



AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Breastplate of Command	8	armor	-4	25%	30lbs	
Buckler +2	3	shield	-1	5%	5lbs	
Amulet of Natural Armor	1	natural				
Ring of Protection +3	3	deflection				
<b>TOTALS</b>	12		-5	30%	35lbs	

GEAR	
ITEM	WT.
Breastplate of Command	30
Buckler +2	3
Light Crosssbow	4
Bolts, 10	2
Dagger +1	1
Spell Components	2
Crown of Ash	2
Circlet of Charisma +6	1
Cloak of Resistance +3	1
Amulet of Natural Armor	
Ring of Protection +3	
Ring of Spell Storing	
Rod of Rulership	1
Rod of Reach Spell	1
Explorer Outfit	8
Signet Ring	-
Compass	.5
Healer's Kit	1
Scroll of Harm x 2	
<b>TOTAL WEIGHT</b>	58.5

LIGHT LOAD	26/79*	LIFT OVER HEAD	80/240*
MEDIUM LOAD	53/159*	LIFT OFF GROUND	160/480*
HEAVY LOAD	80/240*	DRAW OR PUSH	400/1200*

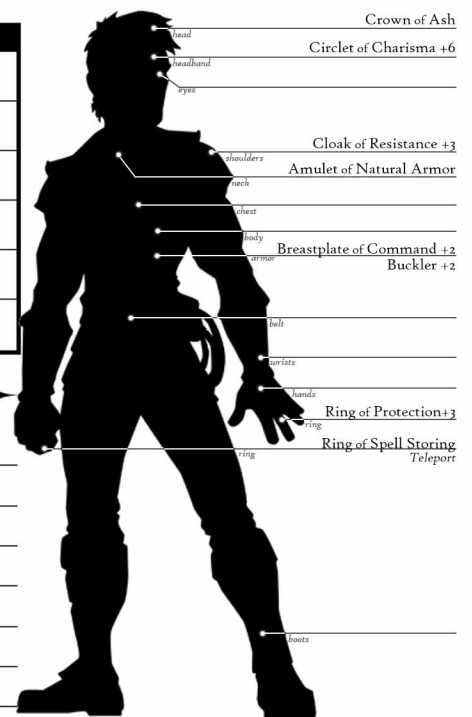
MONEY	
CP	Copper
SP	Silver
GP	Gold
PP	Platinum
37434	Total
	50 coins weighs 1lb
	Debts
	Valuables
	Other items
	Total

FEATS	
Noble Born - Orlovsky: +1 CMD, +1 Diplomacy (campaign trait)	
Rich Parents: Starting wealth increased to 900 gp (general trait)	
Noble Scion - War: +2 Nobility, class skill, use Cha for initiative	
Selective Channeling: Exclude up to 11 targets from channels	
Oracular Intuition: +2 Spellcraft, +2 Sense Motive	
Quick Channel: Channel as a move action by spending 2 uses	
Extra Revelation: Spirit Boost	
Extra Revelation: Lifesense	

SPECIAL ABILITIES	
<u>Haunted</u> : Getting items is a standard action, dropped items land 10' away	
<u>Spirit Boost</u> : Targets keep up to 13 hp of overhealing as temps for 13 rds	
<u>Enhanced Cures</u> : Ignore level caps on healing spells	
<u>Lifesense</u> : Notice and locate living creatures within 30' as per blindsight (negates displacement, blur, invisibility, concealment, etc)	
<u>Channel Positive Energy</u> : Heal living or harm undead within 30' for 7d6 as a standard action that does not provoke attacks of opportunity	
Will save for half, DC: 27 Usable 12 times/day	
<u>Energy Body</u> : Transform into energy as a standard action, gaining the elemental sub-type and giving off light. Undead in melee take 1d6+13 dmg	
Heal an ally for 1d6+13 as a move action by passing through their square	
Return to normal form as a free action. Usable 13 rounds/day	

<u>Combat Healer</u> : Cast a cure spell as a swift action by spending two slots	
e twice per day	

EXPERIENCE POINTS	NEXT LEVEL



EQUIPMENT	
<u>Crown of Ash</u> : +4 enhancement bonus to Charisma and +4 competence bonus to Charisma checks and Charisma-based skills when dealing with fey or +2 when dealing with those related to fey such as gnomes. Grants the ability to speak, read and understand Sylvan as well as low-light vision, +4 saves vs enchantment, and DR 5/cold iron.	
<u>Breastplate of Command</u> : This +2 grants the wearer a +2 competence bonus on all Charisma checks, including Charisma-based skill checks as well as a +2 competence bonus to Leadership. Friendly troops within 360' become braver, gaining a +2 resistance bonus against fear.	
<u>Ring of Spell Storing</u> : Contains up to 5 levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The wearer need not provide material components and there is no failure chance. Activation time is the same as the spell, to a minimum of one standard action. Metamagic versions of spells cast into the ring take up space equal to their modified spell level.	
<u>Rod of Rulership</u> : Command the obedience of creatures within 120' when activating the device (a standard action). Creatures totalling 300 Hit Dice can be ruled but creatures with Intelligence scores of 12 or higher are each entitled to a DC 16 Will save to negate the effect. Commands contrary to the nature of the creatures also negate the effect. The rod can be used for 500 total minutes.	