

Aaron Herbert

| | |
|-----------------|------------|
| NAME | |
| Pld5 | 11793 |
| CLASS | EXPERIENCE |
| 5 | 15000 |
| Character Level | NEXT LEVEL |

Richard

| | |
|------------|--------|
| PLAYERNAME | |
| Aasimar | Medium |
| RACE | SIZE |
| 20 | Male |
| AGE | GENDER |

Tyr

| | |
|--------|-------------------|
| DEITY | |
| 6' 2" | 210 lbs. |
| HEIGHT | WEIGHT |
| Azure | Silver, Clean cut |
| EYES | HAIR |

Lawful Good

| | |
|-------------------|--|
| ALIGNMENT | |
| Darkvision (60'), | |
| Normal | |
| VISION | |
| -1 | |
| POINTS | |



| | | | | | | |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| STR Strength | 17 | +3 | 17 | +3 | 17 | +3 |
| DEX Dexterity | 13 | +1 | 13 | +1 | 13 | +1 |
| CON Constitution | 14 | +2 | 14 | +2 | 14 | +2 |
| INT Intelligence | 12 | +1 | 12 | +1 | 12 | +1 |
| WIS Wisdom | 14 | +2 | 14 | +2 | 14 | +2 |
| CHA Charisma | 18 | +4 | 18 | +4 | 18 | +4 |

| | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------|-------|-------------------|------|---|-------|----------------|------|---|-------------|------------------|--------------|---|-------|---|------|---|---------|---|------|--|-------------|--|----------------------|----|---------------------|--|--------------|
| HP hit points | 52 | WOUNDS/CURRENT HP | | | | SUBDUAL DAMAGE | | | | DAMAGE REDUCTION | | | SPEED | | | | | | | | | | | | | | |
| | | Walk 20' | | | | | | | | | | | | | | | | | | | | | | | | | |
| AC armor class | 20 | : | 19 | : | 11 | = | 10 | + | 9 | + | 0 | + | 1 | + | 0 | + | 0 | + | 0 | | | | 35 | -5 | 0 | | |
| | TOTAL | | FLAT | | TOUCH | | BASE | | ARMOR BONUS | | SHIELD BONUS | | STAT | | SIZE | | NATURAL | | MISC | | MISS CHANCE | | ARCANE SPELL FAILURE | | ARMOR CHECK PENALTY | | SPELL RESIST |

| | | | | | | | |
|------------------------|----|-------|----|--------------|----|---------------|--|
| INITIATIVE modifier | +1 | TOTAL | +1 | DEX MODIFIER | +0 | MISC MODIFIER | |
| BASE ATTACK bonus | | TOTAL | +5 | | | | |

| | | | | | | | | |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
| FORTITUDE (constitution) | +10 | = +4 | +2 | +0 | +4 | +0 | | |
| REFLEX (dexterity) | +6 | = +1 | +1 | +0 | +4 | +0 | | |
| WILL (wisdom) | +7 | = +1 | +2 | +0 | +4 | +0 | | |

| | | | | | | | |
|-------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| | +8 | = +5 | +3 | +0 | +0 | +0 | |
| RANGED attack bonus | +6 | = +5 | +1 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +8 | = +5 | +3 | +0 | +0 | +0 | |

| | | | |
|---------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | +8 | 1d3+3 | 20/x2 |

| Dagger | | | CURRENT HAND | TYPE | SIZE | CRITICAL |
|--------------------|--------|-------|--------------|--------|-------|----------|
| | | | Carried | PS | M | 19-20/x2 |
| | To Hit | Dam | | To Hit | | Dam |
| 1H-P | +8 | 1d4+3 | 2W-P-(OH) | +2 | | 1d4+3 |
| 1H-O | +4 | 1d4+1 | 2W-P-(OL) | +4 | | 1d4+3 |
| 2H | +8 | 1d4+3 | 2W-OH | +0 | | 1d4+1 |
| | 10' | 20' | 30' | 40' | 50' | |
| To Hit | +6 | +4 | +2 | +0 | -2 | |
| Dam | 1d4+3 | 1d4+3 | 1d4+3 | 1d4+3 | 1d4+3 | |
| Special Properties | | | | | | |

| Shortbow | | | CURRENT HAND | TYPE | SIZE | CRITICAL |
|--------------------|-----|-----|--------------|------|------|----------|
| | | | Carried | P | M | 20/x3 |
| To Hit | 30' | 60' | 120' | 180' | 240' | |
| | +6 | +6 | +4 | +2 | +0 | |
| | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | |
| Special Properties | | | | | | |

| *Tyr's Justice +2 | | | CURRENT HAND | TYPE | SIZE | CRITICAL |
|--------------------|---|-------|--------------|--------|------|----------|
| | | | Both | S | M | 19-20/x2 |
| | To Hit | Dam | | To Hit | | Dam |
| 1H-P | N/A | N/A | 2W-P-(OH) | N/A | | N/A |
| 1H-O | N/A | N/A | 2W-P-(OL) | N/A | | N/A |
| 2H | +11 | 2d6+6 | 2W-OH | N/A | | N/A |
| Special Properties | (Greatsword (Skill Bonus (Competence) (Knowledge (Religion) +10)/+2 (Enhancement to Weapon or Ammunition)/Masterwork)). Competance bonus to selected skillof Knowledge (Religion))+10 | | | | | |
| | | | | | | |

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

| | | | | | |
|--|-------|----|--------|-------|---------------|
| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
| *Full Plate (+1 (Enhancement to Armor)/Masterwork) | Heavy | +9 | +1 | -5 | 35 |

| | |
|--------------|-------------------------|
| LAY ON HANDS | |
| HP per day | □□□□□ □□□□□ □□□□□ □□□□□ |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 8/4 |
|----------------------|-------------|----------------|------------------|-----------|-------|
| Appraise | INT | 1 | = 1 | + | + |
| Balance | DEX | -4 | = 1 | + | + -5 |
| Bluff | CHA | 4 | = 4 | + | + |
| Climb | STR | -2 | = 3 | + | + -5 |
| Concentration | CON | 2 | = 2 | + | + |
| Craft (Untrained) | INT | 1 | = 1 | + | + |
| Diplomacy | CHA | 8 | = 4 | + 4.0 | + |
| Disguise | CHA | 4 | = 4 | + | + |
| Escape Artist | DEX | -4 | = 1 | + | + -5 |
| Forgery | INT | 1 | = 1 | + | + |
| Gather Information | CHA | 4 | = 4 | + | + |
| Handle Animal | CHA | 6 | = 4 | + 2.0 | + |
| Heal | WIS | 6 | = 2 | + 4.0 | + |
| Hide | DEX | -4 | = 1 | + | + -5 |
| Intimidate | CHA | 4 | = 4 | + | + |
| Jump | STR | -8 | = 3 | + | + -11 |
| Knowledge (Religion) | INT | 16 | = 1 | + 5.0 | + 10 |
| Listen | WIS | 4 | = 2 | + | + 2 |
| Move Silently | DEX | -4 | = 1 | + | + -5 |
| Ride | DEX | 6 | = 1 | + 5.0 | + |
| Search | INT | 1 | = 1 | + | + |
| Sense Motive | WIS | 4 | = 2 | + 2.0 | + |
| Spot | WIS | 5 | = 2 | + 1.0 | + 2 |
| Survival | WIS | 2 | = 2 | + | + |
| Swim | STR | -7 | = 3 | + | + -10 |
| Use Rope | DEX | 1 | = 1 | + | + |
| | | | = | + | + |
| | | | = | + | + |

| TURNING CHECK RESULT | TURN UNDEAD UNDEAD AFFECTED (MAXIMUM HIT DICE) | Turning Check | 1d20+6 |
|----------------------|--|---|--------|
| Up to 0 | -2 | Turn level | 2 |
| 1 - 3 | -1 | Turn damage | 2d6 +6 |
| 4 - 6 | 0 | You destroy Undead creatures with total hit dice up to 1. | |
| 7 - 9 | 1 | | |
| 10 - 12 | 2 | | |
| 13 - 15 | 3 | | |
| 16 - 18 | 4 | | |
| 19 - 21 | 5 | | |
| 22+ | 6 | | |
| TURN/DAY | □□□□□ □□ | | |

| EQUIPMENT | | | | | |
|---|----------|-----|----------------|----------------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Arrow | Backpack | 5 | 0.15 (0.75) | 0.05 (0.25) | |
| Full Plate (+1 (Enhancement to Armor)/Masterwork) | Equipped | 1 | 50.0 | 2650.0 | |
| Backpack | Carried | 1 | 2.0 | 2.0 | |
| 27.21 lbs., 5 Arrow, 5 Rations (Trail/Per Day), 1 Rope (Hempen/50 Ft.), 1 Waterskin (Filled), 1 Whetstone, 1 Bedroll, 8 Coin (Copper), 4 Coin (Gold), 3 Coin (Platinum), 8 Coin (Silver), 1 Dagger, 1 Flint and Steel, 1 Holy Symbol (Wooden) | | | | | |
| Bedroll | Backpack | 1 | 5.0 | 0.1 | |
| Dagger | Backpack | 1 | 1.0 | 2.0 | |
| Flint and Steel | Backpack | 1 | 0.0 | 1.0 | |
| Holy Symbol (Wooden) | Backpack | 1 | 0.0 | 1.0 | |
| Traveler's Outfit | Equipped | 1 | 5.0 | 0.0 | |
| Pouch (Belt) | Carried | 1 | 0.5 | 1.0 | |
| 0 lbs. | | | | | |
| Rations (Trail/Per Day) | Backpack | 5 | 1.0 (5.0) | 0.5 (2.5) | |
| Rope (Hempen/50 Ft.) | Backpack | 1 | 10.0 | 1.0 | |
| Shortbow | Carried | 1 | 2.0 | 30.0 | |
| 0 lbs. | | | | | |
| Tyr's Justice +2 | Equipped | 1 | 8.0 | 20350.0 | |
| (Greatsword (Skill Bonus (Competance) (Knowledge (Religion) +10)/+2 (Enhancement to Weapon or Ammunition)/Masterwork)), Competance bonus to selected skillof Knowledge (Religion))+10 | | | | | |
| Waterskin (Filled) | Backpack | 1 | 4.0 | 1.0 | |
| Whetstone | Backpack | 1 | 1.0 | 0.02 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 89.71 lbs. | 23041.87 gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|------|
| Light | 86 | Medium | 173 | Heavy | 260 |
| Lift over head | 260 | Lift off ground | 520 | Push / Drag | 1300 |

| MONEY | |
|------------------------------|--|
| Coin (Platinum): 3[Backpack] | |
| Coin (Gold): 4[Backpack] | |
| Coin (Silver): 8[Backpack] | |
| Coin (Copper): 8[Backpack] | |
| Total = 34.88 gp | |

| MAGIC |
|---|
| Tyr's Justice (+2 Two-handed Sword) Incomplete Holy Avenger (Must preform a quest to renew the sword) |
| +1 Plate Mail |

| SPECIAL ABILITIES |
|---|
| Aura of Courage (Su) |
| Aura of Good |
| Divine Grace (Su) |
| Divine Health (Ex) |
| Lay on Hands (Su) 20 hp/day |
| Resistance to acid 5, cold 5, and electricity 5. |
| Smite Evil (Su) 2/day |
| Special Mount (Sp) |
| Turn Undead (Su) 7/day (turn level 2) (turn damage 2d6+6) |

| FEATS | |
|----------------------------|---|
| Power Attack | On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. |
| Weapon Focus (Greatsword) | You gain a +1 bonus on all attack rolls you make using the selected weapon. |
| Armor Proficiency (Heavy) | 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. |
| 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. |
| Armor Proficiency (Medium) | 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. |
| Martial Weapon Proficiency | Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. |
| Shield Proficiency | You can use a shield and take only the standard penalties. |
| Simple Weapon Proficiency | You make attack rolls with simple weapons normally. |

| PROFICIENCIES |
|--|
| Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer |

| LANGUAGES |
|--------------------------|
| Celestial, Common, Elven |

| TEMPLATES |
|-----------------------------|
| Level Adjustment Buy down 1 |

Innate Racial Spells

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----------|----|--------------|-------------------------|----------------|------------------------|-------|------------------|-------------------|---------------------|
| ☐ | Daylight | 17 | None | 1 standard action | 50 minutes [D] | Touch | V, S | No | Evocation [Light] | Main: SpellsD-E.rtf |
| Effect: 60-ft. radius of bright light. | | | | | | Target: Object touched | | | | |
| * =Domain/Speciality Spell | | | | | | | | | | |

Paladin Innate Spells

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|-------------|----|--------------|-------------------------|-------------------------------------|-------------------------------|----------|------------------|------------|---------------------|
| At Will | Detect Evil | 13 | None | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | V, S, DF | No | Divination | Main: SpellsD-E.rtf |
| Effect: Reveals creatures, spells, or objects of selected alignment. | | | | | | Target: Cone-shaped emanation | | | | |
| * =Domain/Speciality Spell | | | | | | | | | | |

Paladin Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 |
|---------|---|---|---|---|---|
| KNOWN | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 0 | 1 | 0 | 0 | 0 |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|-------------------|------------------------------------|--|------------|--------------------------|---|-------------------------------|
| ☐☐☐☐☐ Bless | 13 | None | 1 standard action | 2 minutes | 50 ft. | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsA-B.rtf |
| <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear. | | | | | <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster | | | | |
| ☐☐☐☐☐ Bless Water | 13 | Will negates (object) | 1 minute | Instantaneous | Touch | V, S, M | Yes (object) | Transmutation [Good] | Main: SpellsA-B.rtf |
| <i>Effect:</i> Makes holy water. | | | | | <i>Target:</i> Flask of water touched | | | | |
| ☐☐☐☐☐ Bless Weapon | 13 | None | 1 standard action | 2 minutes | Touch | V, S | No | Transmutation | Main: SpellsA-B.rtf |
| <i>Effect:</i> Weapon strikes true against evil foes. | | | | | <i>Target:</i> Weapon touched | | | | |
| ☐☐☐☐☐ Create Water | 13 | None | 1 standard action | Instantaneous | Close (30') | V, S | No | Conjuration (Creation) [Water] | Main: SpellsC.rtf |
| <i>Effect:</i> Creates 4 gallons of pure water. | | | | | <i>Target:</i> Up to 4 gallons of water | | | | |
| ☐☐☐☐☐ Cure Light Wounds | 13 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) | Main: SpellsC.rtf |
| <i>Effect:</i> Cures 1d8+2 damage. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Detect Poison | 13 | None | 1 standard action | Instantaneous | Close (30') | V, S | No | Divination | Main: SpellsD-E.rtf |
| <i>Effect:</i> Detects poison in one creature or small object. | | | | | <i>Target:</i> One creature, one object, or a 5-ft. cube | | | | |
| ☐☐☐☐☐ Detect Undead | 13 | None | 1 standard action | Concentration, up to 2 minutes [D] | 60 ft. | V, S, M/DF | No | Divination | Main: SpellsD-E.rtf |
| <i>Effect:</i> Reveals undead within 60 ft. | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| ☐☐☐☐☐ Divine Favor | 13 | None | 1 standard action | 1 minute | Personal | V, S, DF | No | Evocation | Main: SpellsD-E.rtf |
| <i>Effect:</i> You gain +1 on attack and damage rolls. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ Divine Sacrifice | 13 | None | 1 standard action | 2 rounds | Personal | V, S | No | Evocation | Extra: Complete Divine Pg.163 |
| <i>Effect:</i> Sacrifice hit points for a damage bonus. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ Endure Elements | 13 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V, S | Yes (harmless) | Abjuration | Main: SpellsD-E.rtf |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Golden Barding | 13 | Will negates (harmless) | 1 standard action | 2 hours | Touch | V, DF | Yes (harmless) | Conjuration (Creation) [Force] | Extra: Complete Divine Pg.166 |
| <i>Effect:</i> Create Magical Barding type depends on level; see text. | | | | | <i>Target:</i> Special mount touched | | | | |
| ☐☐☐☐☐ Magic Weapon | 13 | Will negates (harmless, object) | 1 standard action | 2 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation | Main: SpellsM-O.rtf |
| <i>Effect:</i> Weapon gains +1 bonus. | | | | | <i>Target:</i> Weapon touched | | | | |
| ☐☐☐☐☐ Protection from Chaos | 13 | Will negates (harmless) | 1 standard action | 2 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] | Main: SpellsP-R.rtf |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Protection from Evil | 13 | Will negates (harmless) | 1 standard action | 2 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Good] | Main: SpellsP-R.rtf |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Read Magic | 13 | None | 1 standard action | 20 minutes | Personal | V, S, F | No | Divination | Main: SpellsP-R.rtf |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ Resistance | 13 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration | Main: SpellsP-R.rtf |
| <i>Effect:</i> Subject gains +1 on saving throws. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Restoration, Lesser | 13 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) | Main: SpellsP-R.rtf |
| <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Resurgence | 13 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S, DF | Yes (harmless) | Abjuration | Extra: Complete Divine Pg.177 |
| <i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Traveler's Mount | 13 | Will negates | 1 standard action | 2 hours | Touch | V, S | Yes | Transmutation | Extra: Complete Divine Pg.184 |
| <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. | | | | | <i>Target:</i> Animal or magical beast touched | | | | |
| ☐☐☐☐☐ Virtue | 13 | Fortitude negates (harmless) | 1 standard action | 1 min. | Touch | V, S, DF | Yes (harmless) | Transmutation | Main: SpellsT-Z.rtf |
| <i>Effect:</i> Subject gains 1 temporary hp. | | | | | <i>Target:</i> Creature touched | | | | |

* =Domain/Specialty Spell

Innate

☐ Daylight (DC:17)

Paladin Innate Spells

At Will ☐ Detect Evil (DC:13)

Aaron Herbert



| |
|-----------------------------|
| Aasimar |
| RACE |
| 20 |
| AGE |
| Male |
| GENDER |
| Darkvision (60'), Normal |
| VISION |
| Lawful Good |
| ALIGNMENT |
| Right |
| DOMINANT HAND |
| 6' 2" |
| HEIGHT |
| 210 lbs. |
| WEIGHT |
| Azure |
| EYE COLOUR |
| Light |
| SKIN COLOUR |
| Silver, Clean cut |
| HAIR |
| Lies |
| PHOBIAS |
| Overly critical, Immaculate |
| PERSONALITY TRAITS |
| Elves |
| INTERESTS |
| Loud Voice, "Have mercy" |
| SPOKEN STYLE |
| Far, Far Away |
| RESIDENCE |
| Faerun |
| LOCATION |
| None |
| REGION |

Description:
A man of proud bearing; something about you makes people notice you.

Biography:

Notes:

Character Sheet Notes:

Lu - Phil
Jessabelle - Rebekah
Turk - Jason
Gian - Dan
3 Skill Points @ 5th Level (Placed all in Ride)

Quests:

In-progress:
Clear Brightstone Keep
- Party may have the Keep and immediate land. No taxable interest. Gain minor noble title.
Figure out dream (Eye behind gate)
DONE:
Defeat Belak the Druid and stop the gulthias tree
Recover Wyrmling for Kobolds - Aquired key to Dragon Priest Tomb
Find Siblings in Sunless Citadel - Monentary Reward

NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.
Enemy is self explanatory - Unfriendly intentions at time of meeting
Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.
Current Mission for Duke: Clear Brightstone Keep; party may keep it and property it resides on. No taxable interest
Tom - Friend - Messenger from Duke Borba Drefus
The Hunter - ENEMY - An agent of the drow after Lu.
Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.
SUNLESS CITADEL Contacts:
Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe
Calcryx - Friend - White Wyrmling