

Derrick Chandler

CHARACTER NAME
Dragon Shaman 11, Harper Scout 1
CLASS
12 / 12 66000 / 78000
Character Level / CR EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	21		+5		
DEX Dexterity	16		+3		
CON Constitution	18		+4		
INT Intelligence	15		+2		
WIS Wisdom	16		+3		
CHA Charisma	18		+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+15	= +9	+4	+2	+0	+0		
REFLEX (dexterity)	+8	= +3	+3	+2	+0	+0		
WILL (wisdom)	+15	= +9	+2	+2	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+13/+8	= +8/+3	+5	+0	+0	+0	
RANGED attack bonus	+11/+6	= +8/+3	+3	+0	+0	+0	
GRAPPLE attack bonus	+13/+8	= +8/+3	+5	+0	+0	+0	

*Longsword of Hezrim "Luxlex"		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+14/+9	1d8+6	2W-P-(OH)	+8/+3	1d8+6	
1H-O	+10/+5	1d8+3	2W-P-(OL)	+10/+5	1d8+6	
2H	+14/+9	1d8+8	2W-OH	+4	1d8+3	
Special Properties	When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowy illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.					

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolt (Crossbow)						
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12	
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	+13/+8	1d4+5	2W-P-(OH)	+7/+2	1d4+5	
1H-O	+9/+4	1d4+2	2W-P-(OL)	+9/+4	1d4+5	
2H	+13/+8	1d4+5	2W-OH	+5	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+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
*Breastplate +1 (Mithral)		Light	+6	+5	-1	15
30hp/inch and 15 hardness						
Chain Shirt		Light	+4	+4	-2	20
*Shield, Heavy Metal		Heavy	+3		-1	15
Flashes light 2/day upon command;Within 20 feet make a Reflex save(DC 14) or be blinded for 1d4 rounds						

Skylar

PLAYER NAME
Human Medium / 5 ft. 6' 0"
RACE SIZE / FACE HEIGHT
22 Male Hazel
AGE GENDER EYES
None Neutral Good
REGION ALIGNMENT
184 lbs. Normal
WEIGHT VISION
Red-Brown, Wild
HAIR POINTS

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
hit points	132					1/-		Walk 40 ft.	
armor class	23	20	13	10	6	3	3	0	1
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR
									DEFLEC-TION
									DODGE
									MISC
									MISS CHANCE
									ARCANE SPELL FAILURE
									ARMOR CHECK PENALTY
									SPELL RESIST

INITIATIVE modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+8/+3				

TOTAL SKILLPOINTS: 81		SKILLS		MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise		INT	3	= 2	+ 1
✓ Balance		DEX	1	= 3	+ -2
✓ Bluff		CHA	7	= 4	+ 3
✓ Climb		STR	6	= 5	+ 3 + -2
✓ Concentration		CON	4	= 4	
Craft (Armorsmithing)		INT	3	= 2	+ 1
Craft (Bowmaking)		INT	3	= 2	+ 1
✓ Craft (Untrained)		INT	2	= 2	
Craft (Weaponsmithing)		INT	3	= 2	+ 1
✓ Diplomacy		CHA	12	= 4	+ 8
✓ Disguise		CHA	15	= 4	+ 8 + 3
✓ Escape Artist		DEX	1	= 3	+ -2
✓ Forgery		INT	2	= 2	
✓ Gather Information		CHA	4	= 4	
Handle Animal		CHA	5	= 4	+ 1
✓ Heal		WIS	11	= 2	+ 6 + 3
✓ Hide		DEX	1	= 3	+ -2
✓ Intimidate		CHA	6	= 4	+ 2
✓ Jump		STR	7	= 5	+ 2
Knowledge (Geography)		INT	3	= 2	+ 1
Knowledge (Local)		INT	6	= 2	+ 4
Knowledge (Nature)		INT	7	= 2	+ 5
✓ Listen		WIS	5	= 2	+ 1 + 2
✓ Move Silently		DEX	1	= 3	+ -2
Perform (String Instruments)		CHA	6	= 4	+ 2
✓ Ride		DEX	4	= 3	+ 1
✓ Search		INT	6	= 2	+ 4
✓ Sense Motive		WIS	4	= 2	+ 2
✓ Spot		WIS	5	= 2	+ 1 + 2
✓ Survival		WIS	4	= 2	+ 2
Survival (Natural environments)		WIS	6	= 2	+ [2] + 2
✓ Swim		STR	6	= 5	+ 5 + -4
✓ Tumble		DEX	2	= 3	+ 1 + -2
✓ Use Rope		DEX	3	= 3	
				=	+ +
				=	+ +
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

IcingDeath			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+16/+11	1d6+8	2W-P-(OH)		+10/+5		1d6+8
1H-O	+12/+7	1d6+5	2W-P-(OL)		+12/+7		1d6+8
2H	+16/+11	1d6+10	2W-OH		+6		1d6+5
Special Properties		Extinguish magical fires by touch, extinguish all natural fires within 20 feet. Fire Resistance (10). Knowledge Planes, +1d6 cold damage, +2 enhancement bonus and does +2d6 bonus damage vs. Outsiders (evil), Chatoic Good, Lesser Power - Knowledge 10 Ranks					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longsword of Hezrim "Luxlex"	Equipped	1	4.0	2815.0
When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowy illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.				
Minor Ring of Energy Resistance (Acid)	Equipped	1	0.0	12000.0
Absorbs 10 points of Acid damage				
Ring of Sustenance	Equipped	1	0.0	2500.0
Breastplate +1 (Mithral)	Equipped	1	15.0	5200.0
30hp/inch and 15 hardness				
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Dragon Spirit Cincture	Equipped	1	0.0	2000.0
While you wear a dragon spiritie cinture your breath weapon is increased by one die. If you are also holding a magic weapon that deals the same type of damage, your breath weapon save DC increases by 1.				
Explorer's Outfit	Equipped	1	8.0	0.0
Boots of Teleportation	Equipped	1	3.0	49000.0
Shield, Heavy Metal	Equipped	1	15.0	4170.0
Flashes light 2/day upon command;Within 20 feet make a Reflex save(DC 14) or be blinded for 1d4 rounds				
Bag of Holding (Type 2)	Equipped	1	25.0	5000.0
113.02 lbs., 1 Platinum Tradebar, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Potion of Cure Light Wounds, 1 Healer's Kit, 2 Waterskin (Filled), 1 Backpack, 1 Magic Bedroll, 1 Artisan's Tools (Skinning), 1 Chain Shirt, 1 Coin (Gold), 1 Artisan's Tools (Armorsmithing), 1 Artisan's Tools (Weaponsmithing), 1 Bedroll, 1 Blanket (Winter), 1 Rope (Silk/50 Ft.), 1 Soap (Per Lb.), 1 Case (Map or Scroll)				
Artisan's Tools (Armorsmithing)	Bag of Holding (Type 2)	1	5.0	5.0
Artisan's Tools (Skinning)	Bag of Holding (Type 2)	1	5.0	5.0
(Artisan's Tools (Leatherworking))				
Artisan's Tools (Weaponsmithing)	Bag of Holding (Type 2)	1	5.0	5.0
Backpack	Bag of Holding (Type 2)	1	2.0	2.0
40.5 lbs., 1590 Coin (Gold), 395 Coin (Platinum), 40 Coin (Copper)				
Bedroll	Bag of Holding (Type 2)	1	5.0	0.1
Blanket (Winter)	Bag of Holding (Type 2)	1	3.0	0.5
Case (Map or Scroll)	Bag of Holding (Type 2)	1	0.5	1.0
0 lbs., 10 Parchment (Sheet), 1 License (Bookkeeper)				
License (Bookkeeper)	Case (Map or Scroll)	1	0.0	15.0
Parchment (Sheet)	Case (Map or Scroll)	10	0.0 (0.0)	0.2 (2.0)
Chain Shirt	Bag of Holding (Type 2)	1	25.0	100.0
Healer's Kit	Bag of Holding (Type 2)	1	1.0	50.0
□□□□□ □□□□□				
Ink (1 Oz. Vial)	Bag of Holding (Type 2)	1	0.0	8.0
Inkpen	Bag of Holding (Type 2)	1	0.0	0.1
Magic Bedroll	Bag of Holding (Type 2)	1	6.0	500.0
Platinum Tradebar	Bag of Holding (Type 2)	1	1.0	500.0
Potion of Cure Light Wounds	Bag of Holding (Type 2)	3	0.0 (0.0)	50.0 (150.0)
□□□				
Potion of Cure Light Wounds	Potion Bandolier	5	0.0 (0.0)	50.0 (250.0)
□□□□□				
Rope (Silk/50 Ft.)	Bag of Holding (Type 2)	1	5.0	10.0
Soap (Per Lb.)	Bag of Holding (Type 2)	1	1.0	0.5
Waterskin (Filled)	Bag of Holding (Type 2)	2	4.0 (8.0)	1.0 (2.0)
Crystal of Fire Assault (Lesser)	Equipped	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.				
TOTAL WEIGHT CARRIED/VALUE			88.36233839.02 lbs.	gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Harper Pin (Lesser)	Equipped	1	0.0	0.0
Iron Ward Diamond (Least)	Equipped	1	0.0	500.0
Prevents up to 10 points of damage per day, after which it becomes inert until the following day. This stacks with similar damage reduction granted by any other source.				
Necklace of Fireballs III	Equipped	1	0.0	4350.0
Potion Bandolier	Equipped	1	1.0	60.0
3 lbs., 5 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds, 3 Alchemist's Fire (Flask), 1 Potion of Fly You can ready a potion as a free action.				
Alchemist's Fire (Flask)	Potion Bandolier	3	1.0 (3.0)	20.0 (60.0)
□□□				
Alchemist's Fire (Flask)	Pouch (Belt)	3	1.0 (3.0)	20.0 (60.0)
□□□				
Potion of Cure Moderate Wounds	Potion Bandolier	3	0.0 (0.0)	300.0 (900.0)
□□□				
Potion of Fly	Potion Bandolier	1	0.0	750.0
□				
Pouch (Belt)	Equipped	1	0.5	1.0
7.06 lbs., 1 Whetstone, 5 Coin (Platinum), 26 Coin (Gold), 1 Thunderstone, 3 Antitoxin (Vial), 3 Alchemist's Fire (Flask), 1 Flint and Steel, 4 Tindertwig, 1 Holy Water (Flask), 12 Coin (Silver), 10 Coin (Copper)				
Antitoxin (Vial)	Pouch (Belt)	3	0.0 (0.0)	50.0 (150.0)
□□□				
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Holy Water (Flask)	Pouch (Belt)	1	1.0	25.0
□				
Thunderstone	Pouch (Belt)	1	1.0	30.0
□				
Tindertwig	Pouch (Belt)	4	0.0 (0.0)	1.0 (4.0)
□□□□				
Whetstone	Pouch (Belt)	1	1.0	0.02
Crossbow, Light	Carried	1	4.0	35.0
4.8 lbs., 48 Bolt, Crossbow				
Bolt, Crossbow	Crossbow, Light	48	0.1 (4.8)	0.1 (4.8)
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□				
Dagger	Carried	1	1.0	2.0
IcingDeath	Carried	1	4.0	123615.0
Extinguish magical fires by touch, extinguish all natural fires within 20 feet. Fire Resistance (10). Knowledge Planes, +1d6 cold damage, +2 enhancement bonus and does +2d6 bonus damage vs. Outsiders (evil), Chatoic Good, Lesser Power - Knowledge 10 Ranks				
Minor Ring of Energy Resistance (Fire)		1	0.0	12000.0
Absorbs 10 points of Fire damage				
TOTAL WEIGHT CARRIED/VALUE			88.36233839.02 lbs.	gp

WEIGHT ALLOWANCE			
Light	153	Medium	306
Lift over head	460	Lift off ground	920
		Heavy	460
		Push / Drag	2300

MONEY	
Coin (Platinum):	395[Backpack]
Coin (Platinum):	5[Pouch (Belt)]
Coin (Gold):	1590[Backpack]
Coin (Gold):	1[Bag of Holding (Type 2)]
Coin (Gold):	26[Pouch (Belt)]
Coin (Silver):	12[Pouch (Belt)]
Coin (Copper):	40[Backpack]
Coin (Copper):	10[Pouch (Belt)]
Total = 5618.7 gp	

LANGUAGES	
Common, Draconic, Dwarven, Elven	

SPECIAL ABILITIES	
Draconic Aura (Energy Shield) Any creature striking you or your ally with a natural attack or a non-reach melee weapon is dealt 6 points of fire damage	
Draconic Aura (Power) +3 on melee damage rolls	
Draconic Aura (Presence) +3 bonus on Bluff, Diplomacy and Intimidate checks	
Draconic Aura (Senses) +3 bonus on Listen and Spot checks as well as Initiative checks	
Draconic Aura (Swiftness) +3 bonus on Climb, Jump and Swim checks. Also increased climb, fly and swim speeds by 15 (The aura does not grant you a fly or swim speed if you do not already have one)	
Draconic Aura (Toughness) DR 3/magic	
Draconic Aura (Vigor) Fast Healing 3, only affects characters at or below on-half their full normal hit points	
Immune to Paralysis, Sleep and the frightful presence of dragons.	
Immunity to Fire (Ex)	

Special Attacks	
Favored Enemy (Cult of the Dragon) (Ex)	[Skylar's Homebrew - WOTC Various, ClassesII.rtf]
+2	

Special Qualities	
Harper Knowledge	[Skylar's Homebrew - WOTC Various]
+3	
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.	

Feats	
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.	
Combat Reflexes	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You may make a number of additional attacks of opportunity equal to your Dexterity bonus.	
Leadership	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.	
Martial Weapon Proficiency (Longsword, Scimitar)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
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 8 from all melee attack rolls and add the same number to all melee damage rolls.	
Alertness	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Listen checks and Spot 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.	
Draconic Adaptation	[Custom - Skylar's Homebrew - WOTC Various]
Water Breathing(Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active)	
Draconic Aura	[Custom - Skylar's Homebrew - WOTC Various]
You can channel mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit. This aura affects all allies within 30 feet, unless otherwise noted. Projecting an aura is a swift action and you can only project one draconic aura at a time. An aura remains active until you use a free action to dismiss it or you activate another aura in its place.	
Draconic Breath Weapon	[Custom - Skylar's Homebrew - WOTC Various]
You gain a 15' Cone of Fire breath weapon that deals 6d6 points of fire damage (DC 19 Reflex for half). Just like a true dragon, once you breathe you must wait 1d4 rounds before you can use your breath weapon again.	
Iron Will	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Will saving throws.	
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.	
Touch of Vitality	[Skylar's Homebrew - WOTC Various, ClassesII.rtf]
Touch of Vitality (Su) 88 hp/day, You may spend 5 points of your healing ability to cure 1 point of ability damage or remove the dazed, fatigued, or sickened conditions from one individual. You may spend 10 points of your healing ability to remove the	

exhausted, nauseated, poisoned, or stunning condition from one individual. You may spend 20 points of your healing ability to remove a negative level or the blinded, deafened or diseased condition from one individual.

PROFICIENCIES
Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

TEMPLATES
Quick
Harper Scout Magic

Harper Scout Spells

LEVEL	0	1	2	3
KNOWN	—	2	—	—
PER DAY	—	1	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	SR: No	1 standard action	10 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
<i>School:</i> Divination		<i>Target:</i> You			<i>Caster Level:</i> 1	
<i>Effect:</i> Read scrolls and spellbooks.						

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comprehend Languages	SR: No	1 standard action	10 minutes	Personal	V, S, M/DF	RSRD: SpellsC.rtf
<i>School:</i> Divination		<i>Target:</i> You			<i>Caster Level:</i> 1	
<i>Effect:</i> You understand all spoken and written languages.						

* =Domain/Speciality Spell

Derrick Chandler



Human	
RACE	
22	
AGE	
Male	
GENDER	
VISION	
Neutral Good	
ALIGNMENT	
Right	
DOMINANT HAND	
6' 0"	
HEIGHT	
184 lbs.	
WEIGHT	
Hazel	
EYE COLOUR	
White	
SKIN COLOUR	
Red-Brown, Wild	
HAIR	
PHOBIAS	
Quick,	
PERSONALITY TRAITS	
Dragons, Merchanteering	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
Darromar	
RESIDENCE	
Tethyr	
LOCATION	
None	
REGION	

Description:
Biography:

Notes:

Character Sheet Notes:

Med -> Lrg -> Med -> Sml -> Med -> Lrg -> Med -> Sml -> Tny ->
Sml -> Med -> Large -> Huge -> Large

Size Change occurs at 2-3am daily

Tiny: +4 AC (23), +4 Dex (20), -4 Str (15), -15 (25) Move, Height
1.5ft, Weight 4, Sword +7 toHit, 1d4+3

Small: +2 AC (21), +2 Dex (18), -2 Str (17), -10 (30) Move, Height
3ft, Weight 32, Sword +7 toHit, 1d6+4

Medium: Normal

Large: -2 AC (17), -2 Dex (14), +2 Str (21), +10 (50) Move,
Height 12ft, Weight 2000, Sword +7 toHit 2d6+6, Reflex 3

Huge: -3 AC (14), -6 Dex (12), +6 Str (25), +30 (70) Move, Height
24ft, Weight 16000, Sword +11 toHit 3d6+8, Reflex 1

Gargantuan -4 AC (11) -12 Dex (8), +12 Str (31) +60 (100) Move,
Height 48ft. Weight 64000, Sword +14 toHit 4d6+11, Reflex -2

Malcom : 3x CLW, 2x CMW

Harper Scout Skill Requirements:

Bluff 4, Diplomacy 8, Knowledge (Local) 4, Perform 5, Sense
Motive 2, Survival 2

Hidden:

#Character Sheet Plugin Properties

#Sat Jul 21 18:55:48 PDT 2012

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=