

Markim Blake

CHARACTER NAME

Barbarian 5, Fighter 5

CLASS

10 / 10

45000 / 55000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	18		+4		
CON Constitution	18	22	+6		
INT Intelligence	14		+2		
WIS Wisdom	13		+1		
CHA Charisma	13		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+14	= +8	+ +6	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+6	= +2	+ +4	+ +0	+ +0	+ +0		
WILL (wisdom)	+3	= +2	+ +1	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+ +0	
RANGED attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+ +0	
GRAPPLE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+ +0	

*Goodly Valenar Double Scimitar +1;+1	HAND Two-Weapons	TYPE S/S	SIZE M	CRITICAL 15-20/x2/2	REACH 5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+14/+9;+14	1d6+7/+5				

*Goodly Valenar Double Scimitar +1;+1 (Head 1 only)	HAND Two-Weapons	TYPE S	SIZE M	CRITICAL 15-20/x2	REACH 5 ft.
	To Hit	Dam		To Hit	Dam
1H-P	N/A	1d6+7	2W-P-(OH)	N/A	1d6+7
1H-O	N/A	1d6+5	2W-P-(OL)	+14/+9	1d6+7
2H	+16/+11	1d6+9	2W-OH	+14	1d6+5

*Goodly Valenar Double Scimitar +1;+1 (Head 2 only)	HAND Two-Weapons	TYPE S	SIZE M	CRITICAL 15-20/x2	REACH 5 ft.
	To Hit	Dam		To Hit	Dam
1H-P	N/A	1d6+7	2W-P-(OH)	N/A	1d6+7
1H-O	N/A	1d6+5	2W-P-(OL)	+14/+9	1d6+7
2H	+16/+11	1d6+9	2W-OH	+14	1d6+5

*: 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
*Living Breastplate	Medium	+8	+5	-2	15
Chain Shirt +1	Light	+5	+4	-1	20

BARBARIAN RAGE

Uses per day ☐

2 times/day (11 rounds) The barbarian gains +4 to Strength, +4 to Constitution, a +2 morale bonus on Will saves, a -2 penalty to AC and a HP gain from the boosted Con Bonus of 20. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. The barbarian can only rage once per encounter. Entering a rage takes no time itself, but the barbarian can only do it during his action.

Skylar

PLAYER NAME

Human

Medium / 5 ft.

RACE

SIZE / FACE

18

Male

AGE

GENDER

HP hit points	149	WOUNDS/CURRENT HP			
AC armor class	23	23	14	10	8
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS

INITIATIVE modifier	+4	= +4	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+10/+5		

Dol Dorn

DEITY

6' 5"

Dark Brown

EYES

None

REGION

183 lbs.

Black, Disheveled

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
				10/-				Walk 30 ft.			
1	4	0	0	0	0	0	MISS CHANCE	15	-2	0	
SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLEC-TION	DODGE	MISC		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

TOTAL SKILLPOINTS: 81		SKILLS		MAX RANKS: 13/6.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	
✓ Balance	DEX	2	=	4	+ -2
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	10	=	4	+ 8 + -2
✓ Concentration	CON	6	=	6	
✓ Craft (Untrained)	INT	2	=	2	
✓ Craft (Weaponsmithing)	INT	14	=	2	+ 12
✓ Diplomacy	CHA	1	=	1	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	2	=	4	+ -2
✓ Forgery	INT	2	=	2	
✓ Gather Information	CHA	1	=	1	
✓ Handle Animal	CHA	6	=	1	+ 5
✓ Heal	WIS	3	=	1	+ 2
✓ Hide	DEX	2	=	4	+ -2
✓ Intimidate	CHA	7	=	1	+ 6
✓ Jump	STR	7	=	4	+ 5 + -2
✓ Listen	WIS	12	=	1	+ 11
✓ Move Silently	DEX	2	=	4	+ -2
✓ Ride	DEX	11	=	4	+ 5 + 2
✓ Search	INT	2	=	2	
✓ Sense Motive	WIS	1	=	1	
✓ Spot	WIS	7	=	1	+ 6
✓ Survival	WIS	7	=	1	+ 6
✓ Swim	STR	5	=	4	+ 5 + -4
✓ Tumble	DEX	7	=	4	+ 3
✓ Use Rope	DEX	4	=	4	
			=	+	+
			=	+	+
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.					

Masterwork Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +15/+10		Damage: 1d8				
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.			
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2			
Dam	1d8	1d8	1d8	1d8	1d8			
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.			
TH	+5/+0	+3/-2	+1/-4	-1/-6	-3/-8			
Dam	1d8	1d8	1d8	1d8	1d8			

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+14/+9	1d4+4	2W-P-(OH)	+10/+5	1d4+4			
1H-O	+14/+9	1d4+2	2W-P-(OL)	+12/+7	1d4+4			
2H	+14/+9	1d4+4	2W-OH	+12	1d4+2			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1			
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4			

Longbow +1				HAND	TYPE	SIZE	CRITICAL	REACH
(Composite/Bow_STR+3)				Carried	P	M	20/x3	5 ft.
Ammunition: Arrow								
Range: 30 ft.		To Hit: +15/+10		Damage: 1d8+4				
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.			
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2			
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4			
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.			
TH	+5/+0	+3/-2	+1/-4	-1/-6	-3/-8			
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4			
Special Properties	STR bonus to damage							

Scimitar +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+15/+10	1d6+5	2W-P-(OH)	+11/+6	1d6+5			
1H-O	+15/+10	1d6+3	2W-P-(OL)	+13/+8	1d6+5			
2H	+15/+10	1d6+7	2W-OH	+11	1d6+3			

Sword (Short)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+14/+9	1d6+4	2W-P-(OH)	+10/+5	1d6+4			
1H-O	+14/+9	1d6+2	2W-P-(OL)	+12/+7	1d6+4			
2H	+14/+9	1d6+4	2W-OH	+12	1d6+2			

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Goodly Valenar Double Scimitar +1;+1	Equipped	1	15.0	4725.0	
Minor Ring of Energy Resistance (Sonic)	Equipped	1	0.0	12000.0	
Absorbs 10 points of Sonic damage					
Healing Belt	Equipped	1	0.0	750.0	
Charges are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.) 1 Charge - Heals 2d8 points of damage, 2 Charges - Heals 3d8 points of damage, 3 Charges - Heals 4d8 points of damage., Competence bonus to selected skill of Heal+2					
Living Breastplate	Equipped	1	8.0	0.0	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
Action Point	Equipped	9	0.0	0.0 (0.0)	
Action Points					
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0	
175.4 lbs., 1 Magic Bedroll, 1 Hammer, 1 Blanket (Winter), 4 Chalk (1 piece), 14 Piton, 1 Tent, 5 Waterskin (Filled), 1 Masterwork Longbow, 1 Grappling Hook, 1 Chain Shirt +1, 1 Field Dressing Kit, 6 Rope (Silk/50 Ft.), 1 Goodberry Wine, 8 Oil (1 Pt. Flask), 1 Spade or Shovel, 10 Torch, 1 Arrows (50), 1 Special Disc Item Thingy, 4 Potion of Enlarge Person, 1 Backpack, 1 Everburning Torch, 1 Everlasting Rations, 1 Traveling Papers, 1 Artisan's Tools (Weaponsmithing), 1 Everfull Mug					
Arrows (50)	Bag of Holding (Type 1)	1	7.5	2.5	
Artisan's Tools (Weaponsmithing)					
Backpack	Bag of Holding (Type 1)	1	2.0	2.0	
10.38 lbs., 1 Ink (1 Oz. Vial), 1 Inkpen, 4 Parchment (Sheet), 1 Sealing Wax, 5 Candle, 274 Coin (Platinum), 91 Coin (Gold), 104 Coin (Copper)					
Candle	Backpack	5	0.0	0.01	
Duration: 1 hr., Shadowy Illumination: 5 ft.					
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
TOTAL WEIGHT CARRIED/VALUE			58.16 lbs.	33310.87 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Inkpen	Backpack	1	0.0	0.1	
Parchment (Sheet)	Backpack	4	0.0	0.2 (0.8)	
Sealing Wax	Backpack	1	1.0	1.0	
Blanket (Winter)	Bag of Holding (Type 1)	1	3.0	0.5	
Chain Shirt +1	Bag of Holding (Type 1)	1	25.0	1250.0	
Chalk (1 piece)	Bag of Holding (Type 1)	4	0.0	0.01	
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01	
Everburning Torch	Bag of Holding (Type 1)	1	1.0	110.0	
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.					
Everfull Mug	Bag of Holding (Type 1)	1	0.0	200.0	
Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).					
Everlasting Rations	Bag of Holding (Type 1)	1	2.0	350.0	
This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.					
Field Dressing Kit	Bag of Holding (Type 1)	1	0.0	40.0	
Goodberry Wine	Bag of Holding (Type 1)	1	1.5	10.0	
Grappling Hook	Bag of Holding (Type 1)	1	4.0	1.0	
Hammer	Bag of Holding (Type 1)	1	2.0	0.5	
Magic Bedroll	Bag of Holding (Type 1)	1	6.0	500.0	
Masterwork Longbow	Bag of Holding (Type 1)	1	3.0	375.0	
0 lbs.					
Oil (1 Pt. Flask)	Bag of Holding (Type 1)	8	1.0	0.1 (0.8)	
Oil (1 Pt. Flask)	Potion Bandolier	3	1.0	0.1 (0.3)	
Oil (1 Pt. Flask)	Pouch (Belt)	2	1.0	0.1 (0.2)	
Piton	Bag of Holding (Type 1)	14	0.5	0.1 (1.4)	
Potion of Enlarge Person	Bag of Holding (Type 1)	4	0.0	250.0	
Potion of Enlarge Person	Potion Bandolier	1	0.0	250.0	
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	6	5.0	10.0	
Spade or Shovel	Bag of Holding (Type 1)	1	8.0	2.0	
Tent	Bag of Holding (Type 1)	1	20.0	10.0	
Torch	Bag of Holding (Type 1)	10	1.0	0.01	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.					
Traveling Papers	Bag of Holding (Type 1)	1	0.0	0.2	
Waterskin (Filled)	Bag of Holding (Type 1)	5	4.0	1.0 (5.0)	
Potion Bandolier	Equipped	1	1.0	60.0	
3 lbs., 5 Potion of Cure Light Wounds, 3 Oil (1 Pt. Flask), 1 Potion of Cure Moderate Wounds, 1 Potion of Enlarge Person					
You can ready a potion as a free action.					
Potion of Cure Light Wounds	Potion Bandolier	5	0.0	50.0	
Potion of Cure Moderate Wounds	Potion Bandolier	1	0.0	300.0	
Potion of Cure Moderate Wounds	Potion Bracer	1	0.0	300.0	
Potion Bracer	Equipped	1	1.0	60.0	
0 lbs., 1 Potion of Cure Moderate Wounds					
You can ready a potion as a free action.					
Pouch (Belt)	Equipped	1	0.5	1.0	
3.61 lbs., 8 Coin (Copper), 13 Coin (Gold), 9 Coin (Silver), 1 Whetstone, 1 Flint and Steel, 1 Chalk (1 piece), 2 Oil (1 Pt. Flask), 1 Rune (Rope Trick)					
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Rune (Rope Trick)	Pouch (Belt)	1	0.01	150.0	
Whetstone	Pouch (Belt)	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			58.16 lbs.	33310.87 gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Crystal of Ice Assault (Lesser)	Carried	1	0.0	3000.0
This augment crystal grants you an extra 1d6 fire damage to the weapon's damage. This bonus damage doesn't stack with any fire damage dealt by the weapon., This augment crystal grants you an extra 1d6 ice damage to the weapon's damage. This bonus damage doesn't stack with any ice damage dealt by the weapon., (Crystal of Fire Assault (Lesser))				
Dagger	Carried	1	1.0	2.0
Longbow +1 (Composite/Bow_STR+3)	Carried	1	3.0	2700.0
1.05 lbs., 7 Arrow STR bonus to damage				
Arrow	Longbow +1 (Composite/Bow_STR+3)	7	0.15 (1.05)	0.05 (0.35)
□□□□□ □□				
Scimitar +1	Carried	1	4.0	2315.0
Sword (Short)	Carried	1	2.0	10.0
TOTAL WEIGHT CARRIED/VALUE			58.16 lbs.	33310.87 gp

WEIGHT ALLOWANCE					
Light 100		Medium 200		Heavy 300	
Lift over head 300		Lift off ground 600		Push / Drag 1500	

MONEY	
Coin (Platinum): 274	[Backpack]
Coin (Gold): 91	[Backpack]
Coin (Gold): 13	[Pouch (Belt)]
Coin (Silver): 9	[Pouch (Belt)]
Coin (Copper): 104	[Backpack]
Coin (Copper): 8	[Pouch (Belt)]
Special Disc Item Thingy: 1	[Bag of Holding (Type 1)]
Total = 2846.02 gp	

LANGUAGES	
Common, Dwarven, Elven	

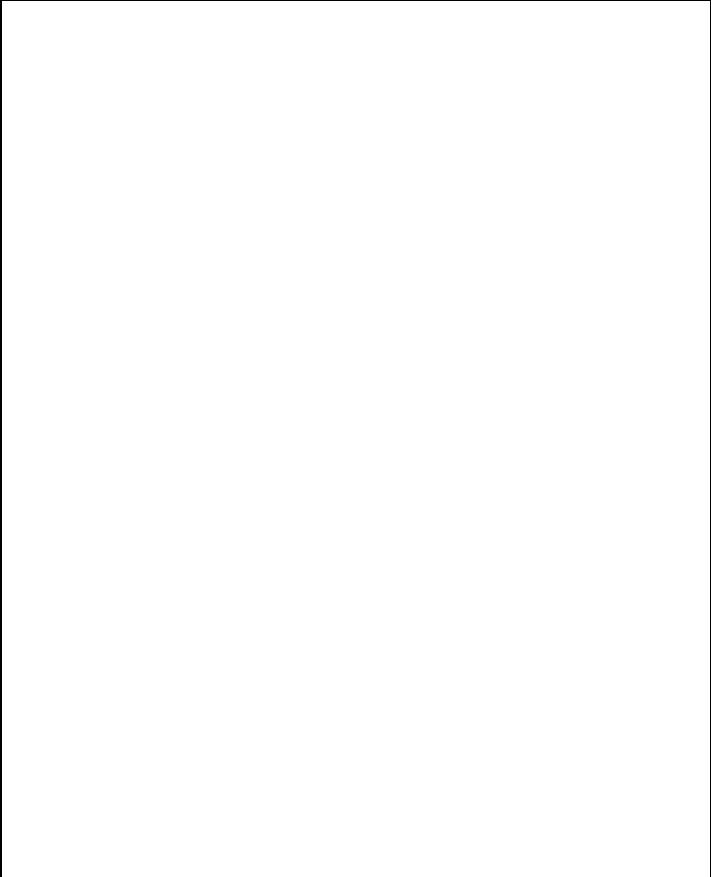
OTHER COMPANIONS	
Craig - Mohandas Wiliam - Theryn Richard - Aramel Jon - Lorn (Old Friend) Hugh - SB Masterwork Valenar Double Scimitar - 1250 sp progress to create normal, 6000sp to create Masterwork afterwards Week 1 - 21x18 = 378sp, 872sp remaining	

Special Attacks	
Rage (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
2 times/day (11 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 20)	

Special Qualities	
Fast Movement (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Human Skill Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humans gain 1 extra skill point per level.	
Improved Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Can't be flanked except by a level 9 rogue	
Trap Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.	
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Dex bonus to AC	

Feats		PROFICIENCIES
Cleave	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.	Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), 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), Sword (Short), Sword (Two-Bladed), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer
Exotic Weapon Proficiency (Sword (Two-Bladed))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.	
Improved Critical (Sword (Two-Bladed))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] When using the weapon you selected, your threat range is doubled.	
Power Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.	
Two-Weapon Defense	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.	
Two-Weapon Fighting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	
Weapon Focus (Sword (Two-Bladed))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Sword (Two-Bladed))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You gain a +2 bonus on all damage rolls you make using the selected weapon.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] 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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] 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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] 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	[Wizards of the Coast - Revised (v.3.5) System Reference Document] You understand how to use all types of martial weapons in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You make attack rolls with simple weapons normally.	
Tower Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can use a tower shield and suffer only the standard penalties.	

Markim Blake



Human
RACE
18
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 5"
HEIGHT
183 lbs.
WEIGHT
Dark Brown
EYE COLOUR
Tanned
SKIN COLOUR
Black, Disheveled
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography:

Notes:

Crafting Progress:

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