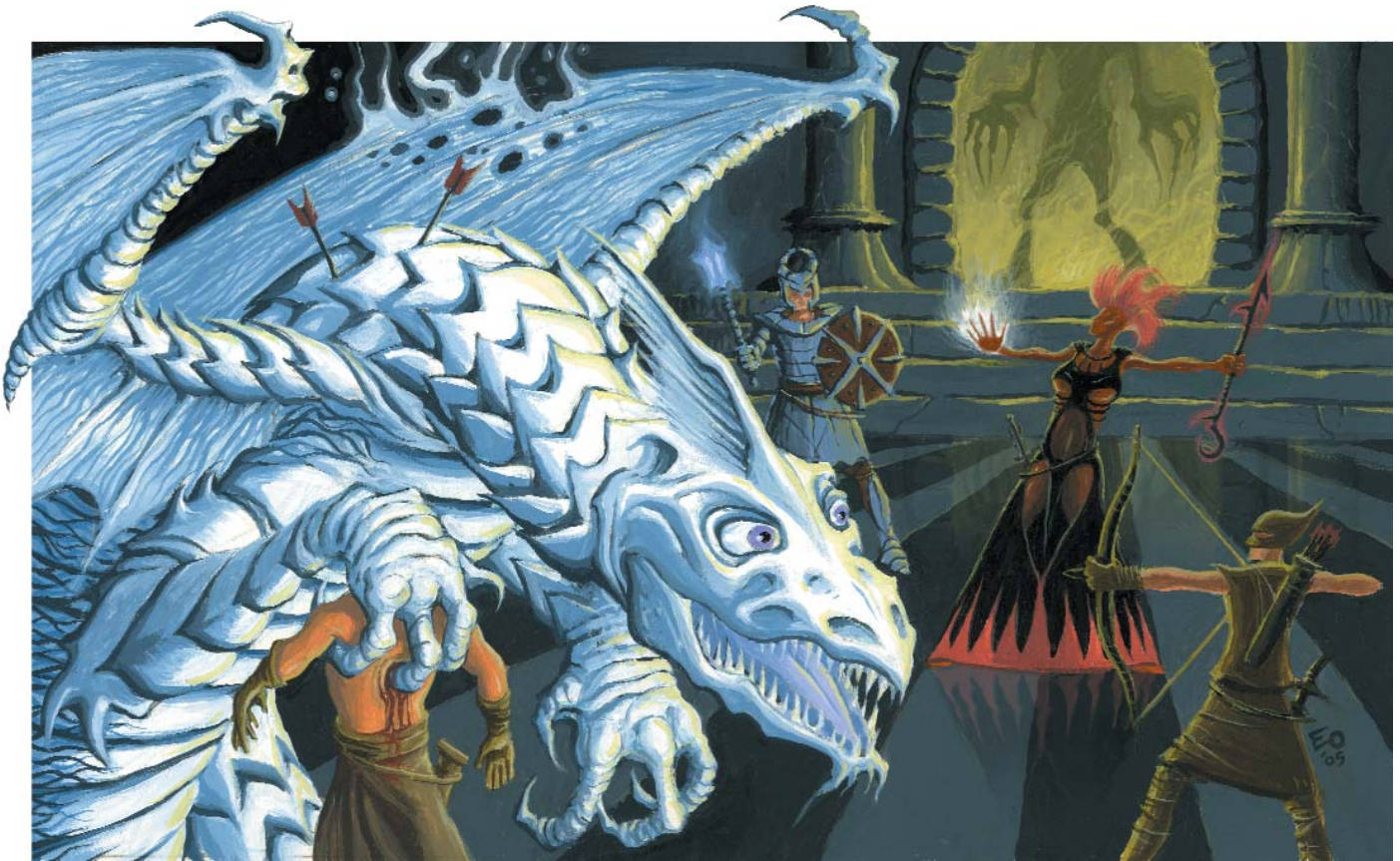


Dungeon Crawl Classics Second Annual Open Tournament Vault of the Dragon Kings

Gen Con Indy 2005



PLAYER PACK



Player Guidelines

Scoring System: This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points.

Earning Points: Points are earned by overcoming obstacles, solving problems, defeating opponents (not necessarily by slaying them), advancing through the dungeon, and uncovering the mysteries of the Vault of the Dragon Kings. Points are weighted so later encounters are worth more points than earlier ones. History favors the bold!

Losing Points: Points are lost by being killed, unleashing traps or dangers that could have been avoided, and using resources (such as charges on magic items). The penalty for using magic items is small, but the scoring system still awards efficiency in solving the Vault.

Individual Scoring: Unlike last year's tournament, this year's tournament does not include scoring for individuals.

Time is of the Essence: The Vault is a dangerous, challenging place. Each room is a mystery unto itself. It is unlikely that any tournament group will complete all of level one before the four-hour time limit is up. The same goes for levels two and three. Therefore, time is of the essence. The more you explore before the time limit expires, the more points you have the opportunity to score, and the greater your chances of advancement. Groups that advance to the next round automatically start at the beginning of the next level of the Vault.

Games that Start Late: A game that starts late

because of a late or missing player is allowed a 10-minute grace period. After that 10 minutes, each minute lost is counted against the four-hour time limit. For example, a game is scheduled to start at 12:00. A player is late so it starts at 12:05. The game can go to 4:05 with no penalty. If the late player had instead showed up at 12:25, however, the game's four hour time limit would be considered expired at 4:10 (four hours past the expiration of the grace period at 12:10), so the players effectively lose 10 minutes of playing time.

Starting Without a Player: After 10 minutes of waiting for a missing player, a DM may declare him a no-show and start the game without him. That character is removed from play for that round.

Learn Your Character: Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

Returning from the Dead: During tournament play, any PC slain during a particular round is raised at the end of the round, so that PC can partake in the next round. PCs raised from the dead are treated as having one negative level for the duration of the adventure. (Actually reconstructing the PC to reflect one lost level will take too much time during the tournament.) PCs may be raised *during* a tournament round if their adventuring party has sufficient magical resources to raise them from the dead. There is a **substantial** points penalty for dying. And yes: if you die twice, you incur the points penalty twice.

Frequently Asked Questions

I didn't get in a game! Will you add more slots?

We're trying! It depends on DM availability. If we are able to add more slots, we will fill them on a first-come-first-serve basis with signup sheets at our booth. Come by Thursday morning to sign up.

How many player characters are there in each game?

Four.

Then why are there six characters?

You can choose four of the six characters to make up your party. The two not picked are left behind.

How do I advance to round two?

Advancement is determined based on points scored in round one. The highest-ranked teams will advance.

How do I score points?

Points are scored in the same manner XP is generally awarded: killing monsters, avoiding obstacles, acquiring items, and resolving challenges.

Do I need to preregister for round two or three?

No. Rounds two and three appear in preregistration strictly for scheduling purposes. You do not need to preregister.

Do I need a generic event ticket for round two or three?

Yes. If you advance, you will need a generic event ticket for the round.

If I advance, which slot will I be in?

We can't guarantee any particular slot ahead of time. In general, if you played an earlier slot in round one we'll try to give you an earlier slot in round two, and vice versa.

Can I request a specific time slot for round two?

We will take note of requests for specific times, but we cannot guarantee that we will be able to honor them. With 32 participants in 8 slots, the logistics of scheduling will probably not accommodate every request.

What if I have a time conflict with the round two slot?

This is a team tournament, and advancement occurs as a team. The minimum number of players for a team to advance is three. If fewer than three members of a team are not available to advance, that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

Can someone take my place on the team?

No. No substitutions are allowed.

What happens to my character, then?

One character per player. If you're absent, your character goes home. You won't lose points for his death, but the character is out of the game.

What if I miss round two but can make round three?

When you missed round two, your character went home. He is not available for subsequent rounds.

What if I'm late?

There is a ten minute grace period after the official round start time. After that ten minutes passes, the game starts with whichever players are present – or is forfeited and passed on to the alternate team if there are insufficient players present.

How do I know if I'm an alternate team?

We will announce alternate teams with the advancement information.

When do results get announced?

Teams that advance from round one to round two will be posted at the Goodman Games booth Saturday morning. The exhibit hall opens at 10:00 AM and the first round two game does not start until 12:00 noon, so you'll have time.

Round two results run on a tighter schedule. The final round two game ends at 8:00 PM Saturday night, and the first round three game starts 8:00 AM Sunday morning. By 9:00 PM Saturday night, we will post results in the public areas of the gaming hall near the rooms where the sessions were held.

Module Introduction

The long, arduous journey through the Frosteye Mountains is coming to an end. The horses and pack animals, fatigued from the high altitude, were unable to make their way up the narrow file that snaked its way up the steep mountain. Making camp beneath the greatest peak, you take one final inventory of your supplies, and gird yourself for the rigors tomorrow will bring.

For tomorrow, you enter the Vault of the Dragon Kings.

At first, you were unsure if the old sage Anwar Fadain knew where the Vault was located, but now there is no doubt. Even from here, near the base of the dizzying peak, you can see the entrance to some great cavern, curled like a small frown on the face of the mountain. A long, sharp shadow stretches down the mountainside from the cave, light catching on some enormous structure built into the mouth of the cave.

Bundled under your sturdy winter gear, you wonder if you'll ever shake the chill from your bones. You huddle together near the small fire you afford yourself this night, as your party goes over final preparations. Now you understand why Anwar Fadain needed hearty and hale adventurers – the high altitude, bitter cold and dangers that surely lie ahead would force most seasoned veterans back toward warm beds and mulled wine.

But there's a dragon that needs to be rescued. And more that need to be stopped. Fortunately, the dragon needing rescue is a friend of Anwar Fadain's, a silver dragon who traveled to this fabled Vault of the Dragon Kings to learn more about his ancestry. And apparently this silver dragon stumbled across a heinous plot by one of the surviving Dragon Kings to unleash a host of evil dragons upon the realm.

The only thing standing between you and the fate of the realms of man are the icy perils of the mountain, the unknown dangers lurking within the mountain stronghold and a fearsome Dragon King of legend. Best get what warmth and sleep you can, for tomorrow is going to be a long day.

A Helping Hand

For tournament purposes, aside from gear listed on their character sheets, the party also has a small trunk with some basic supplies – this ensures that certain essential adventuring gear will be available regardless of which PCs make up the party. Give the players the following equipment list. The players are free to pick and choose among this gear however they wish, but need to keep encumbrance and weight in mind when kitting out.

Equipment trunk (30 lbs empty)

- *Oil of resurrection* (1 use; CL 15th)
- 10 torches (1 lb each)
- 10 1-pint flasks of oil (1 lb each)
- 2 sunrods
- 1 100-foot length of knotted hemp rope (20 lbs)
- 1 50-foot length of silk rope (5 lbs)
- 2 grappling hooks (4 lbs each)
- 4 bedrolls (5 lbs each)
- 4 heavy blankets (4 lbs each)
- 2 canvas tents (20 lbs each)
- 1 crowbar (5 lbs)
- 20 days worth of trail rations (1 lb each)

The total weight for all this equipment is just about 185 pounds. While much of the equipment could be carried, it's quite possible adding too much of this gear could encumber some party members. Additionally, carrying the trunk requires both hands, unless a sled is constructed to pull it behind a character.

Glyn Trollbane

CHARACTER			RACE			CLASS		
Neutral			Flame and Lightning			10		
ALIGNMENT			DEITY			LEVEL		
M			25			M		
GENDER			AGE			SIZE		
M			5'9"			160		
HEIGHT			WEIGHT			Heavily tanned		
COMPLEXION			HAIR			Dark Reddish Brown		
EYES			HANDEDNESS			Pitch Black		
Right								



ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	9	-1		
DEX	18	+4		
CON	16	+3		
INT	12	+1		
WIS	11	0		
CHA	18	+4		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+10	3	3	2	2	
REF (DEX)	+9	3	4	2		
WILL (WIS)	+9	7	0	2		

SAVING THROW MODIFIERS

- +2 Fortitude saves from Rat Familiar
- +2 belt of resistance

HIT POINTS

TOTAL	60	CURRENT		SUBDUAL	
LIFT OVER HEAD	90	LIFT OFF GROUND	180	PUSH / DRAG	450
1 x MAX LOAD		2 x MAX LOAD		5 x MAX LOAD	

LOAD

	29	SPEED	30	MAX LOAD	30	MAX DEX	NORM	CHK PEN	NORM	RUN	NORM
L		M	20	60	+3	-3	x4				
H	30		20	90	+1	-6	x3				

ARMOR CLASS

15 = 10 + [] + [] + 4 + [] + 1

NORMAL ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

AC MODIFIERS

- Dragonskin cloak (+1 natural armor)
- Wand of **mage armor** (+4 armor bonus)

0 ARCANESPELL FAIL

10 FLAT FOOTED

0 ARMOR CHECK DEF

14 VS TOUCH ATTACKS

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE

+8 = 4 + 4

INITIATIVE MODIFIERS

Improved Initiative

ATTACK BUSES

	TOTAL ATTACK BONUS
MELEE (STR)	+4
RANGED (DEX)	+9
GRAPPLE (STR)	+4

BASE ATTACK BONUS

	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
	+5	-1			
	+5	4			
	+5	-1			

ATTACK BONUS MODIFIERS

Point Blank Shot
Precise Shot

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
Cold Iron longspear	+4	1d8-1	x3	-	M	P	
Cold Iron dagger	+4	1d4-1	19-20/x2	10	M	S/P	
MW Light Crossbow	+10*	1d8*	19-20/x2	80	M	P	+1 To Hit/Damage within 30' (Point Blank Shot)
Ranged Touch Spell	+9*	As spell	x2	*	n/a	n/a	+1 To Hit/Damage within 30' (Point Blank Shot)

COMBAT PROFICIENCIES

ALL SIMPLE ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

Point Blank Shot and Precise Shot apply to all Glyn's ranged touch attack spells
All Glyn's spells are cast at +1 Caster Level (orange prism ioun stone)

SKILL MODIFIERS

Rat familiar bonus

RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level

Languages: Common, Draconic, Ignan

CLASS FEATURES

Spontaneous casting
Familiar (rat)

FEATS

- Alertness
- Empower Spell
- Improved Initiative
- Point Blank Shot
- Precise Shot
- Spell Penetration

SKILLS

TOTAL SKILL POINTS **52** + INT MOD (+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS ?	
Appraise ■	1	=	+ 1	+	INT	___	Knowledge (History)	=	+ 1	+	___	INT	___	
Balance ■†	4	=	+ 4	+	DEX	___	Knowledge (Local)	=	+ 1	+	___	INT	___	
Bluff ■	10	=	6	+ 4	+	CHA	Y	Knowledge (Nature)	=	+ 1	+	___	INT	___
Climb ■†	-1	=	+ -1	+	STR	___	Knowledge (Nobility)	=	+ 1	+	___	INT	___	
Concentration ■	15	=	12	+ 3	+	CON	Y	Knowledge (Religion)	=	+ 1	+	___	INT	___
Craft ■ (alchemy)	2	=	1	+ 1	+	INT	Y	Knowledge (the Planes)	=	+ 1	+	___	INT	___
Craft ■ ()		=	+ 1	+	INT	Y	Listen ■	2	=	+ 0	+ 2	WIS	___	
Decipher Script	2	=	1	+ 1	+	INT	___	Move Silently ■†	4	=	+ 4	+	DEX	___
Diplomacy ■	6	=	+ 4	+ 2	CHA	___	Open Lock	5	=	1	+ 4	+	DEX	___
Disable Device		=	+ 1	+	INT	___	Perform ■	4	=	+ 4	+	CHA	___	
Disguise ■	4	=	+ 4	+	CHA	___	Profession		=	+ 0	+	WIS	Y	
Escape Artist ■†	4	=	+ 4	+	DEX	___	Ride ■	4	=	+ 4	+	DEX	___	
Forgery ■	1	=	+ 1	+	INT	___	Search ■	1	=	+ 1	+	INT	___	
Gather Information ■	4	=	+ 4	+	CHA	___	Sense Motive ■		=	+ 0	+	WIS	___	
Handle Animal		=	+ 4	+	CHA	___	Sleight of Hand †	7	=	1	+ 4	+ 2	DEX	___
Heal ■	0	=	+ 0	+	WIS	___	Speak Language		=	+ 1	+	INT	___	
Hide ■†	4	=	+ 4	+	DEX	___	Spellcraft	14	=	13	+ 1	+	INT	Y
Intimidate ■	6	=	+ 4	+ 2	CHA	___	Spot ■	2	=	+ 0	+ 2	WIS	___	
Jump ■†	0	=	1	+ -1	+	STR	___	Survival ■		=	+ 0	+	WIS	___
Knowledge (arcana)	11	=	10	+ 1	+	INT	Y	Swim ■ ††	-1	=	+ -1	+	STR	___
Knowledge (architecture)		=	+ 1	+	INT	___	Tumble †	5	=	1	+ 4	+	DEX	___
Knowledge (dungeoneering)		=	+ 1	+	INT	___	Use Magic Device	5	=	1	+ 4	+	CHA	___
Knowledge (Geography)		=	+ 1	+	INT	___	Use Rope ■	4	=	+ 4	+	DEX	___	

EQUIPMENT	LOCATION	WGT LBS
Orange Prism Ioun Stone		-
+2 amulet of health		-
+2 gloves of dexterity		-
+2 belt of resistance		-
Handy Haversack		5
Cold Iron longspear		9
Cold Iron dagger		1
Cold weather gear		7
Dragonskin cloak (red)		2
MW Light crossbow, 10 bolts		5
2 sticks of chalk	H-sack	-
Writing kit and paper	H-sack	-
50' silk rope	H-sack	-
Wand of ray of enfeeblement (5 ch)	H-sack	-
Wand of mage armor (5 ch)	H-sack	-
Wand of dispel magic (5 ch)	H-sack	-
TOTAL		29

ITEM SLOTS	LOCATION	WGT LBS
Orange Prism Ioun Stone	Head	
	Eyes	
+2 amulet of health	Amulet	
	Ring 1	
	Ring 2	
	Bracers	
Dragonskin cloak (Red)	Cloak	
	Robe	
	Vest	
+2 gloves of dexterity	Gloves	
+2 belt of resistance	Belt	
	Boots	
	Shield	
	Misc 1	
	Misc 2	
	Misc 3	
	Misc 4	

CONSUMABLES	#
Potions:	
Cure moderate wounds	2
Eagle's splendor	1
Scrolls:	
Jump (CL 6)	2
Slow (CL 6)	2
Obscuring Mist (CL 6)	1
Levitate (CL 6)	1
Resilient Sphere (CL 10)	1
Break Enchantment (CL 10)	1
Spider Climb (CL 3)	1

Magic Item	Description
Orange Prism Ioun Stone	Casts spells at +1 Caster Level (impacts duration, range, damage, etc.)
Wand of ray of enfeeblement	5 charges □□□□□ caster level 2 (1d6+1 Strength penalty, range 30')
Wand of mage armor	5 charges □□□□□ caster level 1 (+4 Armor Bonus to AC, lasts 1 hour)
Wand of dispel magic	5 charges □□□□□ caster level 10 (+10 to dispel check, range 150')
Dragonskin cloak (red)	Energy resistance 10 (fire), +1 natural armor, locate object (1/day, 5th level caster)
Sorcerer Arcane Spell List	
0-level spells (6/day – DC 14)	dancing lights, detect magic, ghost sound, light, mage hand, mending, message, open/close, prestidigitation
1st-level spells (7/day – DC 15)	feather fall, grease, magic missile, ray of enfeeblement, shield
2nd-level spells (7/day – DC 16)	glitterdust, scorching ray, touch of idiocy, web
3rd-level spells (7/day – DC 17)	haste, lightning bolt, ray of exhaustion
4th-level spells (6/day – DC 18)	enervation, ice storm
5th-level spells (3/day – DC 19)	wall of force

Glyn Trollbane, human sorcerer

Those unused to Glyn Trollbane's taciturn, stoic manner may find him callous and cold, but that is hardly how those who have come to trust his counsel would define the steely sorcerer. Calculating, direct, brutally honest and unwaveringly straightforward would be more appropriate. Despite his youth, Glyn Trollbane is already a formidable sorcerer, manipulating the raw power of arcane magic many of his more esteemed wizard counterparts could only dream of. And with such power, comes dreadful knowledge of how that very power manipulates, corrupts and destroys.

Several of Glyn's traveling companions say the young mage has an "old man's soul" and the savvy presence and experience of a veteran twice his age. His chiseled features and commanding voice provide sound wisdom, calculated advice and objective observations. Glyn is not one to use flowery language or wax philosophic about mundane affairs – he has no time to mince words. His mind is set to contemplate higher things.

Glyn Trollbane does cut an imposing figure. His frame is lean and short for a human, but Glyn's handsome bearing and piercing gaze are captivating. A large, milk-white scar traces a wicked path along his jaw line. While the scar would prove a terrible flaw to some, it adds an air of command and resolve to Glyn Trollbane's otherwise pleasant features.

The scar is a constant reminder of the encounter in which Glyn earned his adopted surname, Trollbane. Just a few short years ago, a small band of trolls began to terrorize a fishing village called Shyette. None stirred to aid the besieged village, but Glyn realized the impact this seemingly insignificant fishing community had on its neighbors. When not even the sellswords would respond to Glyn's pleas or gold, the young sorcerer went to Shyette himself. Few know the true details of what happened, save for Glyn single-handedly defeating five trolls. Tales of his bravery and derring-do swelled, and the name Trollbane started to appear in the bard's songs of his deeds.

The true tale is one that Glyn will never repeat. The exaggerated tales of bards and performers only tell part of the story. Glyn Dewys entered Shyette and a fierce battle raged, to be certain. But Glyn Trollbane is the one who emerged from the encounter. Something dire happened in Shyette, something Glyn Trollbane will not speak of.

Ynnen "Chitter-Chatter"

CHARACTER

Kobold

RACE

Rogue 8/Ranger 2

CLASS



Neutral
ALIGNMENT

Cold, hard coinage
DEITY

10
LEVEL

n/a
EXPERIENCE

n/a
PENALTY

M
GENDER

21
AGE

S
SIZE

3'4"
HEIGHT

35
WEIGHT

Dark brick red
COMPLEXION

Wide, flat scales
HAIR

Black as Pitch
EYES

Right
HANDEDNESS

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	10	0		
DEX	24	+7		
CON	12	+1		
INT	13	+1		
WIS	11	0		
CHA	9	-1		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+8	5	1	2		
REF (DEX)	+17	9	6	2		
WILL (WIS)	+4	2	0	2		

SAVING THROW MODIFIERS

--	--	--	--	--	--	--

HIT POINTS

TOTAL	CURRENT	SUBDUAL
63		

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
75 1 x MAX LOAD	150 2 x MAX LOAD	375 5 x MAX LOAD

LOAD

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
LOAD	19.5				
SPEED					
L	30	25	NORM	NORM	NORM
M	20	50	+3	-3	x4
H	20	75	+1	-6	x3

ARMOR CLASS

23 = 10 + 3 + 7 + 1 + 2

NORMAL ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

5 ARCANE SPELL FAIL	16 FLAT FOOTED
0 ARMOR CHECK DEN	19 VS TOUCH ATTACKS

AC MODIFIERS

Dodge feat modifier
Mobility feat modifier
Size bonus, Natural Armor

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS	
+2 padded armor	Light	3	+7	0	5	30	5

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE

+7 = 7 + 0

DEX MOD MISC MOD

INITIATIVE MODIFIERS

ATTACK BUSES

MELEE (STR)	+9/+4
RANGED (DEX)	+16/+11
GRAPPLE (STR)	+4

BASE ATTACK BONUS

+8/+3

TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
+9/+4	+8/+3	0	+1		
+16/+11	+8/+3	+7	+1		
+4	+8/+3	0	-4		

ATTACK BONUS MODIFIERS

+1 size modifier
Weapon Finesse

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+1 sword of subtlety	+17/+12	1d4+1*	19-20/x2	-	S	P	+4 to hit and damage during sneak attack
+1 construct bane dagger	+17/+12	1d3+1*	19-20/x2	10	S	S/P	vs. constructs: considered +3 & inflicts +2d6 damage
Full round attack	+15/+15/+10	Special	Special				+15/+10 with shortsword, +15 with dagger
Longbow	+16/+11	1d6	x3	100	S	P	
Light mace	+9/+4	1d4	x2	-	S	B	

COMBAT PROFICIENCIES

ALL SIMPLE ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

+4d6 sneak attack damage
Favored enemy: Constructs (+2 damage, bonus to skill checks)
Full round two weapon fighting ability from ranger levels

SKILL MODIFIERS

+2 Craft (trap)
+2 Profession (miner)
+2 Search
Lens of detection

RACIAL TRAITS

Small size (+1 AC, to hit, +4 Hide, -4 Grapple, _ carry)
Darkvision (60 feet)
Light sensitivity
+1 Natural Armor
Humanoid, [Reptilian] subtype
Languages: Common, Draconic, Goblin

CLASS FEATURES

Sneak attack +4d6, trapfinding
Evasion, trap sense +2
Improved uncanny dodge
Track, wild empathy
Favored enemy: Constructs
Two-Weapon Fighting style

FEATS

Dodge
Mobility
Spring Attack
Weapon Finesse
Track
2-Wpn Fighting

Ynnen Chitter-Chatter, kobold rogue/ranger

While most of the party members don't completely trust their kobold guide, they can't deny the small creature's formidable skills. While the kobold introduces himself as Ynnenarcturas, descendent of the True Dragons, others have gone to calling him "Chitter Chatter" for the near endless stream of barely audible mumbling that issues from the kobold's mouth. Ynnen is always lost in private conversations with himself. The kobold also has the annoying habit of clicking and scraping his teeth when he talks, which unnerves some people when they see the rogues' sharp teeth.

Even for a kobold, Ynnen is small and wiry. His wide flat scales are deep, brick red, growing slightly lighter orange under his throat and along his chest. The tip of his left ear is missing, a constant reminder of his careless youth. Despite the kobold's impatience and hyperactive nature most of the time, he has learned his lesson and is meticulous when it comes to searching for traps or other hidden dangers. Ynnen's recklessness in the past proved beyond a doubt that what you don't know certainly *can* kill you.

Ynnen is an unending supply of energy, but tends not to be very extroverted or gregarious. The stigma others place on him for being a kobold is bothersome, but Ynnen has learned to accept it after a fashion - after all, he doesn't trust humans or elves much himself. The long journey to reach the entrance to the Vault has already garnered more than its fare share of unwanted attention and mistrust, and Ynnen has serious doubts any of his newfound "allies" would come rushing to his aid should some hazard befall him.

His enthusiasm for adventure and the promises of riches are tempered only by his instinct of self-preservation. He yearns to find some clues to the history of dragonkind and his own family's bloodline. While he takes his role as a guide and trailblazer quite seriously, there is never a question about his most important task - protect his own scales. Despite his skill at keeping the rest of the party alive, he can't help but feel the others see the diminutive kobold as "expendable."

Loros Truebow

Human

Ranger 6/Cleric 4

CHARACTER

RACE

CLASS

Chaotic Good

Travel & Luck Domains

10

n/a

n/a

ALIGNMENT

DEITY

LEVEL

EXPERIENCE

PENALTY



M

32

M

6'1"

190

Dark Tea

Midnight Black

Burnished Gold

Right

GENDER

AGE

SIZE

HEIGHT

WEIGHT

COMPLEXION

HAIR

EYES

HANDEDNESS

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	20	+5		
CON	12	+1		
INT	10	0		
WIS	13	+1		
CHA	10	0		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+10	9	+1			
REF (DEX)	+11	6	+5			
WILL (WIS)	+7	6	+1			

SAVING THROW MODIFIERS

+4 Fortitude saves in special cases from Endurance

HIT POINTS

TOTAL	CURRENT	SUBDUAL
77		

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
175 1 x MAX LOAD	350 2 x MAX LOAD	875 5 x MAX LOAD

LOAD

	SPEED	MAX LOAD	MAX DEX	CHK PEN	CHK RUN
L	30	58	NORM	NORM	NORM
M	20	116	+3	-3	x4
H	20	175	+1	-6	x3

ARMOR CLASS

21 = 10 + 5 + 5 + 1

NORMAL ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

15
ARCANE SPELL FAIL

16
FLAT FOOTED

0
ARMOR CHECK DEN

15
VS TOUCH ATTACKS

AC MODIFIERS

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS	
+2 studded leather	Light	5	5	0	15	30	20

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE

+5 = 5 +

DEX MOD MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

MELEE	(STR)	+11/+6
RANGED	(DEX)	+14/+9
GRAPPLE	(STR)	+11

BASE ATTACK BONUS

+9/+4

TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
+11/+6	+9/+4	+2			
+14/+9	+9/+4	+5			
+11	+9	+2			

ATTACK BONUS MODIFIERS

Point Blank Shot
Weapon Focus
Precise Shot

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
MW comp longbow (+2 Str)	+18/+13*	1d8+3*	19-20/x3	170	M	P	Damage as arrow type. + Favored Enemy + Point Blank Shot
Rapid Shot MW Longbow	+16/+16/+11	1d8+3*	19-20/x3	170	M	P	Damage as arrow type. + Favored Enemy + Point Blank Shot
+1 Falchion	+12/+7	2d4+3	18-20/x2	-	M	S	+ Favored Enemy
Mithral light hammer	+12/+7	1d4+2	x2	20	M	B	+ Favored Enemy

COMBAT PROFICIENCIES

ALL SIMPLE ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

Improved combat style – missile combat (from Ranger feat tree)
Favored enemies: +4 damage vs. Magic Beasts, +2 damage vs. Dragons

SKILL MODIFIERS

Vs. Favored Enemy

RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level

Languages: Common, Elvish

CLASS FEATURES

Favored Enemy (Magical Beasts +4)
Favored Enemy (Dragons +2)
Wild Empathy, Combat Style
Animal Companion (not available)
Limited divine ranger spells
Spontaneous cure spells (cleric)
Travel & Luck Domains (cleric)
Turn undead (3/day, +2 turn check)

FEATS

Rapid Shot
Many Shot
Point Blank Shot
Precise Shot
Far Shot
Wpn Focus (Longbow)
Imp. Crit (Longbow)
Endurance, Track

SKILLS

TOTAL SKILL POINTS **75** + INT MOD (+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?	
Appraise ■	0	=	+ 0	+	INT	___	Knowledge (History)	=	+ 0	+	___	INT	___	
Balance ■†	5	=	+ 5	+	DEX	___	Knowledge (Local)	=	+ 0	+	___	INT	___	
Bluff ■	0	=	+ 0	+	CHA	___	Knowledge (Nature)	5	=	5	+ 0	+	INT	Y
Climb ■†	5	=	3 + 2	+	STR	Y	Knowledge (Nobility)	=	+ 0	+	___	INT	___	
Concentration ■	3	=	2 + 1	+	CON	Y	Knowledge (Religion)	5	=	5	+ 0	+	INT	___
Craft ■ ()	0	=	+ 0	+	INT	Y	Knowledge (the Planes)	=	+ 0	+	___	INT	___	
Craft ■ ()	0	=	+ 0	+	INT	Y	Listen ■	6	=	5	+ 1	+	WIS	Y
Decipher Script		=	+ 0	+	INT	___	Move Silently ■†	10	=	5	+ 5	+	DEX	Y
Diplomacy ■	0	=	+ 0	+	CHA	___	Open Lock	=	+ 5	+	___	DEX	___	
Disable Device		=	+ 0	+	INT	___	Perform ■	0	=	+ 0	+	CHA	___	
Disguise ■	0	=	+ 0	+	CHA	___	Profession	=	+ 1	+	___	WIS	Y	
Escape Artist ■†	5	=	+ 5	+	DEX	___	Ride ■	5	=	+ 5	+	DEX	Y	
Forgery ■	0	=	+ 0	+	INT	___	Search ■	6	=	6	+ 0	+	INT	Y
Gather Information ■	0	=	+ 0	+	CHA	___	Sense Motive ■	1	=	+ 1	+	WIS	___	
Handle Animal	5	=	5 + 0	+	CHA	Y	Sleight of Hand †	=	+ 5	+	___	DEX	___	
Heal ■	6	=	5 + 1	+	WIS	Y	Speak Language	=	+ 0	+	___	INT	___	
Hide ■†	10	=	5 + 5	+	DEX	Y	Spellcraft	=	+ 0	+	___	INT	___	
Intimidate ■	0	=	+ 0	+	CHA	___	Spot ■	9	=	8	+ 1	+	WIS	Y
Jump ■†	4	=	2 + 2	+	STR	Y	Survival ■	10	=	9	+ 1	+	WIS	Y
Knowledge (arcana)		=	+ 0	+	INT	___	Swim ■ ††	4	=	2	+ 2	+	STR	Y
Knowledge (architecture)		=	+ 0	+	INT	___	Tumble †	8	=	3	+ 5	+	DEX	___
Knowledge (dungeoneering)	5	=	5 + 0	+	INT	Y	Use Magic Device	=	+ 0	+	___	CHA	___	
Knowledge (Geography)		=	+ 0	+	INT	Y	Use Rope ■	5	=	+ 5	+	DEX	Y	

EQUIPMENT	LOCATION	WGT LBS
greater bracers of archery		1
+2 studded leather		20
gloves of dexterity +2		1
+1 falchion		8
efficient quiver		2
+1 monstrous hum bane arrows (x10)	Quiver	-
+1 construct bane arrows (x10)	Quiver	-
+1 dragon bane arrows (x10)	Quiver	-
+1 undead bane arrows (x10)	Quiver	-
+2 arrows (x10)	Quiver	-
MW composite longbow (+2 Str)		3
Mithral light hammer		1
6 potions		3
Cold weather gear		7
Climber's kit		5
50' silk rope		5
Amulet of natural armor +1		
TOTAL		56

ITEM SLOTS	LOCATION	WGT LBS
	Head	
	Eyes	
Natural armor +1	Amulet	
	Ring 1	
	Ring 2	
Greater bracers of archery	Bracers	
	Cloak	
	Robe	
	Vest	
Gloves of dexterity +2	Gloves	
	Belt	
	Boots	
	Shield	
Efficient quiver	Misc 1	
	Misc 2	
	Misc 3	
	Misc 4	

CONSUMABLES	#
Potions:	
Cure moderate wounds	1
Neutralize Poison	1
Elixir of swimming	1
Resist electricity (20)	1
Lesser restoration	1
Heroism	1
Wand:	
Cure Lt. Wnds (15 charges)	

Magic Item	Description
Efficient quiver	Holds a wide variety of missile weapons and ammunition, with easy access like a handy haversack
Bane arrows	Against their target prey, +1 bane arrows count as +3 arrows and inflict an additional +2d6 damage
Greater bracers of archery	+2 competence bonus to attack, +1 competence bonus to damage with any proficient bow
Ranger Spells per day:	
1st-level (2, DC 11)	Jump, resist energy
Cleric Spells per day:	(D) indicates domain spell
0-level (5, DC 11)	Create water, detect poison x2, light x2
1st-level (4+1, DC 12)	Endure elements x2, entropic shield, longstrider (D), obscuring mist
2nd-level (2+1, DC 13)	Aid (D), bull's strength, lesser restoration

Loros Truebow, human ranger/cleric

Loros began his adventuring career a bit later than most. The son of a minor trade merchant, Loros grew up with a silver spoon in his mouth, and never wanted for food, finery or entertainment. Upon reaching his twenty third nameday, his father realized that Loros would never take over the family business. Seeking to find balance and purpose, Loros entered the holy orders and became a cleric. While Loros excelled at his studies, he grew restless in the confines of the temple grounds.

Seeing that wanderlust had struck him fiercely, Loros' superiors opened to him a new path – the study and worship of the manifold aspects of the great outdoors, the thrill of the journey. As Loros' eager mind embraced these teachings, he soon found that training as a ranger meshed well with his religious upbringing. But Loros soon found that life beyond the temples and cities was not as coddling and soft as Loros had so foolishly thought, and the young man's education to the real world was blunt and harsh.

But Loros persevered, and eventually grew to love the outdoors. He never felt as at home anywhere as he did in the midsts of the great forests of the realm. He was a quick study with a bow, and became an excellent tracker, as well. Loros soon found reliable employment – and perhaps his true calling – as an escort guiding clergy between holy sites secreted within the heart of the forest. But the forest was thick with dangers, and one day his charges were accosted by a pride of krenshar and a pair of wild owlbears.

Despite Loros' impressive skills with the bow, the acolytes were overcome. Loros himself took serious wounds, but was able to drive the beasts off. Loros dragged himself to the shrine that had been their destination. He collapsed within the sanctuary, exhausted, whispering prayers to gods he had relied upon during his time with the church. When he awoke, Loros Truebow found himself whole and unmarked, save for a newfound perspective on life and an awakening to a source of strength deep within his soul. Ever since that encounter, Loros has striven to find balance between his study and devotion to both religious matters and the laws of nature.

Now Loros travels the realm, savoring freedom. His attitude and decisions may seem chaotic or unpredictable, but Loros has always been one to rely on his luck as well as his aim. Loros is laidback and pleasant, but usually keeps to himself and offers opinions only when they are sought. He is far more at ease in wide open spaces, especially out of doors, and becomes anxious and impatient when cramped in close quarters.

Oddwit Silverheel

Gnome

Bard 4/Fighter 6



CHARACTER			RACE			CLASS		
Neutral Good			The Open Road			n/a		
ALIGNMENT			DEITY			EXPERIENCE		
M			S			n/a		
GENDER			AGE			PENALTY		
62			3'7"			Taut and Tan		
SIZE			HEIGHT			COMPLEXION		
47			WEIGHT			Curly black		
						HAIR		
						Mischievous Blue		
						EYES		
						Right		
						HANDEDNESS		

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	16	+3		
DEX	13	+1		
CON	14	+2		
INT	12	+1		
WIS	11	0		
CHA	16	+3		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+8	6	2			
REF (DEX)	+7	6	1			
WILL (WIS)	+6	6	0			

SAVING THROW MODIFIERS
+2 racial save versus illusions

HIT POINTS

TOTAL	88	CURRENT		SUBDUAL	
LIFT OVER HEAD	172	LIFT OFF GROUND	344	PUSH / DRAG	860
1 x MAX LOAD		2 x MAX LOAD		5 x MAX LOAD	

LOAD		SPEED	MAX LOAD	MAX DEX	CHK PEN	CHK RUN
48	L	20	56	NORM	NORM	NORM
SPEED	M	15	130	+3	-3	x4
20	H	15	172	+1	-6	x3

ARMOR CLASS 23 = 10 + 7 + 4 + 1 + 1 +

NORMAL ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

25	22
ARCANE SPELL FAIL	FLAT FOOTED
-1	12
ARMOR CHECK DEN	VS TOUCH ATTACKS

AC MODIFIERS
Combat Expertise can improve AC
+4 dodge bonus to AC versus giants
Dodge & Mobility can improve AC

ARMOR & PROTECTION	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+3 chain shirt of light fort.	Light	+7	4	-1	20	20	17
+2 large mithral shield	Shield	+4	-	0	5	20	2

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE +1 = 1 +

INITIATIVE MODIFIERS DEX MOD MISC MOD

ATTACK BONUSES

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	+13/+8	+9/+4	3	1		
RANGED (DEX)	+11/+6	+9/+4	1	1		
GRAPPLE (STR)	+8	+9	3	-4		

BASE ATTACK BONUS

+9/+4

ATTACK BONUS MODIFIERS

Combat Expertise
Weapon Focus
Power Attack

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+2 flaming longsword	+16/+11	Special	17-20/x2	-	S	S	1d6 + 1d6 (fire) + 7 (fire damage is optional)
Mithral Flail	+14/+9	1d6+3	x2	-	S	B	
MW Dagger	+14/+9	1d3+3	19-20/x2	10	S	S/P	
+1 composite longbow (+3 Str)	+12/+7	1d6+4	x3	110	S	P	+3 Strength bonus can be applied to damage

COMBAT PROFICIENCIES	<input checked="" type="checkbox"/> ALL SIMPLE <input type="checkbox"/> ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

SKILL MODIFIERS
+2 Listen
+2 Craft (alchemy)

RACIAL TRAITS
Low-light vision; +2 racial save versus illusions
+1 to Save difficulty of illusions cast; skill bonuses
+1 attack against kobolds and goblinoids
+4 dodge bonus to AC versus giants
Spell-like abilities
Languages: Common, Draconic, Elvish, Gnome, Giant

CLASS FEATURES
Ignore spell failure in light armor
Bardic Knowledge (+7)
Bardic Music (5/day)
- Countersong, Fascinate
- Inspire (Courage, Competence)
Spontaneous spell casting

FEATS
Wpn Focus (Lngswrd)
Wpn Spcl (Lngswrd)
Imp. Crit (Lngswrd)
Power Attack
Combat Expertise
Dodge
Mobility
Endurance

SKILLS

TOTAL SKILL POINTS **52** + INT MOD (+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?	
Appraise ■	1	=	+ 1	+	INT	Y	Knowledge (history)	6	=	5	+ 1	+	INT	Y
Balance ■†	3	=	+ 1	+ 1	DEX	Y	Knowledge (local)		=	+ 1	+	INT	Y	
Bluff ■	8	=	5	+ 3	CHA	Y	Knowledge (nature)		=	+ 1	+	INT	Y	
Climb ■†	4	=	2	+ 3	STR	Y	Knowledge (nobility)	6	=	5	+ 1	+	INT	Y
Concentration ■	2	=	+ 2	+	CON	Y	Knowledge (religion)		=	+ 1	+	INT	Y	
Craft ■ (alchemy)	8	=	5	+ 1	INT	Y	Knowledge (the planes)		=	+ 1	+	INT	Y	
Craft ■ ()		=	+ 1	+	INT	Y	Listen ■	4	=	2	+ 0	+ 2	WIS	Y
Decipher Script		=	+ 1	+	INT	Y	Move Silently ■†	0	=	+ 1	+ -1	DEX	Y	
Diplomacy ■	11	=	6	+ 3	CHA	Y	Open Lock		=	+ 1	+	DEX		
Disable Device		=	+ 1	+	INT		Perform ■	10	=	7	+ 3	+	CHA	Y
Disguise ■	3	=	+ 3	+	CHA	Y	Profession		=	+ 0	+	WIS	Y	
Escape Artist ■†	0	=	+ 1	+ -1	DEX	Y	Ride ■	2	=	1	+ 1	+	DEX	
Forgery ■	1	=	+ 1	+	INT		Search ■	1	=	+ 1	+	INT		
Gather Information ■	3	=	+ 3	+	CHA	Y	Sense Motive ■	0	=	+ 0	+	WIS	Y	
Handle Animal	5	=	2	+ 3	CHA		Sleight of Hand †	4	=	1	+ 1	+ 2	DEX	Y
Heal ■	0	=	+ 0	+	WIS		Speak Language		=	2	+	+	INT	Y
Hide ■†	4	=	+ 1	+ 3	DEX	Y	Spellcraft		=	+ 1	+	INT	Y	
Intimidate ■	7	=	2	+ 3	CHA		Spot ■	0	=	+ 0	+	WIS		
Jump ■†	3	=	5	+ 3	STR	Y	Survival ■	0	=	+ 0	+	WIS		
Knowledge (arcana)		=	+ 1	+	INT	Y	Swim ■ ††	4	=	3	+ 3	+ -2	STR	Y
Knowledge (architecture)		=	+ 1	+	INT	Y	Tumble †	9	=	6	+ 1	+ 2	DEX	Y
Knowledge (dungeoneering)		=	+ 1	+	INT	Y	Use Magic Device	10	=	7	+ 3	+	CHA	Y
Knowledge (geography)		=	+ 1	+	INT	Y	Use Rope ■	1	=	+ 1	+	DEX		

EQUIPMENT	LOCATION	WGT LBS
+2 flaming longsword		2
+3 chain shirt of light fortification		17
+2 large mithral shield		2
gauntlets of ogre power		2
ring of feather fall		-
+1 comp. longbow (+3 Str)		1.5
40 arrows		3
Mithral Flail		1.5
MW Dagger		.5
Masterwork small lute		1
Cold weather gear		3.5
Backpack		1
- Climbers kit	Backpk	5
- Tindertwigs (4)	Backpk	-
- Alchemists Fire (4)	Backpk	4
- Thunderstones (2)	Backpk	2
4 potions		2
TOTAL		48

ITEM SLOTS	LOCATION	WGT LBS
	Head	
	Eyes	
	Amulet	
Ring of feather fall	Ring 1	
	Ring 2	
	Bracers	
	Cloak	
	Robe	
	Vest	
Gauntlets of ogre power	Gloves	
	Belt	
	Boots	
	Shield	
	Misc 1	
	Misc 2	
	Misc 3	
	Misc 4	

Consumables	#
Potions:	
Blur	1
Bear's endurance	1
Resist cold	1
Cure moderate wounds	1
Scrolls:	
Light	2
Identify	2

Magic Item	Description
+2 flaming longsword	Flaming: This weapon deals an addition +1d6 fire damage per strike. Using the flame ability is optional.
+3 chain shirt of light fortification	Light fortification: There is a 25% chance that any critical hit or sneak attack will only inflict normal damage
gauntlets of ogre power	These gauntlets provide a +2 enhancement bonus to Strength
Alchemists fire	Ranged Touch, 10' increment, 1d6 fire dam, 1 fire dam splash each adjacent space, burns following round
Thunderstones	Ranged Touch, 20' increment, 10' radius from impact must make DC 15 Fort save or become deafened (1 hour)
Bardic Arcane Magic	
0 Level Spells Known (3/day)	detect magic, flare, light, know direction, message, summon instrument
1st-Level Spells Known (3/day)	animate rope, expeditious retreat, remove fear
2nd-Level Spells Known (1/day)	heroism, invisibility
Spell-like Abilities (1/day)	dancing lights, ghost sound, prestidigitation, speak with animals (all as 1 st level caster)

Oddwit Silverheel, gnome bard/fighter

Odveck Silverheel, of the High March Silverheels, is the greatest hero of the gnomish people – or so he'd have you believe. The scrappy gnomish warrior is called Oddwit by those who know him, a testament to his bizarre sense of humor, love of practical jokes and frequent lack of common sense. Oddwit takes pride in the moniker, and relishes the opportunity to share his stories, fictional and otherwise, with any willing to lend an ear.

Beneath the devil-may-care attitude and mischievous grin, though, lies heavy heart of a veteran. Oddwit makes light of the situation, regardless of how dire it may be, but deep inside he knows the dangers that face adventurers as himself. Despite his short stature and carefree demeanor, Oddwit sees himself as a surrogate father of sorts to some of the younger adventurers, and has found himself assuming responsibility for their well-being. Oddwit may very well be one of the better read and educated warriors encountered, and sometimes he curses his upbringing for making him abundantly aware of just how dangerous life can be – but his cunning and intelligence serve him well on the field of battle.

His myriad talents sometime make it difficult for Oddwit Silverheel to decide how he can best serve the group. He is a savvy fighter and proudly bears the sword *Searing Kiss*, a gift from his father. While backing down from a challenge has never been his strong suit, Oddwit is experienced enough to know that sometimes caution truly is the better part of valor, and he looks for opportunities to use his inspirational chants and hymns to bolster his party's abilities.

Oddwit is sturdily built, and were it not for his clean shaven face, might be mistaken for a skinny dwarf instead of a well muscled gnome. His thick black hair is curly, but already wisps of grey are creeping into his temples. Oddwit's eyes glint of mischief, and he's always turning something over in his mind – numbers, dates, historical events or tactical maneuvers.

Ubo Gutrot

Dwarf

Barbarian 10

CHARACTER

RACE

CLASS

Chaotic Good

The great outdoors

10

n/a

n/a

ALIGNMENT

DEITY

LEVEL

EXPERIENCE

PENALTY

Male
GENDER

106
AGE

M
SIZE

4'6"
HEIGHT

220 lbs
WEIGHT

Greasy Tan
COMPLEXION

Greasy Black
HAIR

Greasy Blue
EYES

Right
HANDEDNESS



ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	18	+4		
DEX	12	+1		
CON	20	+5		
INT	10	0		
WIS	11	0		
CHA	8	-1		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+12	7	5			
REF (DEX)	+4	3	1			
WILL (WIS)	+3	3	0			

SAVING THROW MODIFIERS
 +2 versus poison, spells or spell-like abilities
 +2 to Will saves while raging

HIT POINTS **145**

	TOTAL	CURRENT	SUBDUAL
LIFT OVER HEAD	300		
LIFT OFF GROUND	600		
PUSH / DRAG	1500		

LOAD
 83
SPEED
 30

	SPEED	MAX LOAD	MAX DEX	CHK PEN	CHK RUN
L	30	100	NORM	NORM	NORM
M	20	200	+3	-3	x4
H	20	300	+1	-6	x3

ARMOR CLASS **18** = 10 + 5 + 1 + 2

	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	Magic Mod
	5		1		2

AC MODIFIERS
 ring of protection +2
 +2 rhino hide armor

ARMOR & PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+2 rhino hide armor	M	+5	+4	-1	20	20	25

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE **+5** = 1 + 4

	DEX MOD	MISC MOD
	1	4

INITIATIVE MODIFIERS
 Improved Initiative (+4)

ATTACK BONUSES

	TOTAL ATTACK BONUS
MELEE (STR)	+14/+9
RANGED (DEX)	+11/+6
GRAPPLE (STR)	+14

BASE ATTACK BONUS **+10/+5**

	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	+10/+5	4	0	0	
RANGED (DEX)	+10/+5	1	0	0	
GRAPPLE (STR)	+10	4			

ATTACK BONUS MODIFIERS

+2 to hit/damage
 when raging

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+1 vicious keen greatsword	+15/+10	Special	17-20/x2	-	M	S	2d6+2d6+7 damage (1d6 to Ubo). <i>Can Use Power Attack</i>
- when charging	+17	Special	17-20/x2	-	M	S	2d6+4d6+7 damage (1d6 to Ubo). <i>Can Use Power Attack</i>
- when raging	+17/+12	Special	17-20/x2	-	M	S	2d6+2d6+10 damage (1d6 to Ubo). <i>Can Use Power Attack</i>
- when charging + raging	+19	Special	17-20/x2	-	M	S	2d6+4d6+10 damage (1d6 to Ubo). <i>Can Use Power Attack</i>
Cold iron throwing axes (6)	+11/+6	1d6+4	X3	10	M	S	
+1 Warhammer	+15/+10	1d8+5	x3	-	M	B	

COMBAT PROFICIENCIES ALL SIMPLE ALL MARTIAL

simple, martial, dwarven waraxe
 light and medium armor, shields

COMBAT FEATS & BENEFITS / NOTES

+2d6 damage inflicted when charging in combat (rhino hide armor)
 vicious longsword inflicts 1d6 damage to Ubo per hit (DR does *not* apply)
 +4 Strength & Constitution when raging

SKILL MODIFIERS

+2 Appraise (metal)
 +2 Appraise (stone)
 +2 Craft (metal)
 +2 Craft (stone)
 +2 Search (stone)

RACIAL TRAITS

Darkvision (60 feet); Stonecunning (+2 search stoneworks)
 Stability (+4 to resist bull rush or trip attempts)
 +2 racial bonus versus poisons and spells/spell-like effects
 +1 racial bonus to attack goblinoids and orcs
 +4 dodge bonus versus giants
Languages: Common, Dwarven

CLASS FEATURES

Fast movement (+10' base move)
 Illiteracy
 Improved uncanny dodge
 Trap sense +3
 Rage 3/day ○ ○ ○
 Damage reduction 2/-

FEATS

Power Attack
 Cleave
 Blind-Fight
 Improved Initiative

Ubo Gutrot, dwarf barbarian

The surly dwarf known as Ubo Gutrot has a long and storied past – one he's not likely to share with you until he's seen how you handle yourself in battle. Ubo is as thick as a tree stump, and some would argue not quite as bright. His face and arms are heavily scarred from endless years of fighting for survival in the wilds or raising his sword to service of those he deems worthy. While it may be difficult to earn Ubo Gutrot's trust, once gained it is even more difficult to lose – Ubo is willing to die for those he considers friends, and has risked his own life countless times to help those he trusts.

A thick matt of greasy hair sits atop his wide, flat head – once remarked to look like an anvil by a boisterous drunkard (who soon realized just how hard-headed Ubo could be, much to the drunkard's chagrin). Several simple rings adorn Ubo's nose and ears, with more intricate rings and jewelry woven into his thick, shaggy moustaches and beard. A large tattoo of a cat's eye covers the back of each of his gnarled hands, which Ubo swears help him sense danger a split second earlier than his comrades – and the dwarf's uncanny reactions quell any thoughts otherwise.

Ubo prides himself on his unusual armor – made from the thick, calloused hide of a dire rhinoceros he slew with naught but a simple handaxe, to hear him tell the tale. He swears the moon and stars bore witness to his great feat, and blessed him with a hide that was near impenetrable, and which bore a portion of the rhinoceros' own fury. His favorite tactic in combat is much like that of the animal whose hide he wears – charge into the heart of the fray. Once there, let lay a swath of deadly steel among his enemies.

And deadly steel it truly is. The greatsword Ubo Gutrot wields is a massive weapon with wicked barbed serrations and numerous blood channels forged along its blade. No one knows how the sword came to earn its name *Forsaken*, nor how the sword came into Ubo's possession. Of all his exploits and adventures, which can be bribed from the dwarf with sizeable amounts of strong ale, the tale of his *Forsaken* blade is one he has yet to share.

Veriander Lyras

Half-elf

Cleric 7/Rogue 3



CHARACTER			RACE			CLASS			
Neutral Good		Sun & Good Domains		10		n/a		n/a	
ALIGNMENT		DEITY		LEVEL		EXPERIENCE		PENALTY	
F	27	M	5'2"	104	Fair and clear	Luxurious auburn curls	Light blue	Left	
GENDER	AGE	SIZE	HEIGHT	WEIGHT	COMPLEXION	HAIR	EYES	HANDEDNESS	

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	14	+2		
CON	14	+2		
INT	11	0		
WIS	18	+4		
CHA	14	+2		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+8	6	2			
REF (DEX)	+7	5	2			
WILL (WIS)	+10	6	4			

SAVING THROW MODIFIERS
+2 racial save versus enchantment spells and effects

HIT POINTS

	TOTAL	CURRENT	SUBDUAL
HIT POINTS	80		

	LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
	130 1 x MAX LOAD	260 2 x MAX LOAD	650 5 x MAX LOAD

ARMOR CLASS 22 = 10 + 7 + 2 + 2 + 1

	AC MODIFIERS
15	ARCANE SPELL FAIL
20	FLAT FOOTED
0	ARMOR CHECK PEN
13	VS TOUCH ATTACKS

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+3 mithral shirt	Light	+7	+6	0	10	30	10
+1 light steel shield	Shield	+2	-	0	5	-	6

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE +2 = 2 + 0

INITIATIVE MODIFIERS

ATTACK BONUSES

MELEE (STR)	+8/+3
RANGED (DEX)	+9/+4
GRAPPLE (STR)	+8

BASE ATTACK BONUS +7/+2

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	+8/+3	+7/+2	1			
RANGED (DEX)	+9/+4	+7/+2	2			
GRAPPLE (STR)	+8	+7	1			

ATTACK BONUS MODIFIERS

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+1 morningstar of shock	+9/+4	1d8+1d6+2	x2	-	M	B/P	1d6 electricity damage is optional
MW silver rapier	+9/+4	1d6	18-20/x2	-	M	P	(Silvered reduces damage by 1, offsetting Strength bonus)
Mithral dagger	+9/+4	1d4+1	19-20/x2	10	M	S/P	
+1 light crossbow	+10/+5	1d8+1	19-20/x2	80	M	P	May fire at full rate since Veriander has Rapid Reload

COMBAT PROFICIENCIES	<input checked="" type="checkbox"/> ALL SIMPLE <input type="checkbox"/> ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES
+2d6 sneak attack damage Can fire light crossbow at full attack rate with Rapid Reload

SKILL MODIFIERS
+1 Listen, Search
+1 Spot
+2 Diplomacy
+2 Gather Information

RACIAL TRAITS
+2 racial save versus enchantment spells and effects
Immunity to <i>sleep</i> and sleep effects
Low-light vision; Racial skill bonuses; Elven blood
Languages: Common, Elven

CLASS FEATURES
Sun & Good Domains (cleric)
Turn undead (9/day)
Spontaneously cast <i>cure</i> spells
Sneak attack +2d6, Trapfinding
Evasion, Trap sense +1

FEATS
Improved Turning
Rapid Reload (light)
Alertness
Extra Turning

SKILLS

TOTAL SKILL POINTS

62

+ INT MOD (+1 HUMAN)

 CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
 CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?	
Appraise ■	0	=	+ 0	+	INT	___		Knowledge (History)	=	+ 0	+	INT	Y	
Balance ■†	7	=	5 + 2	+	DEX	___		Knowledge (Local)	=	+ 0	+	INT	___	
Bluff ■	7	=	5 + 2	+	CHA	___		Knowledge (Nature)	=	+ 0	+	INT	___	
Climb ■†	1	=	+ 1	+	STR	___		Knowledge (Nobility)	=	+ 0	+	INT	___	
Concentration ■	6	=	4 + 2	+	CON	Y		Knowledge (Religion)	7	=	7 + 0	+	INT	Y
Craft ■ ()	0	=	+ 0	+	INT	Y		Knowledge (the Planes)	=	+ 0	+	INT	Y	
Craft ■ ()	0	=	+ 0	+	INT	Y		Listen ■	12	=	5 + 4 + 3	+	WIS	___
Decipher Script		=	+ 0	+	INT	___		Move Silently ■†	2	=	+ 2	+	DEX	___
Diplomacy ■	6	=	+ 2	+	CHA	Y		Open Lock	8	=	6 + 2	+	DEX	___
Disable Device	6	=	6 + 0	+	INT	___		Perform ■	2	=	+ 2	+	CHA	___
Disguise ■	2	=	+ 2	+	CHA	___		Profession	=	+ 4	+	WIS	Y	
Escape Artist ■†	2	=	+ 2	+	DEX	___		Ride ■	2	=	+ 2	+	DEX	___
Forgery ■	0	=	+ 0	+	INT	___		Search ■	7	=	6 + 0	+	INT	___
Gather Information ■	4	=	+ 2	+	CHA	___		Sense Motive ■	4	=	+ 4	+	WIS	___
Handle Animal		=	+ 2	+	CHA	___		Sleight of Hand †	5	=	1 + 2	+	DEX	___
Heal ■	9	=	5 + 4	+	WIS	Y		Speak Language	=	+ 0	+	INT	___	
Hide ■†	2	=	+ 2	+	DEX	___		Spellcraft	=	+ 0	+	INT	Y	
Intimidate ■	4	=	+ 2	+	CHA	___		Spot ■	12	=	5 + 4 + 3	+	WIS	___
Jump ■†	1	=	+ 1	+	STR	___		Survival ■	4	=	+ 4	+	WIS	___
Knowledge (arcana)		=	+ 0	+	INT	Y		Swim ■ ††	1	=	+ 1	+	STR	___
Knowledge (architecture)		=	+ 0	+	INT	___		Tumble †	8	=	6 + 2	+	DEX	___
Knowledge (dungeoneering)		=	+ 0	+	INT	___		Use Magic Device	=	+ 2	+	CHA	___	
Knowledge (Geography)		=	+ 0	+	INT	___		Use Rope ■	2	=	+ 2	+	DEX	___

EQUIPMENT	LOCATION	WGT LBS
phylactery of undead turning		-
+3 mithral shirt		10
+1 morningstar of shock		6
wand of cure serious (15 charges)		1
+1 light crossbow		4
bracers of health +2		-
periapt of wisdom +2		-
+1 small metal shield		6
masterwork silver rapier		2
Mithral dagger		1
Cold weather gear		7
Potions		2.5
Scrolls		-
TOTAL		39.5

ITEM SLOTS	LOCATION	WGT LBS
	Head	
	Eyes	
	Amulet	
periapt of wisdom +2	Ring 1	
+1 ring of protection	Ring 2	
	Bracers	
bracers of health +2	Cloak	
	Robe	
	Vest	
	Gloves	
	Belt	
	Boots	
+1 small metal shield	Shield	
	Misc 1	
	Misc 2	
	Misc 3	
	Misc 4	

CONSUMABLES	#
Potions:	
Displacement	1
Neutralize poison	1
Owl's wisdom	1
Cure moderate wounds	2
Scrolls:	
Dispel magic (CL 6)	2
Lesser restoration	2
Neutralize poison	1
Remove paralysis	1

Magic Item	Description
phylactery of undead turning	Turn undead as though you were 4 levels higher
Turning Modifier Summary	Turn at +4 levels (phylactery of undead turning), as well as turn at +1 level (Improved turning feat)
• Turn as 12th level cleric	+2 to all turning attempts for Synergy bonus for 5 ranks in Knowledge (religion)
• +2 all turning attempts	May use one attempt to do a greater turning 1/day, where turned undead are destroyed instead (Sun domain)
Cleric Spells Known	(D) used to indicate Domain spell, + used to indicate Good spell
0-level (6, DC 14)	Create water, detect magic x2, detect poison, light, read magic
1st-level (5+1, DC 15)	Bless, detect evil, divine favor, protection from evil+(D),remove fear, shield of faith
2nd-level (4+1, DC 16)	Consecrate+, heat metal (D), lesser restoration, resist energy, silence
3rd-level (3+1, DC 17)	Daylight, magic circle against evil+, prayer, searing light (D)
4th-level (2+1, DC 18)	Holy smite+ (D), restoration x2

Veriander Lyras, half-elven cleric/rogue

Veriander is a relatively young adventurer, but has made considerable progress in her short career. The half-elf's genial nature and charming smile have allowed her to win over even the most seasoned, grizzled veterans. And her healing skills and devotion to the causes of good have proven invaluable. Veriander is proud of her mixed heritage. She has the slender, attractive elven features of her mother, and the stubborn resolve and determination of her father. Long auburn curls highlight a smooth, ageless face. She is outgoing, friendly and has the exuberance of youth.

Veriander Lyras may lapse into moments of immaturity or childish behavior, but she's always focused and serious when it comes to dealing with darkness and death – or more directly, undeath. While Veriander spent a portion of her youth getting into trouble and earning a living through skullduggery, a brush with undead changed her life forever. After returning to her home on the outskirts of town several years ago, near the town's cemetery, she came upon a horrible scene – her family had been savagely overcome by zombies risen from the nearby graves!

Not knowing what else to do, Veriander reached into her backpack (ripe with ill-gotten gains from a night of burglary) and pulled out the first thing her hands fell upon – a golden sunburst she had filched from the temple. Praying to gods she barely believed in, Veriander was overcome with a rush of euphoria. Divine power channeled through the young half-elf, and the zombies fell before the blazing sunburst held in her outstretched hand.

Ever since that fateful night, Veriander has dedicated her life to the ideals and values she discounted in her youth. Her strong faith in the power of good and the radiance of the sun brought a touch of maturity and focus that had been lacking. Veriander is earnest, hopeful and optimistic – but at times her lack of experience makes her appear gullible or impractical.



