	IIPMENT ITEM C	Cost Each	Each	Cost	Mat	Eq
NO 1	Haversack Backpack	2000	Each 5	2000	Wgt 5	х
g 1	Flint & Steel	1		1	0	_^
5	Rations	0.5	1	2.5	5	
1	Explorers Outfit	10	'	10	0	
4	Rope, Silk	10	5	40	20	
1	Signet Ring	5		5	0	
1	Bed Roll		5	0	5	
5	Torch	2	1	10	5	
1	Spell Book	15	3	15	3	
1	Vial Ink	8		8	0	
2	Flask Oil	0.1	1	0.2	2	
26	Pitons	0.1	0.5	2.6	13	
1	Masterwork Axe - For Lumberjacking	50	1	50	1	
1	Whetstone		1	0	1	
2	Alchemical Fire	20	1	40	2	
6	sunrods	2	1	12	6	
1	Crowbar		1	0	1	
3	Sacks		0.5	0	1.5	
1	Magic Pick Mithral		1	0	1	
1	Magic Hammer Mithral		1	0	1	L
1	Artisan Tools		5	0	5	
1	Water Skin		4	0	4	
1 1 1 1 1	Map to RA			0	0	
1	Book of Freya		8	0	8	
1	Crystal of Resonance DC18 crushing despair 30ft radius			0	0	
1	Adventurers Vest 5 potions/5 Scrolls Free Action to retrieve	330		330	0	
1	Bag of Holding 1 - Ham - 250 lbs	2500	15	2500	15	
1_	Quiver of Ehlonna	1800	2	1800	2	
1_	Artificer's Monocle	1500		1500	0	
1	9	32650		32650	0	
1	Pot Cure Critical			0	0	
4	Pot Cure Light	50		200	0	
7	Pot Keen Edges	750		5250	0	Х
						Х
50	Wand Detect Magic			0	0	Х
65	Wand Detect Secret Doors			0	0	Х
90	Wand Lesser Vigor			0	0	Х
50 65 90	EW Continaul Flame			0	0	X
_	C	4405		7075	0	Х
7	Scroll Triad Spell	1125		7875	0	
4	Scroll Blade Barrier	1650		6600	0	
_	Scroll True Seeing	1375		2500	0	
5	Scroll Freedom of Movement	700		3500	_	.,
3	Scroll Hariage	375		1125	0	X
16 5	Scroll Peath Ward	150 700		2400	0	X
2	Scroll Death Ward	700 1125		3500 2250	0	Х
4	Scroll energy Immunity Scroll Righteous Wrath of the faithfull	1125		4500	0	
2	Scroll Ruse Arms	1125		300	0	
1		28825		28825	0	Х
H	Scroll Heal	1650		20023	U	X
7	Scroll Girallions Blessing	375		2625	0	X
5	Scroll Righteous Might	1125		5625	0	X
-	Scroll Greater Teleport	2275		2275	0	X
.11	Scroll Revivify	2125		10625	0	x
5	Scroll Gaseous Form	375		750	0	X
5 2	Scrolls of Restoration	800		4800	0	Ĺ
5 2 6		550		8244760	37	Х
_					360	
1	Weapons & Armor	n Braces/	Wand Bro	cers		
5 2 6 1 Head	Weapons & Armor Circlet of Rapid Casting +6 Cha 56000 0 Arm Strong Arm					- (
1 Head	Weapons & Armor	dexterity	/ (+6)	36	6000 6775	(
1 Head	Weapons & Armor Circlet of Rapid Casting +6 Cha 56000 0 Arm Strong Arm 0 0 Hands Gloves of 0 Ring 1 Prot +4 ar 1der Mantle of second chances 12000 2 Ring 2 Ring 2 Ring 2 Ring 5 Ring 1 Ring 1	dexterity nd Sust otection	(+6) (+9)	36 35 162	6000 6775 60000	
Head Face Neck Shou	Weapons & Armor Circlet of Rapid Casting +6 Cha 56000 0 Arm Strong Arm Strong Arm O 0 Hands Gloves of Arm Strong Arm O O Hands Gloves of O O Ring 1 Prof +4 arm O O Ring 2 Ring 2 Ring 2 Ring 4 Psychoactive Skin of Nimblenes 15000 O Walst Priestly Manual O O Walst Priestly Manual O O Walst Priestly Manual O O O Walst Priestly Manual O O O O O O O O O	dexterity nd Sust otection light +6 s	(+6) (+9) str +2 Nat	36 35 162 t AC 44	6000 6775 60000	
Head Face Neck Shou Body Tors	Weapons & Armor	dexterity nd Sust rotection light +6 s of the ligh	(+9) str +2 Nat	36 35 162 t AC 44	6000 6775 60000	
Head Face Neck Shou Body Tors	Weapons & Armor Circlet of Rapid Casting +6 Cha 56000 0 Arm Strong Arm Strong Arm O 0 Hands Gloves of Arm Strong Arm O O Hands Gloves of O O Ring 1 Prof +4 arm O O Ring 2 Ring 2 Ring 2 Ring 4 Psychoactive Skin of Nimblenes 15000 O Walst Priestly Manual O O Walst Priestly Manual O O Walst Priestly Manual O O O Walst Priestly Manual O O O O O O O O O	dexterity nd Sust rotection light +6 s of the ligh	(+9) str +2 Nat	36 35 162 t AC 44	6000 6775 60000	

0

0

0

Giant (50)

Wealth 5,129,448.15

0.00

Platinum (10)

Gold (10)

Silver (.1)

0

0

0

Dragon (100)

Elf (50)

Weigh (20)

SPECIAL ABILITIES

Racial Abilities

- Base land speed of 30 feet.
- Bonus Feat: 1st level bonus feat
 Favored Class: Any

Class Abilities

#NAME?

Feats

- Combat Reflexes (PH 92): Additional attacks of opportunity.
 Dodge (PH 93): +1 dodge bonus to AC against selected target.
 Mobility (PH 98): +4 dodge bonus to AC against some attacks of opportunity.
 Spring Attack (PH 100): Move before and after melee attack.
- Exotic Weapon Proficiency (PH 94) (Duom) : No penalty on attacks with specific exotic weapon.
- Improved Initiative (PH 96)²: +4 bonus on initiative checks.

- Improved Initiative (PH 96): 14 bolius on Initiative Criecks.

 Improved Unarmed Strike (PH 96): Considered armed even when unarmed.

 Iron Will (PH 97): +2 bonus on Will saves.

 Leadership (PH 97): Attract cohort and followers.

 Weapon Focus (PH 102) (Longsword², Duom): +1 bonus on attack rolls with selected.
- weapon.

 Weapon Specialization (PH 102) (Longsword) : +2 bonus on damage rolls with selected
- weapon.
 Scribe Scroll (PH 99)²: Create magic scrolls.
 Aberration Blood (LoM 178) (Flexible limbs): Grants bonus on skill, allows other aberrant feats.
- Inhuman Reach (LoM 180) : Increase natural reach by 5 feet, take -1 penalty on melee attack rolls.

 • Warped Mind (LoM 182): +1 bonus on Will saves vs. mind affecting spells and abilities
- per two aberrant feats.

 Improved Toughness (MM4 203) : Gain hp equal to your current HD.