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"x" = Class Skill; else 2 SP / rank. White box = trained skill. *Armor penalty applies (x2 Swim).

Lorenvale		Andy Trauger			SPECIAL	ABILITIES / FEATS
CAMPAIGN		DUNGEON MASTER			Combat Casting	+4 to Conc. check if casting on defensive or grappled or pinned
8,385 /		8,385 10,000)	S	Dodge	+1 to AC vs. one chosen opponent
EXPERIENCE POINTS (MULTI-CLA	NSS)	TOTAL NEXT LEVE	L	ΕAΤ		Write a scroll of any spell you know
	GE	AR		ц		
ITEM	WT.	ITEM	WT.	AR		
Siangham, +3	1	Monk's Outfit		AND		
Fist / Kick	0	Hooded Cloak (grey wool)	2	ST∕		
Nunchaku	2	Scarlet Brotherhood Signet Ring				
none	0	Sealing Wax			Improved Unarmed	Considered armed when unarmed; no
none	0				Strike	AoO; deal real damage
					Evasion	Take NO damage on successful Reflex save, full damage if failed
					Deflect Arrows	1/rnd w/free hand, deflect normal projectiles for no damage
					Still Mind	+2 to saves vs Enchantments
				1	Purity of Body	Immune to all natural (non-magical) diseases
		Backpack	2	В	Flurry of Spells	May "hold" 2 touch spells, 1 in ea hand, to deliver in single round
		Bedroll	5	Ē.		
		Trail Rations 0000000	7	\ B I L		
		Flint & Steel		8 A		
		Deluxe Camp Kit	2	ATS		
		Rope, Hemp [50 ft.]	5	ш		
		Scroll Case 00000 00000 00000	3.75	~		
		Quality map of Verbobonc (nation)		CLA		
Scrolls		Torch	1			
Flare OOOOOO						
Detect Magic OOOO		Warrant Paper				
Ghost's Touch OOO		Potion of Cure Light [d8+2]	0.25			
Mage Armor OO		Potion of Cure Light [d8+4]	0.25			
Touch of Fatigue / Expeditious Retreat		Scarlet Brotherhood Book of Plans				
			L	1		
				1	66 lb.	133 lb. 200 lb.
				1	LIGHT LOAD	MEDIUM LOADHEAVY LOAD520 lb.1300 lb.
			65	ł	LIFT OVER HEAD	LIFT OFF GROUND PUSH OR DRAG
			35			AVAILABLE
		TOTAL WEIGHT	230			
MONEY / 1	RE	ASURE ITEMS			Up to 0	Max HD of Undead Affected Max HD undead creature
WEIGHT CP:				1	1 - 3 4 - 6	Max HD undead creature Max HD undead creature
4.2				1	7 - 9	Max HD undead creature
GP VALUE SP: 208.00				1	10 - 12 13 - 15	Max HD undead creature Max HD undead creature
208.00				1	16 - 18 19 - 21	Max HD undead creature Max HD undead creature
^{GP:} 208				1	22+	Max HD undead creature
				1	Kuesseles 11	
PP:]	-	buble or more the HD of undead, e destroyed, not turned.

0-LVL: Detect Magic Resistance Flare Read Magic 1ST: Mage Armor Ghost's Touch Shield 2ND: 3RD: 4TH: 5TH: 6TH: 7TH: 8TH: 9TH: SPELL SAVE SPELL 3 0% FAILURE DC MOD SPELL SAVE DC BASE SPELLS BONUS SPELLS 3 13 0-LVL + 14 1ST 2 1 15 2ND 0 1 16 3RD Х Χ 17 4TH х х 18 5TH Х Х 19 6TH Х Х 20 7TH Х Х 21 8TH Х х

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CLERICAL DOMAINS

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SPELLS KNOWN

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	DEATH	I TOL	L			
TYPE OR NAME	NOTES	FACED		FALLS	NTCH	CRITS
Human Ruffian		2	1	-	-	
Evil Cleric		3				
Goblin		2	1			
Orc		1	1			
Ogre		1				
Ferral Dog		1	1		1	
Ghost (Rog5/Asn1)		1	1			
Warrior / Thief		4	3		1	
Bodyguard		2	2		1	
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0	u d Tatala	47			_	
Gra	nd Totals	17	10	0	3	0
		-				
Total Effe	ctiveness	760/	500/			
	E'S STORY				18%	0%
						0%
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PARTY MEMBERS / CONTACTS

NAME OF CHARACTER / CLASS	PLAYED BY:
Krog / half-orc brawler	Joel
Fish / rogue	James Pate
Sidron Halek / fighter	John
Newton / cleric of Wee Jas	Matt
Jake / fighter	NPC
OTHER CONTACT PERSONS	TITLE / POSITION
Mayor Cantrell	mayor of Lorenvale
Jasmine	Mayor Cantrell's beautiful daughter
Big Bertha	barkeep of The Roundhouse
Capt. Buster Mandrake	captain of the guard at Lorenvale
Victor Darrusalam	Merchant in Verbobonc / apparent mastermind of abductions

BACKGROUND	LIFE EVENTS:
BACKGROOND	Childhood:
OMELAND:	Youth:
Climate:	Pivotal Events:
Ferrain:	Other:
Community:	RELATIONSHIPS:
FAMILY:	Parents:
Economic Status:	Siblings:
Social Standing:	Grandparents:
Defense Readiness:	Extended Family:
Private Ethics:	Friends:
Public Ethics:	Enemies:
Religious Commitment:	Instructors:
Reputation:	EDUCATION:
Political Views:	Childhood Instruction:
Power Structure:	Formal Education:
Ancestors of Note:	Formal Education: Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION
Ancestors of Note:	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION
PERSONALITY QU PERSONALITY QU REGIONAL TRAITS	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION RACIAL TRAITS
PERSONALITY QU PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION RACIAL TRAITS ot 1 extra feat at first level
Ancestors of Note: PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherho	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION RACIAL TRAITS ot 1 extra feat at first level
PERSONALITY QU PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherhor Feat: Disciplined (+1 to Will saves; +2 to	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION RACIAL TRAITS ot 1 extra feat at first level
Ancestors of Note: PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherhor Feat: Disciplined (+1 to Will saves; +2 to Concentration)	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION RACIAL TRAITS ot 1 extra feat at first level
Ancestors of Note: PERSONALITY QL REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherhor Feat: Disciplined (+1 to Will saves; +2 to Concentration) Equipment: 0	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION RACIAL TRAITS ot 1 extra feat at first level
	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION A extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter bonus. Each
Ancestors of Note: PERSONALITY QL REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherho Feat: Disciplined (+1 to Will saves; +2 to Concentration) Equipment: 0 Skill: Move Silently (+4 bonus) Initial languages = Common + racial languages + INT additional language (Speak Language) = 2 Skill	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION A extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter bonus. Each
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Ancestors of Note: PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherhor Feat: Disciplined (+1 to Will saves; +2 to Concentration) Equipment: 0 Skill: Move Silently (+4 bonus) Initial languages = Common + racial languages + INT additional language (Speak Language) = 2 Skill Regional Language: Ancient Suloise Racial Language: none	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION A extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter bonus. Each
Ancestors of Note: PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherhor Feat: Disciplined (+1 to Will saves; +2 to Concentration) Equipment: 0 Skill: Move Silently (+4 bonus) Initial languages = Common + racial languages + INT additional language (Speak Language) = 2 Skill Regional Language: Ancient Suloise Racial Language: none Dther Languages:	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION
Ancestors of Note: PERSONALITY QU REGIONAL TRAITS Born: 20 Ready'reat 575 CY, in the Tilvan Peninsula region, in the Scarlet Brotherhor Feat: Disciplined (+1 to Will saves; +2 to Concentration) Equipment: 0 Skill: Move Silently (+4 bonus) Initial languages = Common + racial languages + INT additional language (Speak Language) = 2 Skill Regional Language: Ancient Suloise Racial Language: none Dther Languages:	Trade(s) Learned: JALITIES & PHYSICAL DESCRIPTION
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