Jake	Fighter /	Swashbuckler	
CHARACTER'S NAME	CLASS	TITLE	
Jacob McCool Human , Flan	Neutral / Good	Kord (C/G)	
Jacob McCool Human Flan PLAYER'S NAME RACE	ALIGNMENT		Rest In
3 / Male 18 / 18 Right 5'-10"	240 lb. Brown Black	Tanned 20 ft.	
LEVEL SEX AGE EQUIV HAND HEIGHT	WEIGHT EYES HAIR	SKIN BASE SPEED	Deeee
		MISS HIT DIE	Peace
ABILITY SCORE MODER SCORE MODER -10 DIE AT STR 16 3 12 1 HP		CHANCE d10+0	
STRENGTH POWER STAMINA HIT POINTS	28 - ₁₈	╶┍━┙└┍━━┥	
DEX 14 2 15 AIM ARMOR CLAS	s 21 11 20	15 23 25	
CON 11 0 12 1 21	21 21 TOUCH FLAT- FOOTED	HELPLESS DEFENSIVE TOTAL FIGHTING DEFENSE	PORTRAIT
CONSTITUTION RESILIENCE HEALTH SLASHING P	IERCING BLUDGEONING	SKILL POINTS / LEVEL 3	AVAILABLE MAX RANKS 6 3
INT 11 0 INTELLIGENCE 11 KNOWLEDGE 14 REASON MODIFI			•
	TOTAL DEX MISC	S S	SKILLS
		ธี SKILL NAME	KEY SKILL ABILITY SKILL MISC ABILITY MODF'R MODF'R POINTS MODF'R
CHARISMA 9 LEADERSHIP 14 CHARM REPUT	DAMAGE SPELL ATION RESISTANCE	APPRAISE	INT $0 = 0 + + 0$
			* DEX <u>-6 = 2 + + -8</u>
COMELINESS IJ BEAUTY IJ MAKE-UP Z		BLUFF	CHA 2 = 2 + + 0
	CE MISC CONDITIONAL MODIFIERS:	X CLIMB CONCENTRATION	* STR $-1 = 1 + 6 + -8$ CON $0 = 0 + + 0$
(CONSTITUTION) 5 = 3 + 1 + + 1	+ 0	X CRAFT	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
REFLEX 4 = 1 + 2 + + 1	+ 0	X CRAFT	INT 1 = <u>1</u> + <u>0</u>
(DEXTERITY)			INT = + + 0 CHA 2.5 = 2.5 + + 0
WILLPOWER (WISDOM) 3 = 1 + 1 + 1	+ 0	DIPLOMACY DISABLE DEVICE	CHA $2.5 = 2.5 + + 0$ INT = + + 0
TOTAL BASE ATTACK BONUS	STR SIZE MISC TEMP	DISGUISE	CHA <u>4</u> = <u>4</u> + <u>+</u> 0
MELEE 6 = 3	+ 3 + 0 + +		* DEX $-6 = 2 + + -8$ COM $6 = 2 + + 4$
PANCED	┫┝╼┥┝╼┥┝━	FIRST IMPRESSION FORGERY	$\begin{array}{c} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 $
ATTACK BONUS	+ 2 + 0 + +	GATHER INFORMATION	CHA 2.5 = 2.5 + + 0
1st 2nd 3rd 4th 1st 2nd 3rd 4th PRIMARY WEAPON TOTAL ATTACK BONUS	h DEX SIZE MISC TEMP TOTAL DAMAGE CRITICAL	X HANDLE ANIMAL	CHA = + + 0 WIS -1 = -1 + + 0
Masterwork Longsword +8	d8 + 3 19-20 / x2		* DEX -6 = 2 + + -8
RANGE WEIGHT TYPE SIZE SI	PECIAL PROPERTIES		CHA <u>-1</u> = -1 + + 0
Nil 4 Slashing Medium POWER ATTACK: CLEAVE		KNOWLEDGE (ARCANA)	* STR <u>-11 = 3 + + -14</u> INT = + + 0
SECONDARY WPN TOTAL ATTACK BONUS	TOTAL DAMAGE CRITICAL	KNOWLEDGE (ARCHITECTURE)	INT + +
Fist +6	d3Sub + 3 x2	KNOWLEDGE (DUNGEONEERING	·
RANGE WEIGHT TYPE SiZE Si Nil 0 Bludgeoning Unarmed	PECIAL PROPERTIES	KNOWLEDGE (GEOGRAPHY) KNOWLEDGE (HISTORY)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Nii 0 Diddgeoning Onarmed		KNOWLEDGE (LOCAL)	INT 0
TERTIARY WEAPON TOTAL ATTACK BONUS	TOTAL DAMAGE CRITICAL		INT = + + 0
Kick +6 RANGE WEIGHT TYPE SIZE SI	d3Sub + 3 x2 PECIAL PROPERTIES	KNOWLEDGE (NOBILITY/ROYALT KNOWLEDGE (RELIGION)	$\frac{1}{1} \frac{1}{1} \frac{1}$
Nil 0 Bludgeoning Unarmed		KNOWLEDGE (THE PLANES)	INT = + + 0
			WIS <u>-1</u> = -1 + + 0
ARMOR TYPE ARMOR BONUS Full Plate Mail Heavy 8	CHECK PNLTY MAX DEX BNS -6 1	MOVE SILENTLY OPEN LOCK	* DEX $-6 = 2 + + -8$ DEX $= + + 0$
	PECIAL PROPERTIES	PERFORM	CHA $\underline{4} = 4 + + 0$
35% 20 50		PERFORM	CHA $4 = 4 + 0$
SHIELD ARMOR BONUS WEIGHT C	HECK PENALTY SPELL FAILURE	PROFESSION	WIS = + + 0 DEX 8 = 2 + 6 + 0
Large Steel Shield 2 15	-2 15%	SEARCH	$INT \qquad \frac{2}{2} = \frac{2}{2} + \frac{1}{2} $
SPECIAL PROPERTIES		SENSE MOTIVE	WIS <u>-1</u> = -1 + + 0
TOTAL ARMOR CHECK PENALTY -8		SLEIGHT OF HAND SPEAK LANGUAGE	* DEX = + + -8 none = + + 0
		SPELLCRAFT	INT = + 0
		SPOT	WIS $-1 = -1 + + 0$
<u> </u>	───── ┝┿┿┿┿┿	SURVIVAL X SWIM	WIS $-1 = -1 + + 0$ ** STR $-9 = 1 + 6 + -16$
			* DEX++
		USE MAGIC DEVICE	CHA = + + 0
		USE ROPE	DEX $2 = 2 + + 0$ = + + 0
Carefully prepared to exacting specifications for endless enjoyment by Andrew M. Trauger of As	bdown AR Revised: 10/2002	X "v" - Class Skill: else 2 SP / rank White box -	

Carefully prepared to exacting specifications for endless enjoyment by Andrew M. Trauger of Ashdown, AR. Revised: 10/2003

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

Lorenvale		Andy Trau				SPECIAI	_ ABILITIES /	FEATS		PSIC	NIC T	ALEN	TS
CAMPAIGN		DUNGEON MA	ASTER			Dodge	+1 to AC vs. one chose	n opponent	0-LVL:				
3,500 /		3,500	6,000		ΤS	Improved Initiati	Ve +4 to initiative roll						
EXPERIENCE POINTS (MULTI-CLA	SS)	TOTAL	NEXT LEVE	L	ΕA	Power Attack	Subtract any # up to ba damagefor whole rnd						
	GE	AR			DF				1ST:				
ITEM	WT.	ITEM		WT.	DAR				_				
Masterwork Longsword	4	Traveler's Clothes			ΑN				_				
Fist	0				SΤ				2ND:				
Kick	0												
Full Plate Mail	50					Cleave	If you drop foe, take fre ftno step1/rnd	e swing w/in 5	_				
Large Steel Shield	15								3RD:	Fate Lin		ent of nutr	
Lt. War Horse w/gear						Weapon Focus	+1 to hit with chosen w	eapon	-	ır/lvl…if bo	oth creatu	res fail Will	save, they
Trail Rations 0000000 0000000									the	other, wh	ien one di	es, other m	s HP, so doe nakes Fort
Bedroll										ve or lose:		11n 1).	
Flint & Steel		Backpack		2	s				_				
Camp Kit		Cure Light Wounds [d8	+4]	0.25	TIE				_				
Hammer					. I T I				5TH:	Ectoplas	mic Armoi	r	
Spikes OOOOO					& AB				_	9 PP; sh	mmering	glow to skir	1
Chain Shirt					TS 8				_				
					FEA				6TH:				
					SSF								
					Ρ								
					C				7TH:				
									8TH:	l			
									9TH:				
									916.				
										OWER	6	SAVE	1
									ŀ	POINTS		MOD'FR	DC MOD
										ELL SAVE DC	0-LVL	BASE SPELLS	BONUS
						43 lb.	86 lb.	130 lb.	┑┝				+ SPELLS
						LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	┑┝╸	N/A	1ST	X	+ X
						LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG	' <u>–</u>	N/A	2ND	X	+ x
		TOTAL WEIGH		73			T AVAILABL		Ļ	N/A	3RD	X	+ X
		TOTAL N	/EIGHT	313						N/A	4TH	x	+ x
MONEY / T	RE	ASURE ITEM	S			Turning Check Up to 0	Max HD of Undea Max HD undead		Γ	N/A	5TH	х	+ x
WEIGHT CP:						1 - 3 4 - 6	Max HD undead Max HD undead		Γ	N/A	6ТН	х	+ x
GP VALUE						7 - 9 10 - 12	Max HD undead Max HD undead	d creature	F	N/A	7TH	х	+ x
SP: 100.00						13 - 15	Max HD undead	d creature	╞	N/A	8ТН	x	+ x
						16 - 18 19 - 21	Max HD undead Max HD undead	d creature		N/A	9ТН	x	+ x
^{GP:} 100						22+	Max HD undead	d creature			-	A DOMAI	
PP:						If your level is	double or more the H	D of undead,	ONE				
Carefully prepared to exacting specifications for endle	ess enjoy	ment by Andrew M. Trauger of A	Ashdown, AR. Revise	ed: 10/20	003	-	re destroyed, not turi		TWO				

	DEATH	I TOL	L			
TYPE OR NAME	NOTES	FACED		FALLS	NTCH	CRITS
Goblin	20-99	2	2	17.225	1	01110
Ghost (Rog5/Asn1)	Paralyzed	1		1		
	 					
	 					
	 					
	 					
						
	 					
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Gra	and Totals	3	2	1	1	0
	ctiveness	6/%	670/	220/	220/	0%
				33%		070
						070
	E'S STORY					070
						070
						070
						070
						070
						070

PARTY MEMBERS / CONTACTS

NAME OF CHARACTER / CLASS	PLAYED BY:
Blaznar / arcane monk	Cliff
Krog / half-orc brawler	Joel
Fish / rogue	James Pate
Newton / cleric of Wee Jas	Matt
OTHER CONTACT PERSONS	TITLE / POSITION
Mayor Cantrell	mayor of Lorenvale
Jasmine	Mayor Cantrell's beautiful daughter
Big Bertha	barkeep at The Roundhouse
Capt. Buster Mandrake	captain of the guard at Lorenvale

BACKGROUND	LIFE EVENTS:
BACKGROUND	Childhood:
IOMELAND:	Youth:
Climate:	Pivotal Events:
Terrain:	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:
Devera Othersteiner	
Power Structure:	Formal Education:
Ancestors of Note:	Formal Education: Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION
Ancestors of Note:	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION
Ancestors of Note: PERSONALITY REGIONAL TRAI	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TS RACIAL TRAITS
Ancestors of Note: PERSONALITY	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TS RACIAL TRAITS estern Nyr 1 extra feat at first level
Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We Dyv region, in Verbobonc	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st Ivl; 1 extra SP/Ivl thereafter
Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st Ivl; 1 extra SP/Ivl thereafter
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Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We Dyv region, in Verbobonc Feat: Luck of Heroes (+1 luck bonus 1	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st Ivl; 1 extra SP/Ivl thereafter
Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We Dyv region, in Verbobonc Feat: Luck of Heroes (+1 luck bonus i Equipment: Masterwork Longsword	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter to all saves) INT bonus. Each
Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We Dyv region, in Verbobonc Feat: Luck of Heroes (+1 luck bonus to Equipment: Masterwork Longsword Skill: First Impression (+4 bonus) Initial languages = Common + racial languages +	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter to all saves) INT bonus. Each
Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We Dyv region, in Verbobonc Feat: Luck of Heroes (+1 luck bonus for Equipment: Masterwork Longsword Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + additional language (Speak Language) = 2	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter to all saves) INT bonus. Each
Ancestors of Note: PERSONALITY REGIONAL TRAI Born: 10 Ready'reat 575 CY, in the We Dyv region, in Verbobonc Feat: Luck of Heroes (+1 luck bonus in Equipment: Masterwork Longsword Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + additional language (Speak Language) = 2 Regional Language: Gnome Racial Language: none	Trade(s) Learned: Y QUALITIES & PHYSICAL DESCRIPTION TTS RACIAL TRAITS estern Nyr 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter to all saves) INT bonus. Each
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