

EQUIPME		QTY	WT	COST
ITEM Backpack 13.12 lbs., 1 Wand (Acid Splash), 1 Wand (Detect Magic), 1 Wand (Light), 1 Wine (Common/Pitcher), 1 Bolts (Crossbow/50), 1 Caltrops	Equipped	1	2.0	2.0
Crossbow (Heavy/Masterwork) 0 lbs. (Crossbow (Heavy/Masterwork))	Carried	1	8.0	350.0
Blanket (Winter)	Sack	1	3.0	0.5
Bolts, Crossbow (50)	Backpack	1	5.0	5.0
Caltrops	Backpack 1 2.0 1.			1.0
Flint and Steel	Sack	Sack 1 0.		
Hammer	Sack	1	2.0	0.5
Little Red Hat	Equipped	1	0.0	0.0
Mithral Shirt 30hp/inch and 15 hardness	Equipped	1	10.0	1100.0
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 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		1	0.5	0.1
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) (Wand (Acid SplashWizard/1st))	Backpack	1	0.0	375.0
Wand (Detect Magic)	Backpack	1	0.06	375.0
00000 00000 00000 00000 00000 Wand (Light) 00000 00000 00000 00000	Backpack	1	0.06	375.0
Waterskin (Filled)	Sack	1	4.0	1.0
Wine (Common/Pitcher)	Backpack	1	6.0	0.2
TOTAL WEIGHT CARRIED/VA	•		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

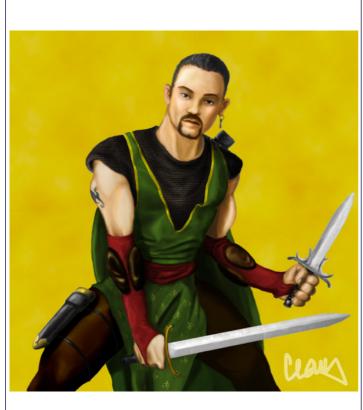
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES

Celestial, Common, Draconic, Elven, Orc

TEMPLATES Low-light vision

Gian



Human
RACE
25
AGE
Male
GENDER
Low-Light (60'), Normal
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 1"
HEIGHT
160 lbs.
WEIGHT
Brown
EYE COLOUR
Caucasian
SKIN COLOUR
Was Brown, Bald
HAIR
Icky Things
PHOBIAS One of the property o
Creative, Logical PERSONALITY TRAITS
Writing
Enunciates very clearly, Read My Lips.
Shadowdale
RESIDENCE
Wandering
LOCATION
LOCATION

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)?

None REGION

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:

Three detriments to che Phobia of Trolls Phobia of Darkness Player's choice