

Barnin Leftwich **Steve Brown** **Fighter / Rogue** **17** **Human**
 CHARACTER NAME PLAYER NAME CLASS LEVEL RACE

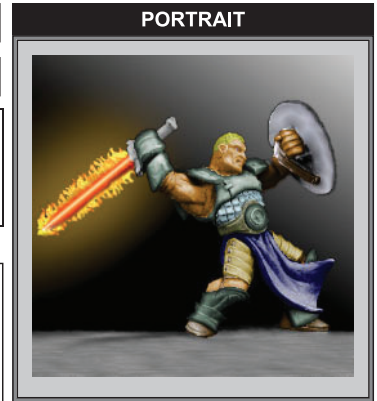
Male **See Background** **Neutral Good** **Kord**
 GENDER BACKGROUND ALIGNMENT DEITY / FAITH

31 **Medium** **6'-2"** **246 lbs.** **Tan** **Blonde** **Blue**
 AGE SIZE HEIGHT WEIGHT SKIN HAIR EYES



PLAYER CHARACTER RECORD

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	AC ARMOR CLASS							SPEED	
STR STRENGTH	22	+6	24	+7	33 = 10 + 10 + 7 + 3 + 0 + 1 + 2 + 0							20 ft.	
DEX DEXTERITY	16	+3			TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS		SPELL RESISTANCE				
CON CONSTITUTION	17	+3	19	+4	15		33						
INT INTELLIGENCE	15	+2			HD		HP		DAMAGE				
WIS WISDOM	11	+0	15	+2	17d10		186						
CHA CHARISMA	12	+1			EXPERIENCE POINTS		LEVEL ADJUSTMENT		ECL				
					153,000		- 147,887		= 5,113				
					LEVEL UP AT		CURRENT TOTAL		UNTIL NEXT LEVEL				



SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+19	10	+4	+5	+0	+0	+4 Reflex to avoid traps
REFLEX (DEXTERITY)	+18	10	+3	+5	+0	+0	
WILL (WISDOM)	+12	5	+2	+5	+0	+0	

ARMOR / PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX BONUS	MAX SPEED	WEIGHT
Mithril Full Plate of Speed +2	Light	+10	+3	20 ft.	25 lbs.
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES			
-3	25%	Cast Haste 3x per day (as a free action)			

SHIELD / PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Shield, Heavy Steel +5	+7	15 lbs.	-1	15%
SPECIAL PROPERTIES				

INITIATIVE MODIFIER +7 = 3 + 4 **BASE ATTACK BONUS (BAB)** +17/+12/+7/+2

ATTACK MODE MODIFIERS

MELEE (GRAPPLE) +24/+19/+14/+9 = BAB + 7 + 0 + 0 + 0

RANGED +20/+15/+10/+5 = BAB + 3 + 0 + 0 + 0

ATTACK					ATTACK BONUS	DAMAGE	CRITICAL
Sword of Aaga (Longsword +2)					+28/+23/+18/+13	1d8+13	17-20/x2
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES			
Medium	S	-	3 lbs.	+2 axiomatic (+2d6 vs chaotic); Made of mithril			

AMMUNITION _____

ATTACK					ATTACK BONUS	DAMAGE	CRITICAL
Flaming Longsword +1					+27/+22/+17/+12	1d8+12 +1d6 fire	17-20/x2
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES			
Medium	S	-	4 lbs.	+1 enchantment; +1d6 fire damage			

AMMUNITION _____

ATTACK					ATTACK BONUS	DAMAGE	CRITICAL
Longbow, Composite (+2 Str), MW					+21/+16/+11/+6	1d8+2	x3
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES			
Medium	P	110 ft.	3 lbs.	+2 to damage (Composite), Masterwork			

AMMUNITION 20 arrows (3 lbs.)

ATTACK					ATTACK BONUS	DAMAGE	CRITICAL
Unarmed Strike					+24/+19/+14/+9	1d4+7	x2
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES			
Medium	B	-	0 lbs.				

AMMUNITION _____

CLASS SKILL?	SKILLS		MAX RANKS				
	SKILL NAME	SKILL POINTS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
		220				20 / 10.0	

- Appraise ♦ INT +10 = 2 + 8 + 0
- Balance ♦ DEX* +7 = 3 + 6 + -2
- Bluff ♦ CHA +4 = 1 + 0 + 3
- Climb ♦ STR* +5 = 7 + 2 + -4
- Concentration ♦ CON +4 = 4 + 0 + 0
- Craft (General) ♦ INT +2 = 2 + 0 + 0
- Decipher Script INT — = 2 + 0 + 0
- Diplomacy ♦ CHA +17 = 1 + 13 + 3
- Disable Device INT +20 = 2 + 16 + 2
- Disguise ♦ CHA +4 = 1 + 0 + 3
- Escape Artist ♦ DEX* +7 = 3 + 8 + -4
- Forgery ♦ INT +2 = 2 + 0 + 0
- Gather Information ♦ CHA +16 = 1 + 10 + 5
- Handle Animal CHA — = 1 + 0 + 3
- Heal ♦ WIS +2 = 2 + 0 + 0
- Hide ♦ DEX* -1 = 3 + 0 + -4
- Intimidate ♦ CHA +12 = 1 + 8 + 3
- Jump ♦ STR* +4 = 7 + 3 + -6

- Knowledge Skills:**
- Local INT +15 = 2 + 13 + 0
 - Listen ♦ WIS +14 = 2 + 12 + 0
 - Move Silently ♦ DEX* +9 = 3 + 10 + -4
 - Open Lock DEX +21 = 3 + 16 + 2
 - Perform (General) ♦ CHA +1 = 1 + 0 + 0
 - Profession (None) WIS — = 2 + 0 + 0
 - Ride ♦ DEX +12 = 3 + 9 + 0
 - Search ♦ INT +20 = 2 + 18 + 0
 - Sense Motive ♦ WIS +10 = 2 + 8 + 0
 - Sleight of Hand DEX* +10 = 3 + 11 + -4
 - Spellcraft INT — = 2 + 0 + 0
 - Spot ♦ WIS +13 = 2 + 11 + 0
 - Survival ♦ WIS +2 = 2 + 0 + 0
 - Swim ♦ STR** -11 = 7 + 2 + -20
 - Tumble DEX* +17 = 3 + 18 + -4
 - Use Magic Device CHA +15 = 1 + 11 + 3
 - Use Rope ♦ DEX +10 = 3 + 7 + 0

Skills marked with ♦ can be used untrained (no Ranks in skill required).
 * Armor check penalty, if any, applies. ** -1 per 5 lbs. of gear.

SPECIAL ABILITIES

ROGUE CLASS ABILITIES

- ◆ Evasion
- ◆ Sneak Attack: +9d6
- ◆ Trapfinding
- ◆ Trap Sense +5 (Reflex saves and AC)
- ◆ Uncanny Dodge (cannot be caught flat-footed)
- ◆ Special Ability 1: *Slippery Mind*
 - If affected by an enchantment spell or effect and fails ST, can attempt again one (1) round later at same DC. May only attempt this extra chance to succeed on ST one time.
- ◆ Special Ability 2: *Improved Evasion*
- ◆ Special Ability 3: *Opportunist*
 - Once per round, may make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the *Combat Reflexes* feat can't use the *Opportunist* ability more than once per round.

FEATS

- Blind-Fight
- Cleave
- Close-Quarters Fighting (See Notes)
- Combat Expertise
- Combat Reflexes
- Dodge
- Great Cleave
- Greater Weapon Focus (Longsword)
- Greater Weapon Specialization (Longsword)
- Improved Critical (Longsword)
- Improved Initiative
- Improved Unarmed Strike
- Leadership (Base score = 18; (Lvl + Cha mod)
- Power Attack
- Weapon Focus (Longsword)
- Weapon Specialization (Longsword)

LANGUAGES

Initial languages = Common + racial languages + Int bonus
 Each additional language (Speak Language) = 1 skill point

Common, Dwarven, and Orcish

GEAR AND EQUIPMENT

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
Backpack	&	2.0	Heavy Warhorse	-	0.0
Bedroll	!	5.0			
Holy Symbol of Kord - Wooden	&	0.0			
Iron Rations (3 Days)	!	3.0			
Lantern, Bullseye	!	3.0			
Oil (1-pint flask)	!	1.0			
Sack (empty)	!	0.5			
Theives' Tools	!	1.0			
Theives' Tools (Masterwork)	!	2.0			
Theives' Tools - Longspoon	!	3.0			
(Masterwork)		0.0	Weapons		13.0
Torches (x2)	!	2.0	Armor		40.0
Waterskin	!	4.0	Magic Items		20.0
			Coin / Valuables		0.0
TOTAL WEIGHT CARRIED:					99.5 lbs.

WEALTH / VALUABLES

COIN		
0 pp		7,010 gp
0 sp		0 cp
GEMS		
ITEM	LOCATION	VALUE (gp)
JEWELRY		
ITEM	LOCATION	VALUE (gp)
ART OBJECTS / OTHER		
ITEM	LOCATION	VALUE (gp)

LOAD CAPACITY			LOCATION KEY			
Up to 173 lbs.	174 - 346 lbs.	347 - 520 lbs.	BACKPACK	!	HORSE	*
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	BELT	@	PACK	+
			POUCH	#	CHEST/TRUNK	=
			POCKET	\$	HOME	?
			BOOT	%	WAGON	[]
			WORN	&	QUIVER	~
520 lbs.	1,040 lbs.	2,600 lbs.				
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD				

BACKGROUND

Barnin was one of two children. Starting at a young age, Barnin and his older brother were always competing for everything. His older brother, Romis, constantly reminded him that he was older and the next in line for his father's seat as the Duke of the Duchy of Tehn. Barnin was tutored by all the same instructors as Romis, but it always seemed as though it was a formality that he was instructed at all. Romis was always fawned over by his parents, and Barnin felt as though, in time, he would be forgotten.

As young teens, they often bickered and got into heated arguments over what was right and what was wrong, just or unjust. Romis viewed the world much like his father, from the eyes of a noble. Things were just if it served the nobles' wants and needs. Barnin didn't agree with this point of view, thinking there was just something wrong with that.

Barnin had liked going to the local tailor's shop ever since he could remember. Landreth, the local tailor, used to be an adventurer. He would sneak away whenever there and steal looks a Landreth's office. The office was decorated with all sorts of wonderful items, like a sword that looked as though it was fifteen feet long. There was a shield that was black and had an odd picture on the front. It was a picture of a skull with a dark moon behind it, and it looked like a splattering of blood on the shield. There were many other wonderful items in that office.

One day, the boys were sent to pick up an order of clothing from the tailor. Barnin's spirits were immediately lifted because he hadn't been to Landreth's shop in weeks. When they arrived at the shop, Landreth had the order ready as usual. Romis went through the order, remarking at the "less than excellent" quality. The lords of Tehn had never really accepted Landreth because of his race. Landreth, knowing his place, remained quiet. Barnin came to his defense, saying that Landreth was the best tailor for hundreds of miles and that was why his father used the tailor to make their clothing. The argument turned into a shoving match. Landreth stepped in between the boys because he didn't want his shop wrecked and because he didn't see the need for a senseless fight on his behalf. Romis saw this as an attack and drew his sword. Landreth's wife saw this, rushing from their office. Jasmine, only trying to deflect the thrust that was aimed at her husband, was stabbed. She died in her husband's arms within minutes. As he watched his beloved die, a small part of Landreth died and he felt a flame inside go out.

Romis quickly ran back to the castle and told his father what had happened. Duke Leftwich was at Landreth's shop within minutes. They made a quick agreement that no one was ever to speak of this again as Romis was next in line to become Duke and this senseless accident could be seen in another light. The Duke said he would see to it that Landreth and his family would be taken care of for generations to come as long as no one were to ever speak of this. Landreth agreed to this, only for lack of want for anything but his beloved Jasmine back.

Barnin felt guilty about everything, being as it was his argument with his brother that caused this whole tragic event. Barnin started spending less time in the castle and more time going to the tailor's shop, hoping to talk to the tailor about what had happened. The tailor was often not at his shop. A sign on the door stated he was working from home, he would be in later. One day, he found Landreth in the shop with several other customers. He waited for what seemed like ages for the customers to clear out before he got a chance to talk to Landreth. Landreth couldn't make eye contact with the boy. After a time of Barnin rambling on and Landreth saying nothing, Barnin tried a different approach. He walked to the back of the shop where the office was located and looked again, in wonder, at all the treasures hanging in the ex-adventurer's office. As he walked in the stood in the middle of the room, he heard Landreth walk in behind him. Landreth started slowly talking about the sword that Barnin was looking at, and how he had slain a giant that attacked his adventuring party with it. He had taken the sword as a memento of that day. Landreth slowly told more and more stories until the shadows had grown long and darkness was drawing on.

Barnin started going to the tailor's shop daily to hear wonderful stories of adventure and fortune. After a few months of this, Barnin started asking questions about the weapons used and how to defeat such formidable foes as a giant. And so began Barnin's first true instruction on weapon use. He had received formal instruction as a child, but when it came to instruction, it was always dry, and he never liked it. He started getting instruction from Landreth.

NOTES

Close-Quarters Fighting -

You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack.

If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Fate Points: 5

Fate Point can be spent at any time to immediately reroll the result of a d20 roll, but the character must accept the new result, even if it is lower than the previous one (unless the character spends another Fate Point to reroll this new result). Once spent, they are gone forever.

MAGIC ITEM RECORD SHEET

MAGIC ITEM	REFERENCE
Zosiel's Diadem (Helm)	Dungeon 129

HEAD
Circlets, crowns, diadems, hats, headbands, helmets, phylacteries.

MAGIC ITEM	REFERENCE

FACE
Goggles, lenses, masks, spectacles, third eyes.

MAGIC ITEM	REFERENCE
Gauntlets of Ogre Power +2	DMG 257

HANDS
Gauntlets, gloves.

MAGIC ITEM	REFERENCE

SHOULDERS
Capes, cloaks, mantles, shawls.

MAGIC ITEM	REFERENCE

ARMS
Armbands, bracelets, bracers.

MAGIC ITEM	REFERENCE

TORSO
Shirts, tunics, vests, vestments.

MAGIC ITEM	REFERENCE
Lightning MF'n Tunic	MIC 114

THROAT
Amulets, badges, brooches, collars, medals, medallions, necklaces, pendants, periapts, scarabs, torcs.

MAGIC ITEM	REFERENCE
Mithril Full Plate of Speed +2	DMG 220

BODY
Armor, robes.

MAGIC ITEM	REFERENCE

RING - RIGHT HAND

MAGIC ITEM	REFERENCE
Ring of Protection +2	DMG 232

MAGIC ITEM	REFERENCE
Ring of the Wind Dukes	Dungeon 129

MAGIC ITEM	REFERENCE
Belt of Dwarvenkind	DMG 248

WAIST
Belts, girdles, sashes.

MAGIC ITEM	REFERENCE

RING - LEFT HAND

MAGIC ITEM	REFERENCE

FEET
Boots, sandals, shoes, slippers.



WEAPONS, SHIELDS, AND OTHER ITEMS

Bag of Holding (Type I)	- Eversmoking Bottle (in the form of	
Contents (Max Capacity = 250 lbs.)	a small crystal jug)	
- Potion of CLW (1st-Lvl) (x4)	- Circlet of Charisma +6	
- Potion of CMW (3rd-Lvl) (x3)		
- Potion of Haste	Zosiel's Diadem (Helm) - see <i>Party</i>	
- Potion of Invisibility	<i>Treasury</i> for details	
- Potion of Remove Fear		
- Vial of Acid		
- Two (2) Quaal's Feather Tokens		
(Bird and Whip)		
- Cloak of Arachnida		