

Brangg

Male human fighter 1 - CR 1/2

Neutral Good Humanoid (Human); Age: 18; Height: 5' 4";
Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+2	+1				
REFLEX (DEXTERITY)	+1 =		+1				
WILL (WISDOM)	+0 =						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+5	+1	+1				+1	
Touch AC 12								
CM Bonus +5 =	+1	+4						

CM Defense	17 = 10	BAB	Strength	Dexterity	Size
		+1	+4	+1	-

Base Attack	+1	HP	12
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Initiative	+5	Damage / Current HP	
Speed	30 / 20 ft		

Longsword

Main hand: +5, 1d8+4 Crit: 19-20/x2
Both hands: +5, 1d8+6 1-hand, S

Sling

Ranged: +2, 1d4+4 Crit: x2
Ranged, both hands: +2, 1d4+6 Rng: 50'
1-hand, B

Warhammer

Main hand: +5, 1d8+4 Crit: x3
Both hands: +5, 1d8+6 1-hand, B

Light steel quickdraw shield

+1

Max Dex: -, Armor Check: -2
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	-5	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+2	STR (4)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+0	WIS (0)	-	
Ride	-5	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	-5	DEX (1)	-	
Survival	+4	WIS (0)	1	
Swim	+2	STR (4)	1	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dodge
Improved Initiative
Martial Weapon Proficiency - All
Quick Draw
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency

Special Abilities

Manifestation Points, Ability Scores ([none], 10/psychic)

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: **0**/2,000
Current Cash: **35 gp**

Gear

Total Weight Carried: 88/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Light shield bash	-
Light steel quickdraw shield	7 lbs
Longsword	4 lbs
Mess kit	1 lb
Money	-
Pot	4 lbs
Rope	10 lbs
Scale mail	30 lbs
Sling	-
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Warhammer	5 lbs
Waterskin	4 lbs

Tracked Resources

Manifestation Points, Ability Scores ([none], 10/psychic duel)

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Torch

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Trail rations

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Languages

Common

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** - Light steel quickdraw shield (armor)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Ultimate Equipment** - Mess kit (equipment)

Validation Report

Validation Report (0 issues): Nothing identified

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Mostavang

Male hill dwarf cleric of Reorx 1 - CR 1/2

Lawful Neutral Humanoid (Dwarf); Deity: **Reorx**; Age: **51**;
Height: **4'**; Weight: **155 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	17	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX (DEXTERITY)	+0	=					
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL (WISDOM)	+5	=	+2	+3			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+6						
Touch AC 10								
Flat-Footed AC 16								

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +1	=	-	+1	-
See the Base Attack (below) for modifiers that may also apply to CMB				

	BAB	Strength	Dexterity	Size
CM Defense 11	=	10	-	+1
15 vs. Bull Rush; 15 vs. Trip				
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack	+0	HP	10
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype			
Initiative	+0	Damage / Current HP	
Speed	20 ft		

Light crossbow

Ranged: **-2, 1d8** Crit: 19-20/x2
Ranged, both hands: **+0, 1d8** Rng: 80'
2-hand, P

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Morningstar

Main hand: **+1, 1d8+1** Crit: x2
Both hands: **+1, 1d8+1** 1-hand, B/P
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+1	INT (1)	-	
Forge: +2 insight bonus related to stone or metal items, racial bonus to assess nonmagical metals or gemstones Greed: +2				
Bluff	+0	CHA (0)	-	
Climb	-5	STR (1)	-	
Craft (armor)	+3	INT (1)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+7	WIS (3)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (history)	+5	INT (1)	1	
Knowledge (religion)	+5	INT (1)	1	
Perception	+3	WIS (3)	-	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	-6	DEX (0)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	-6	DEX (0)	-	
Survival	+3	WIS (3)	-	
Swim	-5	STR (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Channel
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 1d6 (5/day, DC 10) (Su)
Cleric Domain (Earth)
Cleric Domain (Forge)
Cutting Hand (Su)
Darkvision (60 feet)
Defensive Training +4
Greed
Hardy +2
Hatred +1
Manifestation Points, Ability Scores ([none], 14/psychic)
Neidar
Slow and Steady
Spontaneous Casting
Stability +4
Stonecunning +2

Spell-Like Abilities

Acid Dart 1d6 acid (6/day) (Sp) ☐☐☐☐☐☐

Ranged touch attack

Ranged: **+0, As Spell**

Crit: **x2**
Light

Hatred +1 : +1 vs. humanoids with the orc and goblinoid subtype

Chainmail

+6

Max Dex: +2, Armor Check: -5
Spell Fail: 30%, Medium, Slows

Gear

Total Weight Carried: 95/130 lbs, Heavy Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Candle x10	-
Chainmail	40 lbs
Crossbow bolts x10	0.1 lbs
Flint and steel	-
Holy symbol, wooden (????)	-
Holy text (????)	-
Light crossbow	4 lbs
Mess kit	1 lb
Money	-
Morningstar	6 lbs
Pot	4 lbs
Ranged touch attack	-
Rope	10 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Tracked Resources

Cleric Channel Positive Energy 1d6 (5/day, DC 10) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Manifestation Points, Ability Scores ([none], 14/psychic duel)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Dwarven

Goblin

Spells & Powers

Cleric spells memorized (CL 1st; concentration +4)

Melee Touch +1 **Ranged Touch +0**

1st—*bleed*, *magic stone*, *magic weapon*^D

0th (at will)—*guidance*, *light*, *mending*, *stabilize*

[D] Domain spell; **Domains** Earth, Forge

Experience & Wealth

Experience Points: **0/2,000**

Current Cash: **You have no money!**

Sourcebooks Used

- **Dragonlance Campaign Setting** - Cutting Hand (equipment); Dwarf, Hill (race); Neidar (race option)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **ShadowChemosh's Adjustments / ShadowChemosh's Equipment** - Ranged Touch Attack (weapon)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Validation Report

Validation Report (1 issues): Background: You are lighter than normal for your race. Normal weight minimum: 164 lbs.

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Ruhrnikh

Male qualinesti elf rogue 1 - CR 1/2

Chaotic Good Humanoid (Elf); Age: **124**; Height: **6' 1"**;
Weight: **117 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=					
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+6	=	+2	+4			
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+0	=					
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+2		+4				
Touch AC	14								
CM Bonus	+0	=	-		+0		-		-
CM Defense	14	=	10		-		+0	+4	-
Base Attack			+0						
Initiative			+4						
Speed			30 ft						

Dagger

Main hand: **+4, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+4, 1d4** Light, P/S

Rapier

Main hand: **+4, 1d6** Crit: 18-20/x2
Both hands: **+4, 1d6** 1-hand, P

Sling

Ranged: **+4, 1d4** Crit: x2
Rng: 50'
Ranged, both hands: **+4, 1d4** 1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (4)	1	
Appraise	+6	INT (2)	1	
Bluff	+4	CHA (0)	1	
Climb	+4	STR (0)	1	
Diplomacy	+1	CHA (0)	-	
Disable Device	+9	DEX (4)	1	
Disguise	+4	CHA (0)	1	
Escape Artist	+8	DEX (4)	1	
Fly	+4	DEX (4)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+8	WIS (0)	1	
Trapfinding: +1 to locate traps				
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (0)	-	
Sleight of Hand	+8	DEX (4)	1	
Stealth	+8	DEX (4)	1	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	

Feats

Armor Proficiency (Light)
Elven Weapon Proficiencies
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Darkvision (30 feet)
Elven Magic
Low-Light Vision
Manifestation Points, Ability Scores ([none], 12/psychic)
Sneak Attack +1d6
Trapfinding +1

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: 0/2,000
Current Cash: 19 gp, 5 sp

Gear

Total Weight Carried: 26/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

Backpack (83 @ 75.5 lbs) <In: Dropped to ground (1	2 lbs
Bedroll <In: Backpack (83 @ 75.5 lbs)>	5 lbs
Belt pouch (23 @ 3.5 lbs)	0.5 lbs
Caltrops <In: Backpack (83 @ 75.5 lbs)>	2 lbs
Chalk x10 <In: Belt pouch (23 @ 3.5 lbs)>	-
Dagger x5	1 lb
Flint and steel <In: Belt pouch (23 @ 3.5 lbs)>	-
Grappling hook <In: Backpack (83 @ 75.5 lbs)>	4 lbs
Leather armor	15 lbs
Mess kit <In: Backpack (83 @ 75.5 lbs)>	1 lb
Mirror <In: Belt pouch (23 @ 3.5 lbs)>	0.5 lbs
Money	-
Piton x10 <In: Backpack (83 @ 75.5 lbs)>	0.5 lbs
Pot <In: Backpack (83 @ 75.5 lbs)>	4 lbs
Rapier	2 lbs
Rope <In: Backpack (83 @ 75.5 lbs)>	10 lbs
Sling	-
Sling bullets x50 <In: Backpack (83 @ 75.5 lbs)>	0.5 lbs
Sling bullets, smoke x10 <In: Belt pouch (23 @ 3.5	0.2 lbs
Soap <In: Backpack (83 @ 75.5 lbs)>	0.5 lbs
Thieves' tools <In: Belt pouch (23 @ 3.5 lbs)>	1 lb
Torch x10 <In: Backpack (83 @ 75.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (83 @ 75.5 lbs)>	1 lb
Traveler's outfit (Free)	-
Waterskin <In: Backpack (83 @ 75.5 lbs)>	4 lbs

Tracked Resources

Dagger	□□□□□
Manifestation Points, Ability Scores ([none], 12/psychic duel)	□□□□□ □□□□□ □□
Sling bullets	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Sling bullets, smoke	□□□□□ □□□□□
Torch	□□□□□ □□□□□
Trail rations	□□□□□

Languages

Common	Elven
Dwarven	Solamnic

Sourcebooks Used

- **Classic Monsters Revisited** - Sling bullets, smoke (weapon)
- **Dragonlance Campaign Setting** - Elf, Qualinesti (race); Elvensight (equipment); Solamnic (language)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Ultimate Equipment** - Mess kit (equipment)

Validation Report

Validation Report (0 issues): Nothing identified

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Turelia

Female half-elf sorcerer 1 - CR 1/2

Lawful Good Humanoid (Elf, Human); Age: 24; Height: 5' 9"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+2	=	+2				Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+1	=	+2	-1			Elven Immunities: +2 vs. enchantments

Elven Immunities				Elven Immunities - Sleep						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+4		+2					
Touch AC	12		Flat-Footed AC					14		
			BAB		Strength		Size		Misc	
CM Bonus	+0	=	-		+0		-		-	
			BAB		Strength		Dexterity		Size	
CM Defense	12	= 10	-		+0		+2		-	
Base Attack					+0		HP		8	
Initiative					+2		Damage / Current HP			
Speed					30 ft					

Ranged touch attack

Ranged: **+2, As Spell** Crit: x2
Light

Sling

Ranged: **+2, 1d4** Crit: x2
Rng: 50'
Ranged, both hands: **+2, 1d4** 1-hand, B

Spiked gauntlet

Main hand: **+0, 1d4** Crit: x2
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (4)	-	
Climb	+0	STR (0)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+4	CHA (4)	-	
Perception	+1	WIS (-1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+7	INT (0)	1	
Stealth	+2	DEX (2)	-	
Survival	-1	WIS (-1)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+8	CHA (4)	1	

Activated Abilities & Adjustments

Mage Armor: +4

Feats

Elemental Focus (Electricity)
Eschew Materials
Simple Weapon Proficiency - All
Skill Focus (Spellcraft)

Special Abilities

Bloodline Arcana: Elemental (Ex)
Elf Blood
Low-Light Vision
Manifestation Points, Ability Scores ([none], 13/psychic)

Spell-Like Abilities

Elemental Ray (1d6 electricity, 7/day) (Sp) ☐☐☐☐☐☐

Touch attack

Main hand: **+0, As Spell**

Crit: **x2**
Light

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **67 gp**

Gear

Total Weight Carried: 33/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Mess kit	1 lb
Money	-
Pot	4 lbs
Ranged touch attack	-
Sling	-
Soap	0.5 lbs
Spiked gauntlet	1 lb
Torch x10	1 lb
Touch attack	-
Trail rations x5	1 lb
Waterskin	4 lbs

Tracked Resources

Manifestation Points, Ability Scores ([none], 13/psychic duel)

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□□□

Torch □□□□□ □□□□□

Trail rations □□□□□

Languages

Common

Elven

Spells & Powers

Sorcerer spells known (CL 1st; concentration +5)

Melee Touch +0 Ranged Touch +2

1st (4/day)—*mage armor*, *snowball* (DC 15)

0th (at will)—*acid splash*, *light*, *mage hand*, *prestidigitation*

Sourcebooks Used

- **Advanced Player's Guide** - Elemental Focus (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **People of the North / Reign of Winter** - Snowball (spell)
- **ShadowChemosh's Adjustments / ShadowChemosh's Equipment** - Ranged Touch Attack (weapon); Touch Attack (weapon)
- **Ultimate Equipment** - Mess kit (equipment)

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Mage Armor: +4

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