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Instance) + 0		
MELLEE 7	(WISDOM)	STR SIZE RACE MISC		· ·
ATTACK BURGE A	MELEE 7 = 4			* DEX = + +6
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PRIMARY WEAPON TOTAL ATTACK BONUS		+ 0 + 0 + 0 +		
BROKEN 2-bladed Sword +8 d8/d8 + 5 19-20 / x2 RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES NI 30 Slashing Large BROKEN Shortbow +4 BROKEN Shortbow +4 CRITICAL KANNEE WEIGHT TYPE Size SPECIAL PROPERTIES RANGE WEIGHT TYPE Size SPECIAL PROPERTIES RANGE YUPE SIZE SPECIAL PROPERTIES SPECIAL PROPERTIES NII 4 SISSING NII 4 SISSING SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL PROPERTIES SPECIAL PROPERTIES SPECICAL PROPERTIES SPECIAL PROPERTIES				
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES Nil 30 Slashing Large BROKEN SECONDARY TOTAL ATTACK BONUS TOTAL DAMAGE CRITICAL Shortbow +4 DAMAGE CRITICAL Shortbow +4 DAMAGE CRITICAL Shortbow +4 DAMAGE CRITICAL KNOWLEDGE (ARCATTECTURE) INT = + + Go ft. 2 Piercing Medium = + + KNOWLEDGE (ROBILT/ROVALTE INT = + + 0 KNOWLEDGE (ROBILT/ROVALTY NIT = + + 0 KNOWLEDGE (ROBILT/ROVALTY INT = +				
Private Attack Direct Attack Direct Attack Direct Attack SeconDARY WPN TOTAL ATTACK BONUS TOTAL DAMAGE CRITICAL Shothow +4 d6 + 0 X3 RANGE Weight TYPE Size SPECIAL PROPERTIES 60 ft. 2 Piercing Medium = + + 0 TERTIARY WEIGHT TYPE Size SPECIAL PROPERTIES NowLebde (INSTORY) INT = + + 0 Longsword +7 d8 + 3 19-20 / x2 NowLebde (INSTORY) INT = + + 0 Nil 4 Stashing Medium SPECIAL PROPERTIES NowLebde (Religion) INT = + + 0 Nil 4 Stashing Medium SPECIAL PROPERTIES NowLebde (Religion) INT = + + 0 SPELEFAILURE SPECIAL PROPERTIES SPECIAL PROPERTIES INT = + + 0 <tr< td=""><td>RANGE WEIGHT TYPE SIZE S</td><td>PECIAL PROPERTIES</td><td></td><td></td></tr<>	RANGE WEIGHT TYPE SIZE S	PECIAL PROPERTIES		
SECONDARY WPN TOTAL ATTACK BONUS TOTAL DAMAGE CRITICAL Shortbow +4 d6 + 0 x3 RANGE WEIGHT TYPE SPECIAL PROPERTIES KNOWLEDGE (DURGEONEERING) INT = + - 60 ft. 2 Piercing Medium		BROKEN		
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES 60 ft. 2 Piercing Medium		TOTAL DAMAGE CRITICAL		
60 ft. 2 Piercing Medium				
TERTIARY WEAPON TOTAL ATTACK BONUS TOTAL DAMAGE CRITICAL Longsword +7 d8 + 3 19-20 / x2 RANGE WEIGHT TYPE Size SPECIAL PROPERTIES Nil 4 Slashing Medium = + + 0 Nil 4 Slashing Medium = + 0 ARMOR TYPE ARMOR BONUS CHECK PNLTY MAX DEX BNS 0 1 = + 0 SPELLARURE SPECIAL PROPERTIES SPECIAL PROPERTIES OPEN LOCK DEX - - - + 0 SHIELD ARMOR BONUS WEIGHT CHECK PENALTY SPELI FAILURE WIS 1 = + 0 SHIELD ARMOR BONUS WEIGHT CHECK PENALTY SPELI FAILURE NIT = + 0 SPELICAL PROPERTIES SENSE MOTIVE WIS 1 = + 0 MMUNITION SELIGHT OF HAND DEX 7 = + 6 SPECICAL PROPERTIES SPECIAL PROPERTIES				
Longsword +7 d8 + 3 19-20 / x2 RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES Nil 4 Slashing Medium = + + 0 KNOWLEDGE (RUGILITY/ROYALTY INT = + + 0 ARMOR TYPE ARMOR BONUS CHECK PNLTY MAX DEX BNS Full Plate Heavy 8 -6 1 SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES OPEN LOCK DEX -7 = + + 0 35% 20 50 SPECIAL PROPERTIES OPEN LOCK DEX -7 = + + 0 SHIELD ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE X X X = + + 0 SPELL FAILURE SPECIAL PROPERTIES SPECIAL PROPERTIES SEASE MOTIVE WIS 1 = + + 0 SPELL FAILURE 0 0 0 0 0 SEASE MOTIVE WIS 1 = 1 <td></td> <td></td> <td></td> <td></td>				
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ARMOR TYPE ARMOR BONUS CHECK PNLTY MAX DEX BNS Full Plate Heavy 8 -6 1 SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES 35% 20 50 CHA 3 = + + 0 SHIELD ARMOR BONUS WEIGHT SPECIAL PROPERTIES CHA 3 = 3 + + 0 SHIELD ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE DEX 7 = + + 0 None 0 0 0 0% SEARCH INT 4 = 0 + + 4 Sense MOTIVE WIS -1 = -1 + + 0 SPECIAL PROPERTIES Sense MOTIVE WIS -1 = + + 0 SPECIAL PROPERTIES SPECIAL PROPERTIES SENSE MOTIVE WIS -1 = + + 0 SPECIAL PROPERTIES SUBURYIVAL WIS 1 = -1 <t< td=""><td>Nil 4 Slashing Medium</td><td></td><td></td><td></td></t<>	Nil 4 Slashing Medium			
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35% 20 50 SHIELD ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE none 0 0 0 0% SPECIAL PROPERTIES X RIDE DEX 7 = -1 + 0 Standard Special PROPERTIES X RIDE DEX 7 = -1 + 0 TOTAL ARMOR CHECK PENALTY -6 Search INT 4 = 0 + 0 MMUNITION AMMUNITION AMMUNITION Survival Wis 1 = -1 + + 0 Survival VIS 1 = -1 + 0 Survival Wis 1 = -1 + 0 Survival Wis 1 = -1 + 0 Survival Wis 1 = -1 + 0 MMUNITION Survival Wis 1 = -1 + 0 Survival Wis 1 = -1 + 0 <th< td=""><td></td><td></td><td></td><td></td></th<>				
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none 0 0 0% SPECIAL PROPERTIES SEARCH INT 4 0 + + 4 TOTAL ARMOR CHECK PENALTY -6 SEARCH INT 4 0 + + 4 AMMUNITION -1 -1 + + 0 SPEAK LANGUAGE none = + + 0 SPOT WIS 1 = -1 + + 0 SURVIVAL WIS -1 = -1 + + 0 SWIM ** STR -1 = 3 +6 + -10 SWIM ** STR -1 = + <td< td=""><td>·</td><td></td><td></td><td></td></td<>	·			
SPECIAL PROPERTIES Sense MOTIVE WIS -1 = 1 + + 0 TOTAL ARMOR CHECK PENALTY -6 Sense MOTIVE WIS -1 = + + 6 MMUNITION AMMUNITION Speak Language none = + + 0 Second Secon				
TOTAL ARMOR CHECK PENALTY -6 AMMUNITION SPEAK LANGUAGE none = + + 0 SPEAK LANGUAGE None Int = + + 0 SPEAK LANGUAGE None Int = + + 0 SPEAK LANGUAGE None Int = + + 2 Spot Wils 1 = -1 + + 2 Survival Wils Survival Wils 1 = + + 0 Survival Int			SENSE MOTIVE	
AMMUNITION SPELLCRAFT INT = + + 0 SPOT WIS 1 = + + 0 SPOT WIS 1 = 1 + + 2 SURVIVAL WIS -1 = 1 + + 0 SURVIVAL WIS -1 = 3 + 6 + -10 WIM WIS -1 = + + -4 USE WIM ** STR -1 = + + USE WIM ** DEX = + + -10 USE MAGIC DEVICE CHA = + + 0 USE ROPE DEX 0 0 + + 0 X USE NOPE DEX = + + 0	TOTAL ARMOR CHECK PENALTY -6			
Image: Superior of the superior			SPELLCRAFT	INT = + + 0
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		hdown AP Povised: 2/2004		=++

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

Lorenvale		Andy Tra				SPECIAL	ABILITIES /	FEATS	POWER	RS DI	SCOVE	RED
CAMPAIGN		DUNGEON	MASTER			Alertness	+2 to Spot & Listen		0-LVL: OPEN			
6,950 /		6,950	10,000)	s				OPEN			
	TI-CLASS)	TOTAL	NEXT LEVE	L	ΑT		+2 to Climb & Swim +4 to swim, run & marc	h to avoid dmg;				
					FΕ	Endurance	may sleep in some arm	ior	1ST: OPEN			
ITEM		AR		NA(T	ARD				OPEN			
ITEM	WT.	ITEN	VI	WT.	ΡV							
BROKEN 2-bladed Sword	30	Traveling clothes			A N D /							
Shortbow	2				SΤ				2ND:			
Longsword	4											
Full Plate	50				-							
none	0					Improved Initiative			3RD:			
Lt. Warhorse (with military saddle	and					Power Attack	Subtract any # up to ba damagefor whole rno					
gear)	40					Bonus Fighter Fea	Choose from List on Cl t in yellow spaces	ass Feats tab; type				
Bedroll	5											
Bull's Eye Lantern	3								4TH:			
		Backpack		2	s							
					ILITIE							
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									8TH:			
									9TH:			
									SPELL	250/	POWER	6
						Psionics			FAILURE	<mark>35%</mark>	POINTS	5 DC MOD
					ш	1 31011103			SPELL SAVE DC		BASE SPELLS	
					LITI				12	0-LVL	6	+ BONUS SPELLS
					В				13	1ST	6	+ 1
					A A					2ND		+ 0
					ΤR				14		3	
		TOTAL WEI	GHT CARRIED	96	ΕХ				15	3RD	X	+ X
		TOTAL	WEIGHT	301					16	4TH	х	+ X
MONE	//TRE	ASURE ITE	MS		s				17	5TH	х	+ x
WEIGHT					АΤ							
CP: 7.8					ΕE				18	6TH	X	+ X
GP VALUE					С				19	7TH	x	+ X
SP: 3718.00					ЕР				20	8ТН	х	+ x
									21	9ТН	х	
^{GP:} 18						76 lb.	153 lb.	230 lb.		5.11	•	+ X
PP: 070						LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	۰ ٦			
370						260 lb.	520 lb. LIFT OFF GROUND	1300 lb. PUSH OR DRAG	J			

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DEATH TOLL						
TYPE OR NAME	NOTES	FACED	KILLS	FALLS	NTCH	CRITS
Gra	and Totals	0	0	0	0	0
Total Effectiveness		0%	0%	0%	0%	0%

CLERIC'S 8	& PALADIN'S TURNING CHART	CLERICAL DOMAINS
NOT AVAILABLE		ONE: Benefit:
Turning Check	Max HD of Undead Affected	
Up to 0	Max HD undead creature	
1 - 3	Max HD undead creature	TWO:
4 - 6	Max HD undead creature	Benefit:
7 - 9	Max HD undead creature	
10 - 12	Max HD undead creature	
13 - 15	Max HD undead creature	
16 - 18	Max HD undead creature	
19 - 21	Max HD undead creature	THREE:
22+	Max HD undead creature	Benefit:
If your level is dou	ble or more the HD of undead, they are	
d	estroyed, not turned.	

A	NIMAL COMPANION	Aspects of Your Deity
Name:	Sigil	Name: PELOR Sex: M
Type:	Light Warhorse (animal)	Titles: The Shining One, The Sun Father
HD:	3d8+9 HP: 22	
Init:	+1	Rank: Greater Alignment: NG
Speed:	60 ft.	Realms: Sun, Light, Strength, Healing
AC:	14 (-1 size, +1 Dex, +4 natural)	
	Touch AC 10; flat-footed AC 13	Domains: Good, Healing, Strength, Sun
Attk:	2 hooves +4, & bite -1	
Dmg:	hoof (1d4+3); bite (1d3+1)	Holy Symbol: Stylized sun face
Space:	10 ft. Reach: 5 ft.	Home Plane: Elysium
Sp Attk:	none	Favored Weapon: Heavy mace
Sp Qual:	Low-light vision, Scent	Deity Weapon: +1 flaming hvy mace
Saves:	Fort +6, Ref +4, Will +2	Worshippers: Flan (quite common)
Stats:	Str 16, Dex 13, Con 17,	Holy Day: Richfest 4 (Midsummer's Day)
	Int 2, Wis 13, Cha 6	Worship Days: Every Godsday
Skills:	Listen +4, Spot +4	Clerical Vestments: White robes with
Feats:	Endurance, Run	golden trim.
		Creed: The sun's light brings strength to the
		weak, health to the ill, & destroys darkness & evil.
Wt. Allow	/: 500 lb. Carried: 349	Challenge corruption but remember mercy.

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PARTY MEMBERS / CONTACTS				
NAME OF CHARACTER / CLASS	PLAYED BY:			
Blaznar / Human (Suel) Arcane Monk	Cliff Priest			
Krog / Half-orc (Black) Brawler	Joel Williams			
Fish / Human (Rhennee) Rogue	James Pate			
Newton / Human (Flan) Cleric of Wee Jas	Matt Harris			
Jake / Human (Flan) Fighter	NPC			

OTHER CONTACT PERSONS	TITLE / POSITION

HISTORY & MISCELLANEOUS

LIFE EVENTS:				
Childhood:				
Youth:				
Pivotal Events:				
Other:				
RELATIONSHIPS:				
Parents:				
Siblings:				
Grandparents:				
Extended Family:				
Friends:				
Enemies:				
Instructors:				
EDUCATION:				
Childhood Instruction:				
Formal Education:				
Trade(s) Learned:				
PERSONALITY QUALITIES & PHYSICAL DESCRIPTION				

REGIONAL TRAITS	RACIAL TRAITS
Born: 8 Readying 573 CY, in the Northern Reaches	1 extra feat at first level
region, in the Shield Lands	4 extra SP at 1st lvl; 1 extra SP/lvl thereafter
Feat: Duelist (+2 to Initiative; +2 to Diplomacy)	
Equipment: Mstwrk shortsword or two-bladed swor	
Skill: Search (+4 bonus)	
Initial languages = Common + racial languages + INT bonus. Each	
additional language (Speak Language) = 2 Skill Points.	
Regional Language: Flan	
Racial Language: none	
Other Languages:	Favored Class: Any
www.angelfire.c	com/jazz/lorenvale 9/1

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