



EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
13.12 lbs., 1 Wand (Acid Splash), 1 Wand (Detect Magic), 1 Wand (Light), 1 Wine (Common/Pitcher), 1 Bolts (Crossbow/50), 1 Caltrops					
Crossbow (Heavy/Masterwork)	Carried	1	8.0	350.0	
0 lbs. (Crossbow (Heavy/Masterwork))					
Blanket (Winter)	Sack	1	3.0	0.5	
Bolts, Crossbow (50)	Backpack	1	5.0	5.0	
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Caltrops	Backpack	1	2.0	1.0	
Flint and Steel	Sack	1	0.0	1.0	
Hammer	Sack	1	2.0	0.5	
Little Red Hat	Equipped	1	0.0	0.0	
Mithral Shirt	Equipped	1	10.0	1100.0	
30hp/inch and 15 hardness					
Explorer's Outfit	Equipped	1	8.0	0.0	
Rapier	Equipped	1	2.0	20.0	
Rations (Trail/Per Day)	Sack	6	1.0 (6.0)	0.5 (3.0)	
Sack		1	0.5	0.1	
52 lbs., 1 Blanket (Winter), 1 Thieves' Tools, 1 Waterskin (Filled), 1 Tent, 1 Flint and Steel, 1 Hammer, 6 Rations (Trail/Per Day), 1 Sunrod, 3 Tanglefoot Bag, 3 Tindertwig, 3 Torch					
Sunrod	Sack	1	1.0	2.0	
Tanglefoot Bag	Sack	3	4.0 (12.0)	50.0 (150.0)	
Tent	Sack	1	20.0	10.0	
Thieves' Tools	Sack	1	1.0	30.0	
Tindertwig	Sack	3	0.0 (0.0)	1.0 (3.0)	
Torch	Sack	3	1.0 (3.0)	0.01 (0.03)	
Wand (Acid Splash)	Backpack	1	0.0	375.0	
(Wand (Acid Splash/Wizard/1st)) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
Wand (Detect Magic)	Backpack	1	0.06	375.0	
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Wand (Light)	Backpack	1	0.06	375.0	
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Waterskin (Filled)	Sack	1	4.0	1.0	
Wine (Common/Pitcher)	Backpack	1	6.0	0.2	
TOTAL WEIGHT CARRIED/VALUE				35.12 lbs.	2804.33 gp

WEIGHT ALLOWANCE					
Light 50		Medium 100		Heavy 150	
Lift over head 150		Lift off ground 300		Push / Drag 750	

SPECIAL ABILITIES	
Evasion (Ex)	
Sneak Attack +3d6	
Trap Sense (Ex) +1	
Trapfinding	
Uncanny Dodge (Dex bonus to AC)	

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Magical Ability	Allows wielder to cast Cantrips
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Celestial, Common, Draconic, Elven, Orc

TEMPLATES
Low-light vision

# Gian



RACE	Human
AGE	25
GENDER	Male
VISION	Low-Light (60'), Normal
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	6' 1"
WEIGHT	160 lbs.
EYE COLOUR	Brown
SKIN COLOUR	Caucasian
HAIR	Was Brown, Bald
PHOBIAS	Icky Things
PERSONALITY TRAITS	Creative, Logical
INTERESTS	Writing
SPOKEN STYLE	Enunciates very clearly, Read My Lips.
LOCATION	Shadowdale
REGION	Wandering
	None

## Description:

Bald (Permanent) - Magical accident

## Biography:

25 years old, traveled around the land. Ambushed by goblins and awoke in a dungeon cell. Freed from captivity by a drow elf, aasimar, elf & squirrel (kercpa)?

Travels with group. Aided in capture of wyrmling white dragon for some kobolds.

## Notes:

### Character Sheet Notes:

Light, Detect Magic, Acid Splash

Companions:

Lu- Phil

Jessabelle - Bekah

Aaron Herbert - Richard

Turk - Jason

### New Item:

New Value

### Spirit Cat:

Gian died while fighting Trolls - His spirit was brought back by a "spirit cat"

Spirit Cat (-2 Constitution -1 Charisma)

Gian gains Low-light Vision 60'

Three detriments to choose from:

Phobia of Trolls

Phobia of Darkness

Player's choice