

*Sword, Short			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+4	1d6+3	2W-P-(OH)		-2		1d6+3
1H-O	+0	1d6+1	2W-P-(OL)		+0		1d6+3
2H	+4	1d6+3	2W-OH		-4		1d6+1
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Garb	Equipped	1	0.5	1.0	
Claw	Carried	1	0.0	0.0	
Longbow	Carried	1	3.0	75.0	
0 lbs.					
Longsword	Equipped	1	4.0	15.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Special Boots	Equipped	1	0.0	0.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			9.5 lbs.101.0 gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL QUALITIES
Favored Enemy (Ex) Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.
Any Weapon Rod Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.
Natural Weapon (Claw) You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.
+4 racial bonus on saves against sleep and paralysis
Favored Enemy (Ex) Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.
Wild Empathy (Ex) +2 to Diplomacy check against animals (+-2 on Magical Beasts) - takes 1 minute

FEATS
Improved Initiative You get a +4 bonus on initiative checks.
Power Attack On your action, before making attack rolls for a round, you may choose to subtract up to 1 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst You can take an extra move action 0 times per day
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.
Dragonblood Sorcerer is a favored class for you. This is in addition to your favored class based on race.
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.
Track To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Elven, Sylvan

TEMPLATES
