	
action, effect lasts 1 minute	(Gnomish hooked hammer) RS pg 96		Silence 1/day caster lvl 1 DC 10+1 RS pg.96
Character level 3: Strong Back; RWNF Pg. 9; all carry	Class (1) Martial Weap Prof- (hand axe, throw axe,	+4 hide and Move Silent RS pg.96	self only 20' radius
cap +50%	short sword, short Bow) PH pg.97		Mage hand 1/day caster Ivl 1 DC 10+1 RS pg.96
Lvl 3: +1 Heroic Luck RWHR pg. 18		+2 listen and spot RS pg.96	30' range, 5lbs, concentration
	Class (1) Simple Weapon ProficiencyPH pg. 100		Message 1/day caster lvl 1 DC 10+1 RS pg.96
	Class (1) light armor profiency PH pg.89	+1 TH vs. kobolds, Goblinoids	120' range, two way talk, concentration

Skills [ Auto Fill   Update CC	Clear ] Key		Skill	Ab	Max Ra	atiK	6 Misc	/ 3	Other Possessions		
Skill Name	Ab	CS	Mod	Mod	Rank		Mod	ACP		Weight	
Appraise	Int	$\checkmark$	4	=4	+0	+	0	0	Item 2 CARABINER (ATTACHING CLIP)	(lbs) .05	Loc Sashsilno
Balance	Dex		10	= 5 -	+ 3	+	2	0	2 CLIP (USED TO SECURE ITEMS TO A BELT, ROPE, ETC.)	.005	Sashsling
Bluff	Cha		0	= 0 -	+ _ 0	+	0	0	DESCENDER (BRAKE BAR)	.05	Bando
Climb	Str		9	= 2 -	+ 5	+	2	0	Twine, roll 50'	1	Left BP
Concentration	Con		5	= 5 -		+	0	0	Standard Adventurers Outfit - Weight exempted per PH pg 131		Body
						·			Boot Sheath, Dagger	.001	left boot
Craft (bowmaking)	<u>Int</u>	$\Box$	6	=4	+	. + _	0	0	Compass, Hand  BANDOLIER, LEATHER (100 items IN 25 POCKETS. 4/POCKET)	.5	ri. pocke
Decipher Script	Int	<u>~</u>	4	=4	+ 0	+ _	0	0	1 OIL, FLASK OF GREEK FIRE +16 OZ+	2	Bando
Diplomacy	Cha	$\checkmark$	0	= 0 -	+	+ _	0	0	Chalk, 1 peice	.001	Left BP
Disable Device	Int		9	= 4 -	+5	+	0	0	Fishhook	.001	Right BP
Disguise	Cha	$\checkmark$	0	= 0 -	+0	+ _	0	0	Flint & Steel, tinderbox	.5	Right BP
Escape Artist	Dex		12	= 5 -	+ 5	+	2	0	Mirror, Small Steel Small Belt Pouch, 2 (BP)	.25	Right BP Left/Righ
Forgery	Int_		4	= 4 -	+ _ 0	+	0	0	Sewing Needle	.005	Right BP
Gather Information	Cha		0	= 0 -	+ 0	+	0	0	Waterskin	1.25	Cross boo
Handle Animal	Cha		0	= 0 -		+	0	0	Whetstone	.25	Right BP
						·			1 OIL, FLASK OF LAMP +16 OZ+ 7.5 lb 30 sp	1.5	Bando
Heal	Wis		2	= 2 -		_	0		POCKET KNIFE Ascender	.5 .25	Sashsling Bando
Hide	Dex	Ш	18	= _ 5 -	+ _ 5	+ _	8	0	Quiver	.25	belt left
Intimidate	Cha	$\checkmark$	0	= 0 -	+0	+ _	0	0	Axe Sheath	.1	Belt,right
Jump	Str		9	= 2 -	+5	+	2	0	SHEATH, Dagger, WRIST	.07	L wrist
Knowledge (dungeoneering)	Int		7	= 4 -	+1	+ _	2	0	Thieves tools, masterwork (+2 OL and DD)	2	Left BP
Knowledge (geography)	Int		7	= 4 -	+ 1	+	2	0	Listening Cone (+2 listen)	.5	Left BP
Knowledge (nature)	Int	$\overline{\Box}$	7	= 4 -	+ <u>1</u>	+	2	0	4 instant rope AaE pg 34 30'/ 2 rnds to set crumbles in 1 hr.  TOOLS, TINKERERS POCKET (LEATHERMAN/GERBER TOOL)	.25	Sashsling Sashsling
Knowledge (local/whillip)	Int		5	= 4 -	+ 0	+	1	0	5 WATER PURIFICATION TABLET (1 TABLET PURIFIES 1 GALLON)	.005	Bando
Listen	Wis		9	= 2	+ 5	+	2	0	SashSling - healing belt	.25	Waist
Move Silently	Dex		14	= 5 -			4	0	Trailbar (2) 1 day nutrition 1 per 2 days	.5	Sashsling
						·			Endurance Elixir 12 hrs, drinker gets +4 alch bon on abil, skill checks, & svs to resist nat	.25	Bando
Open Lock	Dex	<u>~</u>	5	=	+	_	0		environ extreme, as hot or cold weather (DMG 302).  SpheneX gem-stone: carved into cat-1 use +4 sv vs lightning; -1 dam/die	.02	pocket
Perform ()		$\leq$	0	= 0 -	+ 0	+ _	0	0	ophicitics gain stone, earlied mite each use 14 so vongituing, 1 dans de	.02	pocket
Profession ()		$\checkmark$	0	= 0 -	+ _ 0	. + _	0	0	Total Weight:	34.758	
Ride	Dex		5	=5	+0	+ _	0	0	Currency		
Search	Int		9	=4	+5	+_	0	0	Copper 7		
Sense Motive	Wis		5	= 2 -	+3	+	0	0	Silver 13		
Sleight of Hand	Dex	V	5	= 5 -	+ 0	+	0	0	Gold		
Spellcraft	Int_		4	= 4 -	+ _ 0	+	0	0	Bank Note 34 gp, 4 sp, 5cp		
Spot	Wis		9	= 2	+ 5	+	2	0			
Survival	Wis		7	= 2	+ 5	+	0	0	Languages		
Swim	Str		3				0	0	Gnome, Terran (race 1)		
									Elf, Dwarf, Draconic, Goblin (INT bonus 1)		
Tumble	Dex		12	= 5	+ _ 5	+_	2	0	Common, Chondathan		
Use Magic Device	Cha	$\checkmark$	0	= 0 -	+ 0	+	0	0			
Use Rope	Dex		12	=5	+ _ 5	+ _	2	0			
-				=	+	+ _					
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Total Skill Points:

## Spells/Powers Known

(Bard	s, Sorcerers, Psions & F	Psi W	arriors)	
0		5th		
1st		6th		
2nd		7th		
3rd		8th		
4th		9th		
	Spell	Sav	/es	
S	iave	9	Spells	Bonus

DC	LEVEL	/Day	Spells
DC	LLVLL	/Day	Spelis
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

## **Psionics**

Manifester Level			Key Ability
Base	Bonus	Max	Current

## Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Silence 1/day caster lvl 1 DC 10+1 RS pg.96	20' rad	.66 lb Traveler's BackPack (magic);	
Mage hand 1/day caster Ivl 1 DC 10+1 RS pg.96	30' rng	.66 Ib BACKPACK FRAME, METAL PACK CAP. TO 85 #	
Message 1/day caster lvl 1 DC 10+1 RS pg.96	120' rng	1.25 lb DISHES/UTENSILS, SET OF TIN, COOKING/EATING	
		.5 lb Percolator AE pg 24	
		.4 lb HAMMOCK (CAPACITY 350#)	
		1.25 lb Bedroll	
		3.25 lb Rations, trail 13 days	
		3.91 lb arrows, 14 Serpentstounge, 5 Dragon Breath,	
		19 Blunt, 22 Sheaf, 2 Humming Bulb,	
		4 Sheaf Silver tip	
		1 lb Coffee Ground	
		1.25 LB BOX, METAL, PADDED, AIRTIGHT +3H/3W/3L+	
		8 lb 4 OIL, FLASK OF GREEK FIRE +16 OZ+ in box	
		6 lb 4 OIL, FLASK OF LAMP +16 OZ+ in box	
		.25 lb SHOVEL, SMALL, FOLDING	
-		.02 lb Bowstring (2)	
		2.5 Ib HINGE REMOVING KIT	
		(W/LCC; DEX CHECK AT +1; TAKES 1 TURN)	
		.25 lb 2 SACK, SMALL (CAPACITY 15#)	
		.75 lb Climbers Kit	
		5 lb Bowyers tools, Masterwork	
		wt carried inside: 35.58 LBS	
		Total wt: 36.9 LBS	
		On dog.	
-		on asg.	
		-	
-			
		-	
	. ——	-	

Description	Personality
Quiet, Staid, Careful, Constantly looking around	introverted, quiet, businesslike,
: : : : : : : : : : : : : : : : : : :	
Character Traits	Character Flaws
Quick +10' move, -1 HP/level	Phobia, restraint Shaken when restrained. Gets worse after 2 rounds.
Contacts / Friends	Enemies
Dog - lightfoot	
[3]	[3]
Statistic Block [ NPC Gen	IMPORT] [ GENERATE STATBLOCK ]
	T T I
	k d J
Condition and Effects	Additional Information
Condition and Effects	
Condition and Effects	Additional Information  Birthday Apros 6 56 years old
Condition and Effects	
Condition and Effects	
	Birthday Apros 6 56 years old
	Birthday Apros 6 56 years old
Traveler's Backpack: Made of water resistant tanned leather. Can carry 50# normally, 8 compartment, 2 side pouches, 2 straps on bottom, 2 heavy duty shoulder straps, carryi compartment. That item may be obtained using swift action (see CAd pages 137-138) the access compartment'. BP is charged magical item which can be recharged. Charge ma Triggered by conscious thought which occurs when you store item in BP. Once item is recommendation.	Notes  5# w/BP frame. Weighs 2.5# empty. BP has main compartment,1 easy access fig handle on top. Single item (up to capacity of BP) may be stored in the easy access by person wearing BP, or any adjacent character familiar with the backpack's 'easy y be expended to 'Lighten the load'. STD action reduces encumbrance of 1 item in BP. emoved from BP, Its original weight is 'restored'. Items which have their weight reduced ay be recharged by a properly equipped 'mages guild' for 25gp per charge. Max charges operties might be possible, provided BP undamaged. Consult 'mages guild'. Item LVL:
Traveler's Backpack: Made of water resistant tanned leather. Can carry 50# normally, 8 compartment, 2 side pouches, 2 straps on bottom, 2 heavy duty shoulder straps, carryi compartment. That item may be obtained using swift action (see CAd pages 137-138) t access compartment'. BP is charged magical item which can be recharged. Charge ma Triggered by conscious thought which occurs when you store item in BP. Once item is r should be annotated as such on any equipment listing. The charges of the backpack m 50, current 31. If all charges expended BP will become mundane. Restoring magical pr 4th; Body Slot: -; Caster LVL: 9th; Aura: Moderate Transmutation; Activation: STD actic charged)	Notes  ### Wish Apros 6 56 years old    Standard Apros 6 56 years old
Traveler's Backpack: Made of water resistant tanned leather. Can carry 50# normally, 8 compartment, 2 side pouches, 2 straps on bottom, 2 heavy duty shoulder straps, carryi compartment. That item may be obtained using swift action (see CAd pages 137-138) to access compartment'. BP is charged magical item which can be recharged. Charge ma Triggered by conscious thought which occurs when you store item in BP. Once item is reshould be annotated as such on any equipment listing. The charges of the backpack m 50, current 31. If all charges expended BP will become mundane. Restoring magical prediction of the provided by the storing magical prediction of the provided by the storing magical prediction. STD action of the provided by the storing magical prediction of the provided by the provid	Notes  ### Wish Apros 6 56 years old    Standard Apros 6 56 years old
Other  Traveler's Backpack: Made of water resistant tanned leather. Can carry 50# normally, 8 compartment, 2 side pouches, 2 straps on bottom, 2 heavy duty shoulder straps, carryi compartment. That item may be obtained using swift action (see CAd pages 137-138) to access compartment'. BP is charged magical item which can be recharged. Charge ma Triggered by conscious thought which occurs when you store item in BP. Once item is reshould be annotated as such on any equipment listing. The charges of the backpack 50, current 31. If all charges expended BP will become mundane. Restoring magical production of the productio	Notes  ### Wish Apros 6 56 years old    Standard Apros 6 56 years old
Other  Traveler's Backpack: Made of water resistant tanned leather. Can carry 50# normally, 8 compartment, 2 side pouches, 2 straps on bottom, 2 heavy duty shoulder straps, carryi compartment. That item may be obtained using swift action (see CAd pages 137-138) to access compartment'. BP is charged magical item which can be recharged. Charge ma Triggered by conscious thought which occurs when you store item in BP. Once item is reshould be annotated as such on any equipment listing. The charges of the backpack 50, current 31. If all charges expended BP will become mundane. Restoring magical production of the productio	Notes  5# w/BP frame. Weighs 2.5# empty. BP has main compartment,1 easy access and handle on top. Single item (up to capacity of BP) may be stored in the easy access by person wearing BP, or any adjacent character familiar with the backpack's 'easy y be expended to 'Lighten the load'. STD action reduces encumbrance of 1 item in BP. emoved from BP, Its original weight is 'restored'. Items which have their weight reduced ay be recharged by a properly equipped 'mages guild' for 25gp per charge. Max charges operties might be possible, provided BP undamaged. Consult 'mages guild'. Item LVL: on (charged), Weight(lb.): 2.5lbs (empty) Value(gp): 250gp+50gp/charge (1,500gp fully)  This is a continuous effect and requires no activation. Belt has 3 charges, renewed each e with touch. (You can also use this ability als 2d8. 2 charges: Heals 3d8. 3 charges: Heals 4d8.

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

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