Krog	Brawler / Barbarian E	Bully / Pict	
CHARACTER'S NAME		TLE	
Joel Williams Half-Orc , Black	Chaotic / Neutral r	none	
PLAYER'S NAME RACE		DEITY	
3 / 1 Male 18 / 24 Right 7'-0"	325 lb. Emerald Black	Lt. Grey 40 ft.	
LEVEL SEX AGE EQUIV HAND HEIGHT	WEIGHT EYES HAIR	SKIN BASE SPEED	
ABILITY SCORE MODER SCORE MODER -10 DIE AT	TOTAL CURRENT HP	MISS HIT DIE	
STR 20 5 13 1 HP		d10/ d12 +2	
DEXTERITY REFLEX AIM ARMOR CLASS		8 15 17	
	12 14 TOUCH FLAT- FOOTED	HELPLESS DEFENSIVE TOTAL FIGHTING DEFENSE	PORTRAIT AVAILABLE
INT 4 -3 10 0 INITIAT	VE 1 = -1 + 2	SKILL POINTS / LEVEL 1/1	0 MAX RANKS 7 / 3.5
INTELLIGENCE KNOWLEDGE - REASON MODIFIE	TOTAL DEX MISC	ss S	KILLS
		AS	KEY SKILL ABILITY SKILL MISC
CHA CHARISMA 14 2 11 0 LEADERSHIP 11 CHARIM		SKILL NAME	ABILITY MODF'R MODF'R POINTS MODF'R
REPUTA	DAMAGE SPELL TION RESISTANCE	APPRAISE	INT <u>-3</u> = -3 + + 0
COM 15 2 14 2 2		BALANCE *	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
TOTAL BASE ABILITY MAGIC RAC	E MISC		STR $2 = 1 + 1 + 0$
FORTITUDE 9 = 5 + 3 + + 1	+ 0		$\begin{array}{c} \text{CON} 2 = 2 + + 0 \\ \text{NUT} 15 = 15 \\ \end{array}$
	┥┝╧┥╎	X CRAFT	$\frac{100}{100} = \frac{-1.5}{1.5} + \frac{100}{100} + \frac{100}{100} = \frac{-1.5}{1.5} + \frac{100}{100} $
(DEXTERITY) 2 = 1 + -1 + + 0	+ 2	DECIPHER SCRIPT	INT = + + 0
	+ 0	DIPLOMACY	CHA 3 = 3 + + 0
		DISABLE DEVICE	INT = + + 0 CHA $2 = 2 + + 0$
			DEX $-1 = -1 + 0$
ATTACK BONUS	+ 5 + 0 + +	FIRST IMPRESSION	$\begin{array}{c} \text{COM} 2 = 2 + + 0 \\ \text{COM} 2 = 2 + - 1 \\ \text{COM} 2 = 2 + - 1 \\ \text{COM} 2 = - 2 \\ \text{COM} 2 = $
RANGED 5 = 4	+ 1 + 0 + +	FORGERY GATHER INFORMATION	INT $0 = 0 + + 0$ CHA $3 = 3 + + 0$
1st 2nd 3rd 4th 1st 2nd 3rd 4th	DEX SIZE MISC TEMP	X HANDLE ANIMAL	CHA = + + 0
PRIMARY WEAPON TOTAL ATTACK BONUS	TOTAL DAMAGE CRITICAL	HEAL	WIS $0 = 0 + \mathbf{+} 0$
Gauntlet +9 RANGE WEIGHT TYPE SIZE SPI	d6 + 5 x2 ECIAL PROPERTIES	HIDE *	DEX $-1 = -1 + + 0$ CHA $7 = 2 + 2 + 3$
Nil 0 Bludgeoning Unarmed			STR 13 = 5 + + 8
			INT = + + 0
Spiked Gauntlet +9	TOTAL DAMAGECRITICALd6 +d4 + 5x2	KNOWLEDGE (ARCHITECTURE) KNOWLEDGE (DUNGEONEERING)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
		KNOWLEDGE (GEOGRAPHY)	INT = + + 0
Nil 0 Bludgeoning Unarmed			INT = + + 0
TERTIARY WEAPON TOTAL ATTACK BONUS	TOTAL DAMAGE CRITICAL	KNOWLEDGE (LOCAL) KNOWLEDGE (NATURE)	INT = + + 0
Warhammer +9	d8 + 5 x3		
	ECIAL PROPERTIES		INT = + + 0
Nil 8 Bludgeoning Medium		KNOWLEDGE (THE PLANES)	$\begin{array}{c} \text{INT} \\ \text{WIS} \end{array} = \begin{array}{c} + \\ 0 \end{array} + \begin{array}{c} + \\ 0 \end{array} + \begin{array}{c} 0 \end{array} \\ 0 \end{array}$
ARMOR TYPE ARMOR BONUS C	HECK PNLTY MAX DEX BNS		DEX $-1 = -1 + 0$
Masterwork Studder Leather Light 3	0 5		DEX = + + 0
SPELL FAILURE SPEED WEIGHT SPI 15% 30 20 10	ECIAL PROPERTIES	PERFORM	CHA $2 = 2 + + 0$ CHA $2 = 2 + + 0$
1370 30 20		PROFESSION	WIS $=$ + + 0
	ECK PENALTY SPELL FAILURE		DEX <u>-1</u> = <u>-1</u> + <u>+</u> 0
none 0 0 SPECIAL PROPERTIES	0 0%	SEARCH X SENSE MOTIVE	INT $0 = 0 + + 0$ WIS $1 = 0 + 1 + 0$
			DEX $=$ + + 0
TOTAL ARMOR CHECK PENALTY 0			none = + + 0
		SPELLCRAFT SPOT	$\frac{1}{1} = \frac{1}{1} + \frac{1}{1} + \frac{1}{1} = \frac{1}{1} + \frac{1}{1} + \frac{1}{1} + \frac{1}{1} = \frac{1}{1} + \frac{1}$
		x SURVIVAL	WIS $0 = 0 + 0$
			$^{+}$ STR 3 = 1 + 2 + 0
	┥┝┽┽┽┽┥┝┽┽┽┿┥	X TUMBLE *	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
	╡╘╅╅┿╧		DEX $1 = 1 + + 0$
Carafully propared to exacting specifications for and/one animum to Animum A. T.	down A.P. Povisod: 10/2002		
Carefully prepared to exacting specifications for endless enjoyment by Andrew M. Trauger of Asl	uuwii, Art. revised: 10/2003	"x" = Class Skill; else 2 SP / rank. White box =	rameo skiii. "Armor penalty applies (x2 Swim).

_orenvale Drew				SPECIAL ABILITIES / FEATS			
CAMPAIGN		DUNGEON MASTER				+4 to swim, run & march to avoid dmg; may sleep in some armor	-
7,200 / 1,00	0	8,200 10,000		s,	Lightning Reflexes		
EXPERIENCE POINTS (MULTI-CL		TOTAL NEXT LEVE		ΑT		+2 to Reliex saves	
				ш			
ITEM	GE WT.		WT.	RD			
			VVI.	A D			
Gauntlet	0			N V			
Spiked Gauntlet	0			⊢ S			
Warhammer	8						_
Masterwork Studder Leather	20			-		+1 to Bluff intelligent target in a combat	
nono	0	Basknock	2		Jukes	feint	
none	0	Backpack				If <1 hp, still take one std action/roundbut cannot attack	
2 Draft Horses w/gear & wagon		Woolen Blanket	2			Pick up foe, spin & hurl1d6 damage + 2d6 non-lethal	
	_	Shortspear (for hunting)	3			1/day+4 STR; +4 CON; +2 Will; -2 AC	
		Greco Vase	1			5 mdsthen fatigued Spd inc'd +10 ft/mdif wearing med	
		Trail Rations 0000000	7		Fast Movement	armor or less & not encumb	
			İ.	S Ш		Cannot read or writespend 2 SP on Speak Language to learn	
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				1	50 16	100 lb. 150 lb.	,
					50 Ib.	100 lb.150 lb.MEDIUM LOADHEAVY LOAD	
					400 lb.	800 lb. 2000 lb.	
	+	TOTAL WEIGHT CARRIED	58	İ	-	ALADIN'S TURNING CHART	
					NOT	AVAILABLE	
		TOTAL WEIGHT	383				
MONEY /	TRE	ASURE ITEMS		Í	Up to 0	Max HD of Undead Affected Max HD undead creature	
WEIGHT					1 - 3	Max HD undead creature Max HD undead creature	
CP: 14.7 2 ass't g	gems				4 - 6 7 - 9	Max HD undead creature	
GP VALUE					7 - 9 10 - 12	Max HD undead creature Max HD undead creature	
SP: 8 728.80				1	13 - 15	Max HD undead creature	
				1	16 - 18 19 - 21	Max HD undead creature Max HD undead creature	
^{GP:} 728				1	22+	Max HD undead creature	
							ONE
PP:						uble or more the HD of undead, destroyed, not turned.	TWO
Carefully prepared to exacting specifications for er	ndless enjo	oyment by Andrew M. Trauger of Ashdown, AR. Revi	sed: 10/2	2003	-	· • · · · · · · · · · · · · · · · · · ·	

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N/A 7TH x/x + x/x	N/A 4TH x / x + x/x N/A 5TH x / x + x/x N/A 6TH x / x + x/x

WORDS KNOWN

N/A

N/A

8TH

9TH

CLERICAL DOMAINS

x / x

x / x

x/x

x/x

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	DEAT					
TYPE OR NAME	NOTES	FACED		FALLS	NTCH	CRITS
Human Ruffian	NOTES	3	2	FALLS	NICH	CKIIS
			2			
Evil Cleric		3				
Goblin		2	1			
Orc		1	1			
Ogre		1		1		
Ferral Dog	20-98	6	4		2	
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C.	Grand Totals	16	8	1	2	0
				· ·		•
i otal E	ffectiveness	56%	50%	6%	13%	0%
	ffectiveness IFE'S STOR				13%	0%
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PARTY MEMBERS / CONTACTS

NAME OF CHARACTER / CLASS	PLAYED BY:
Blaznar / arcane monk	Cliff
Fish / rogue	James Pate
Sidron Halek / fighter	John
Newton / cleric of Wee Jas	Matt
Jake / fighter	Jacob
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

HISTORY & MISCELLANEOUS

BACKGROUND		LIFE EVENTS:		
BACKGROUND		Childhood:		
HOMELAND:		Youth:		
Climate:		Pivotal Events:		
Terrain:		Other:		
Community:		RELATIONSHIPS:		
FAMILY:		Parents:		
Economic Status:		Siblings:		
Social Standing:		Grandparents:		
Defense Readine	SS:	Extended Family:		
Private Ethics:		Friends:		
Public Ethics:		Enemies:		
Religious Commi	tment:	Instructors:		
Reputation:		EDUCATION:		
Political Views:		Childhood Instruction:		
Power Structure:		Formal Education:		
Ancestors of Note	2:	Trade(s) Learned:		
PERSONALITY QUALITIES & PHYSICAL DESCRIPTION				
Maroon oriental ta	attoos covering everything below the	he neck.		

REGIONAL TRAITS	RACIAL TRAITS
Born: 26 Harvester 575 CY, in the Pomarj region, in	Darkvision 60'
Pomarj	Orc Blood: can use orcish weapons & items
Feat: Thug (+2 to Initiative; +2 to Intimidate)	
Equipment: 0	
Skill: Jump (+4 bonus)	
Initial languages = Common + racial languages + INT bonus. Each	
additional language (Speak Language) = 2 Skill Points.	
Regional Language: 0	
Racial Language: Orc	
Other Languages:	Favored Class: Barbarian
EXTRA STORAGE:	
www.angelfire.c	om/jazz/lorenvale 9/2000

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