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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 +2d6	
Summon Familiar	
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.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

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
Gain Familiar

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

Bald,

HAIR

Death, Trolls

PHOBIAS

Creative, Logical

PERSONALITY TRAITS

Writing

INTERESTS

Enunciates very clearly, "Read My Lips."

SPOKEN STYLE

Far, far away

RESIDENCE

Faerun

LOCATION

None

REGION

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

Spirit Cat:

Gian died while fighting Trolls.

Spirit Cat: Akin to a Familiar

Cat is seen only by Gian. Gian will have 'cat-like' impulses. Gian will be very protective of his 'friend'. If the cat dies, Gian dies.

Playing notes: During odd times you will stroke or hold your cat.

(GM will prompt)

Detriments: As a result of death, and a gruesome one at that,

Gian has the following detriments:

1. Phobia of Trolls;
2. Phobia of Darkness;
3. Traumatic recall of death (Like a veteran)

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 - Explorer/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 - Un-Friendly - Kobold Sorceress and Leader of Sunless

Citadel Tribe

Calcryx - Un-Friendly - White Wyrmling

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 - Monetary Reward