

GEO5-MM

Reverse Dungeon

A One-Round D&D[®] LIVING GREYHAWK[™] Grand Duchy of Geoff Regional Interactive Adventure

Version 3.0 (Final)

by Teos Abadia

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They say that in the Fires of Brewfest a person may see signs of the past – or even ways to change the future. The gnomes call upon adventurers to play a most unusual role. A Grand Duchy of Geoff regional interactive adventure for APLs 2 - 16.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Judge's Overview:

Melwyn Greatarm, accompanied by elves and his band called Melwyn's Irregulars, have recently struck the giants at Pregmere. The giants want revenge, and to force Melwyn's elven allies to pull back. To do so they have gathered special hobgoblin wolfpacks designed to slip into the elven forests and take out various elven strongholds.

However, a hobgoblin wolfpack is spotted by gnomes on the edge of the Stark Mounds. Three of the hobgoblins are captured and the plan discovered. The Army of Liberation is divided on whether the elves can withstand the attack, and therefore whether to send reinforcements. The gnomes offer a clever but risky solution: this gnomish clan, known for its eccentricity, has made 'adjustments' to the famed gnomish simulator. They believe they can tap into a person's experiences, giving anyone in the simulator the knowledge and skills of that person. They propose simulating the attack the hobgoblins will wage on the elves so that the Elves can defend themselves appropriately and thwart the giants' plan.

The PCs are asked to step into the simulator and play the part of either elves or hobgoblins and simulate the attack/defense. Half the table will be hobgoblins and half the table will be elves. Players will use provided character sheets for the elves or hobgoblins and engage in player vs player combat. Players are encouraged to use strategy in planning the attack or defense. There are no losers, as regardless of which side wins, the information will help the REAL elves defeat the attack.

As a further twist (and to allow the players to get some action with their actual PCs), right when the simulation is ending the gnomish base is under attack by giants trying to stop the Army from learning about the attack. PCs must defeat the giants so that the information from the simulator can make it out to the elves. Adding humor to this attack is the eccentric and skittish nature of the gnomes. The gnomes have a few defenses they can use, if the PCs can talk them into the task!

Note on the tone of the adventure:

This adventure includes a number of references to older modules, part of the theme of this interactive. Make sure to involve the PCs in these, where appropriate. In addition, the adventure should be fun and lighthearted. This is a simulation, and everyone should have FUN playing PvP, not get into arguments. Any arguments should be resolved quickly by the judge or with an opposed D20 roll. The final combat should have humor due to the defenses and the gnomes.

Note on running just the simulator:

The simulator can also be run as a free-standing player vs player challenge for players that have finished a mini-mission and are looking for something fun to do.

Adventure Preparation:

Ask if any PCs are Ashwood Avengers, have favors with the gnomes, or have played the Geoff modules “Last of Nine”, “Expedition to the Barrier Peaks”, “Pressing Matter”, or “Curiosity Killed the Cat” (and saved the Quickbukon clan). If so, choose one of those PCs as the “Noteworthy PC.” Otherwise, choose one PC’s name at random to receive the note in Encounter 1. You should also at this time ask if any PC played the interactive “Cleansing of the Oytwood” and make a note of the PC(s).

Encounter 1: Player Introduction

(Judge’s Note: If you are only running the simulator, you may wish to summarize the introduction and go straight to the simulator.)

You take in the sights and sounds of Brewfest! All around you are many colorful stalls arranged around the center of the town of Aberglain. Behind the stalls and their cheerful vendors and customers you can see signs of construction as the Gyri move to their new home. This is a day of pride for the Gyri, as well as a festival that celebrates the harvest and brewing. It is thus a perfect time for you and several friends you met to be polishing off the food you ate with some fine drink from The Thane’s Cup, a newly opened tavern.

The PCs may now introduce themselves. The PCs, should they ask, are drinking a seasonal ale called “Obad-Hai’s Sacrifice”. It is described by Olwen the Brewmaster as “Honey-brown color with an initial taste that rejuvenates and a finish that reminds you of what has passed”. (In real-world terms, it is a Bock with a touch of Bitter).

As you discuss the many events you have seen at the festival, **[Insert name of Noteworthy PC]**, lifts up his mug and notices everyone staring at him. Stuck to the bottom of his mug is an envelope. Opening it you find a note on plain paper. It reads:

“Your assistance is needed on a matter of the utmost secrecy. Please meet me behind this tavern at the next bell. Be prepared to leave town. Ask for Claudious Faeronicus.

- The Cat”

PCs familiar with Methos the Cat will correctly suspect his involvement. (The note is almost exactly the same one PC’s received in the module “Cat and Mouse”). The next bell (next hour) is in roughly 20 minutes, giving the PCs just enough time to gather their belongings and head behind the tavern.

Walking behind the tavern you note it is quiet here, and the buildings protect you from any prying eyes. You see only a single gnome in plain clothing. He looks at you expectantly.

The PCs must ask for Claudious Faeronicus.

Once the gnome is asked for Claudious Faeronicus, he nods and points to an alleyway to the left. When you enter the alleyway you see a second gnome, this one standing next to an open doorway. Beyond is a plain room.

The PCs may take any precautions they like. If they ask questions, they are told that time is of the essence, and heroes and secrecy are called for.

When they are all inside the small room, the door closes and they are teleported to another place.

You see a flash of white and feel a sudden queasiness. When your eyes adjust, you realize that you are now in a finished cavern. The ceiling is 40' tall and there are several side rooms. Dominating the center of the room is a white dais upon which floats a blue spherical field of force. The sphere pulses, as if changing slightly in size every few seconds. To either side of the dais are stone pillars with alcoves. In the three pillar alcoves to the left are three hobgoblins. In the three to the right are elves. Thin wisps of blue energy slowly leave the pillars and gather at the central sphere.

Moving throughout the area is a score of busy gnomes.

Any Ashwood Avengers, or anyone who saved the Quickbukon clan in Curiosity Killed the Cat, is greeted with enthusiastic handshaking, pats on the back, magically cooled drinks with cute little straws, and comments like:

- “The Army is saved!”
- “True Heroes! I don’t know how they face such dangers!”
- “I hope their brains aren’t turned to mush...”

A gnome wearing a mish-mash of clothing styles and a belt crowded with strange tools approaches your group.

“I apologize for our methods, but time is short. Earlier today our scouts intercepted a hobgoblin wolfpack. We captured three of them. They revealed they were one of many hobgoblin wolfpacks on their way to attack the elves. They said it was retaliation for the elves supporting Melwyn’s Irregulars. This threatens Geoff greatly. The elves are a key component of Melwyn Greatarm’s army, and a key to the Army of Liberation’s recent taking of Pregmere. If the elves are attacked, they may abandon Melwyn’s army, hurting all of Geoff. The Army of Liberation could send reinforcements to help, but this would divert troops from the front. Both situations are unacceptable.”

With his short arms he indicates the gnomes in the cavern. “While we’re thought of as an eccentric and skittish clan of gnomes, ostracized, some would say, we believe we can solve the problem... with your help. We’d like to run a simulation, letting the elves know exactly what they must do so their defenses can withstand the attacks, and thus keep the Army of Liberation and Melwyn on the front.”

“One of us recently developed an enhancement to the gnomish simulator.” He points to the hobgoblins in the columns. “With a little luck, we should be able to magically read their minds and pull their full range of skills and knowledge into the simulator.” He indicates the other three pillars, “Three elves have volunteered to also share their minds.” He looks at you “And that’s where you come in. We would like you to enter the simulator and link directly to the minds of the elves and hobgoblins replicating their capabilities. In this way we can let the elves know how to adjust their defenses.”

The gnome does not know much else:

- The hobgoblins said they were formerly of the Oytwood, displaced by adventurers during the Cleansing of the Oytwood (interactive).
- This group of gnomes has powerful illusionists, but other gnomes dislike them because they are thought of as being paranoid, undependable, and easily frightened.
- The hobgoblins revealed what they know under powerful bard spells -- not willingly.
- They are not sure exactly how the simulator works, as the inventor died recently and her notes were lost due to a filing error. However, the simulator seems to combine bardic magics of compulsion and illusion. He is sure it is safe. He even has a bet riding on it.
- The gnomes are not supporting Melwyn at the expense of Sierra. They are doing what they feel is best for Geoff.

Judge’s Note: Players must now decide whether they will play an elf or a hobgoblin.

If they can not decide, have them roll a die and choose ‘odd’ or ‘even’, with ‘odd’ being a hobgoblin. Roll until all slots are obvious (three of each). If you have fewer than six players, you can do the following, in the order presented, until you have a full 6 characters:

- a PC with the leadership feat may play two characters (both must be of the same type – elves or hobgoblins)
- a PC in the Army of Liberation can play two characters (start with highest ranking, roll off for ties)
- a PC who played any of the previous modules mentioned in this mini-mission can play two characters (start with the PC who has played the most mods)
- You can otherwise assign a second character to the player who has done the best role-playing thus far

Once they are ready two gnome illusionists begin to make arcane gestures and the gnome that greeted them urges them to enter the blue sphere. They can enter with all their gear, as it will not matter. Any pets they have can remain outside the sphere.

At first the blue sphere resists you, then suddenly pulls you in with a *WOOSH* and a sudden *POP*.

Everything is a blue haze inside. Then you feel yourself changing and the haze begins to clear...

Encounter 2A: Inside the Simulator: Elves

Encounter 2A is used for the players that have chosen Elves

Ask the hobgoblin players to step away from the table for a moment so you can speak just to the players of elves.

(Judge's Note: Keep the combat fun and light. Good natured competition should be encouraged, but at all times this should be enjoyable to all. Remind players that their PCs are doing this for the good of Geoff, and there are no losers as the information will be used to help the elves.)

You stand on a wooden platform under the shady canopy of a huge tree. A network of rope ladders and narrow passageways joins this elven stronghold together. As you look around at this, the environment suddenly becomes familiar. You are and always have been an elf, the noblest and eldest of races. This is your home. You are a warrior charged with protecting this outpost from the hobgoblin attack; utilize your skills, equipment, and the natural terrain.

You prepare to fight to the last and defeat every hobgoblin invader.

Anyone who played One Good Turn (where PCs suffered at the hands of 'Isolationist' elves), recognizes that these elves were former Isolationists.

At this point the judge reads the players the brief overview of the character choices and then gives players the character sheets. Players can decide which one they want to play. In the event of disputes, die rolls are used to determine who chooses first.

Players should now get 5 minutes to review their PCs. While they are doing so, meet with the players of the hobgoblins (see Encounter 2B).

Overview of the Elves (all elves also carry a longsword and dagger):

Name and Classes	Role	Skills/Feats	Equipment
Leliath 'Quietbow' Alealee – High Elf Ranger 6	Longbowman with ranged disarm, wolf companion, +4 fav enemy goblins	Hide, Move Silent, Spot, Listen, Survival. PBS, Precise Shot, Ranged Disarm, Track, Rapid Shot, Manyshot. One Spell: Alarm. Wolf animal companion (MM).	Gloves Dex +2, +1 Mithral Chain Shirt, +1 Keen Composite (Str +2) longbow, 1 Knockback Arrow
Nelthalas – Wood Elf Monk 5 / Rogue 1	Ascetic Rogue with 3d6 sneak attack and unarmed, use stun/nauseate (DC 16, 6xday) and deflect arrows	Jump, Balance, Tumble, Climb. Pain Touch, Ascetic Rogue, Fists of Iron, Deflect Arrows, Stunning Fist.	Periapt Wisdom +2, Monk's Belt, , Gloves Ogre Strength +2, Ring Protection +2, MW Comp Longbow (Str +4), Potion of Invisibility
Thalios – Wood Elf F6	Greatbow (D10) with Plunging Shot (If above and within 30', +1d6 dmg)	Climb. Ex Wpn Comp Greatbow, PBS, Precise Shot, Rapid Shot, Wpn Foc and Spclz, Plunging Shot	Gloves +2 Dex, Amulet +2 Con, +1 mithral chain shirt, +1 Comp Greatbow (Str +4)
Uleay – High Elf Ranger 2/ F4	Frosting Greatbow with Fav Enemy, Ranged Disarm, great hiding/mv silent	Hide, Move Silent, Climb, Spot. Ex Wpn Comp Greatbow, PBS, Far Shot, Precise Shot, Wpn Focus, Ranged Disarm, Track, Rapid Shot.	Gloves +2 Dex, +1 Mithral Chainmail, +1 Frost Comp Greatbow (Str +2), Ring +1, 1 Knockback arrow. Cloak/Boots Elvenkind, Eyes of the Eagle
Gilran – Wood Elf F6 (female)	Greatbow with ranged sunder (must be w/in 30'), adamantine arrows, Ranged Pin	Climb. Ex Wpn Prof Greatbow, PBS, Precise Shot, Wpn Foc and Spclz, Ranged Pin, Ranged Sunder.	Gloves +2 Dex, + 1 mithral chain shirt, +1 Comp Greatbow (Str +4), 5 adamantine arrows.
Whisper – Wood Elf R6 (female)	Two-wpn ranger w/ frost and fire keen scimitars. +7 fav enemy damage vs goblins.	Listen, Spot, Hide, Move Silently. 2-wpn, Imp 2-wpn, Track, Imp Fav Enemy, Wpn Foc, Oversized 2-wpn. Wolf Animal companion (MM). One Spell: Alarm.	+1 Mithral chainmail, +1 Keen Frost Scimitar, +1 Keen Fire Scimitar Potion of Barkskin +2

Encounter 2B: Inside the Simulator: Hobgoblins

Encounter 2B is used for the players that have chosen Hobgoblins

Ask the elven players to step away from the table for a moment so you can speak just to the players of hobgoblins.

(Judge's Note: Keep the combat fun and light. Good natured competition should be encouraged, but at all times this should be enjoyable to all. Remind players that their PCs are doing this for the good of Geoff, and there are no losers as the information will be used to help the elves.)

Anyone who played the Cleansing of the Oytwood interactive hears a brief scream in goblin ("No! You killed my brother!"), as the hobgoblin recognizes the PC and then fails to resist the magical effect. Anyone who played the special reconnaissance mission at Merrymeet has a similar effect with Zulg, who's brother was killed in that mission.

All PCs experience the following:

You crouch in the dark shade of several leafy trees. Far in the distance you can see a series of platforms and houses in the trees. You notice that your body is somehow different. Thick dark brown hair covers your forearms and your skin is a dark orange. Scars disfigure your skin, but somehow, now that you think of it, you like the sight of the scars on your sinewy muscles. As you look at your equipment and at the others with you, it is all suddenly familiar. You are a hobgoblin, a creature with no compassion for weakness. You and your kin were driven from this forest not long ago by the Tyv. It is good that you have formed an alliance with the giants, for now you will get revenge!

Beyond is an elven fortress. You will take it and crush the elves there. When you do this you will be rewarded by the giants and given choice areas of the forest. You are mightier than the weak elves, but you know to be prepared. You will need to use your skills and equipment to get close to them and to make it into their stronghold.

This is your rightful home. You prepare to fight to the last with your team and defeat every last one of the weak elves.

At this point the judge reads the players the brief overview of the character choices and then gives players the character sheets. Players can decide which one they want to play. In the event of disputes, die rolls are used to determine who chooses first.

Players should now get 5 minutes to review their PCs. While they are doing so, have the elven players come back and choose their starting locations, as noted in Encounter 3.

Overview of the hobgoblins (all hobgoblins also carry a battleaxe and handaxe):

Name and Classes	Role	Skills/Feats	Equipment
Yarleth 'Bloodseeker' – Hobgoblin F4 / Rn 1	Archer with +2 Fav Enemy Elves, special arrows.	Climb, Jump, Move S, Hide. PBS, Precise Shot, Rapid Shot, Wpn Foc and Spclz, Track.	Gauntlets Ogre Power +2 Str, +1 Leafweave Studded Armor, +1 Acidic Comp Longbow (Str+4), Elixir of Hiding, Rope of Climbing. 5 Blood-Seeking Arrows
Kulgar 'Boom' Grizzleteeth - Hobgoblin F4 / Rn 1 (Yarleth's Twin)	As above	As above	Gauntlets Ogre Power +2 Str, +1 Leafweave Studded Armor, +1 Acidic Comp Longbow(Str+4), Elixir of Hiding, Potion of Fly. 5 Exit Wound Arrows
Gerlag 'Elfkilker' – Hobgoblin Ranger 4, F1	Fav enemy +5 dmg, Elfbane bow.	Climb, Hide, Move Silent, Spot, Listen, Survival. PBS, Precise Shot, Rapid Shot, Imp Fav Enemy, Track. Wolf.	Gloves Dex +2, +1 Leafweave Studded Armor, +1 Comp Elfbane Longbow (Str +3), Elixir of Hiding, 5 Explosive Arrows
Zulg 'Quickdeath' – Hobgoblin Rog3 / F2	Heavy Repeating Unholy Crossbow, fire twice a round with rapid shot. Rogue skills and sneak attack (2d6) w'in 30	Search, Disable Device, Move Silently, Balance, Hide, Open Lock, Tumble, Sleight of Hand. Ex Wpn Repeating Crossbow, PBS, Rapid Shot, Rapid Reload.	MW chain shirt, +1 Heavy Repeating Unholy Keen Crossbow, Lens of Detection, Potion of Invisibility, Spool of Endless Rope. Slippers of Spider Climbing.
'Bonesmash' – Hobgoblin Barb1 / F4	Heavy Flail fighter with Imp Sunder, Blind Fight, Rage.	Climb, Jump, Move S, Tumble. Blind-Fight, Power Attack, Imp Sunder, Wpn Foc and Spcz.	+1 Chain Shirt, Belt of Strength +4, +1 Heavy Wounding Flail, Ring of Improved Climbing, Potion of Haste
Morag 'Nightmare' Grimchain – Hobgoblin Barb 1 / F4	Spiked Chain fighter with Imp Trip, Combat Ref, Rage.	Jump, Move S, Climb, Hide. Ex Wpn Spiked Chain, Combat Expertise, Imp Trip, Combat Ref, Power Attack.	+2 Leafweave Studded Armor, +1 Wounding Spiked Chain, MW Kukri, Potion of Haste, Potion of Invisibility.

Encounter 3: **Elves vs. Hobgoblins!**

Now that the players have had a chance to choose and review characters, provide them with the map. Players have 5 minutes to review the maps and make tactical decisions. If using a battlemap, go ahead and draw out the outline. Have PCs decide where they will start. The easiest way to do this is to allow all players to look at the map, and let them step away from the table to make discussions. When ready, they can then tell you their final positions in private. You may wish to write letters and numbers on the edges of the battlemap for tracking initial positions of hidden characters, or simply note them on paper. The following considerations are provided to judges so they can best be prepared for ideas and questions the players might have.

Elves

- Elves can be in any place on the stronghold. They can not be on the ground.
- Elves can be hidden, spread out or in one place, etc. They can trade items, place animal companions in key places, etc.
- Two of the elves can cast an Alarm spell, and this can be placed anywhere on the stronghold, including the main stairs.
- Some elves are good at attacking from different distances or even heights. Two are more melee focused, but also have ranged capabilities.

Hobgoblins

- Hobgoblins can be in any spaces that are on the edge of a regular battlemap.
- Hobgoblins can be hidden, spread out or in one place, etc. They can trade items, place animal companions in key places, etc.
- Hobgoblins have several ways to access the stronghold, such as a potion of fly, slippers of spider climbing, various ropes, and using the stairs. The rogue can check for and disarm traps, such as the alarm spells.
- With a successful DC 15 survival check, the Hobgoblins can choose an approach that provides them cover (and thus the ability to hide) as they approach the stronghold.
- Two of the hobgoblins do not have ranged capabilities, but are brutal in melee combat. The players will need to figure out how best to get these melee combatants into the action.

Note: Any PC that has previously been in a gnomish simulator (such as someone who participated in the Old Faith vs Wee Jas fight) gets a +1 circumstance bonus to initiative due to their ingrained familiarity with the simulator.

The winner is the last team standing.

The current map is taken from One Good Turn. The areas designated as “burnt” are actually areas where the elven stronghold is still being grown. These areas are not yet habitable.

Encounter 4: Success... Wait, We are Under Attack!

Judge's Background: The giants have realized that one of the hobgoblin wolfpacks went missing. Using divinations they find that prisoners are being held in the gnome's base. The giants realize they must destroy the base in order to prevent their plans from being compromised.

Read the following to the party as they finish the simulation:

Some of you cheer wildly as you stand victorious, while others slump to the ground dead.

And yet... you hear shouting... somewhere... The world fades momentarily into blue mist, and suddenly you are in a cavern. Gnomes are running around everywhere, and you recall them and the cavern with increasing clarity. The gnomes are shouting several things, including "Giants are attacking!", "Raise the alarm!", and "We're all going to die!". The gnomes are panicking and about to flee. You hear the sounds of battle just outside the chamber, and it is clear the battle will soon come to you.

PCs should realize the following:

- Their work in the simulator will have failed if the information does not make it out of this base
- The two hobgoblin prisoners are safely tied up and are not a concern. The two elves are tired and unable to help. It is best to have them take cover. (They are noncombatants).
- Give the PCs (or draw on a battlemat) the map of the gnome's base (**See Appendix II**). The main central chamber is 60' wide x 80' long, with the rear 30' having a number of 10'x10' structures (crates, equipment, strange machines) and 5'x5' pillars, as well as the 20' diameter dais. Additionally, there are some 5'x5' crates scattered about. There are double doors, but that's where the giants are coming from.
- PCs can place themselves anywhere they want, and can (but do not suggest this) gain cover from the structures. They can also place themselves so as to be hard to reach by large creatures.
- The gnomes are in a state of panic, and will likely be an impediment or get slaughtered if they continue to be afraid

PCs can attempt to calm the gnomes with spells, diplomacy (DC 12+APL), etc. PCs that are Ashwood Avengers or have helped gnomes in the past get bonuses (+5).

If the PCs Calm the Gnomes:

If the party makes a good attempt, then read the following:

You finally convince the gnomes to stop panicking, shouting, and crying about how you

and they are going to die horribly. The gnome you spoke with earlier calms down and sheepishly admits, “I really got carried away, didn’t I? Well, we always feared such an attack! But we’ll stand with you. We’ve created a few gnomish defenses, and we can use them to help.”

Gnomish Defenses:

Use one gnome defense per round, in the order given. When the last one is reached, repeat. If the machine’s effect hurts the PC’s efforts, the gnomes apologize sheepishly. If the effect is a boon, they cheer.

Switcheroo: This machine is a short pillar covered in arcane runes and a prism mounted on top. The gnome operating it tries to Roll 2D6 (different colors). **Light die:** On a 1-2, it is a bad switch. On a 3-6, it is a good switch. (Use your judgment). **Dark die:** On a 1-2, randomly choose two enemies. On a 3-4, choose two PCs. On a 5-6, choose one enemy and one PC. The two switch places.

Flinger: This 5’x5’ machine is a strange box resting on the ground. On the surface it has a strange grid and lots of levers. Roll D6. On a 1, a PC is affected. On a 2, an empty square or one with a gnome (your pick) is targeted. On a 3-6, an enemy is targeted. The Flinger causes the squares under the target to spring up like the lid to a jack in the box, throwing a large or smaller creature back 5’ and leaving them prone.

Slippery Crossbow: This 10’x10’ platform was covered with a tarp. However, now a gnome is operating a strange crossbow connected to a basket of tropical fruit skins. A glass container with some sort of liquid is connected to the top of the crossbow, with the opening on the bottom, right above the firing mechanism. The crossbow fires at the most threatening target. It has a +7 to hit on a ranged touch. If it hits, the banana skins soaked in sovereign glue cover the target, acting as a permanent grease spell.

If the PCs do Not Calm the Gnomes:

If the PCs do not calm the gnomes, have any attacking PC roll a D6 each round they attack. On a roll of a 1, they have a -2 penalty to attacks due to a gnome getting in their way. Feel free to add details to the way this happens. The giant forces also roll a D6 each round they attack. On a roll of a 1 they suffer a -2 to their attacks due to a gnome getting in their way. However, they slaughter the weak gnome. If five gnomes are killed this way, the rest assume the fetal position and there are no further checks.

The Giants:

The battle the PCs face varies by APL. The attacks are based on encounters in older Geoff modules. Most monsters can be found in the Monster Manual (MM).

APL2 [EL 5]:

Ogre (MM, but injured from the fight, 13 hp only)

3 goblins on 3 wolves (MM)

APL4 [EL 7]:

Ogre (MM)

4 goblins on 4 worgs (MM)

APL 6 [EL 9]:

Hill Giant (MM)

4 Ogres

APL 8 [EL 11]:

2 Hill Giants (MM)

2 Ogres, 4th level Barbarian (MM)

APL 10 [EL 13]:

2 Frost Giants (MM)

2 Ogre Magi (MM)

APL 12 [EL 15]:

2 Frost Giant Maulers (from Frostburn p. 134)

Frost Giant Spiritspeaker (from Frostburn p. 134)

Frost Giant Tundra Scout (from Frostburn p. 135)

APL 14 [EL 17]:

Frost Giant, Jarl, 8th level Blackguard (MM)

APL 16 [EL 19]:

2 Dire Polar Bears (from Frostburn p. 115)

2 Frost Giant Maulers (from Frostburn p. 134)

Werewolf Lord (MM)

2 Frost Giant Tundra Scouts (from Frostburn p. 135)

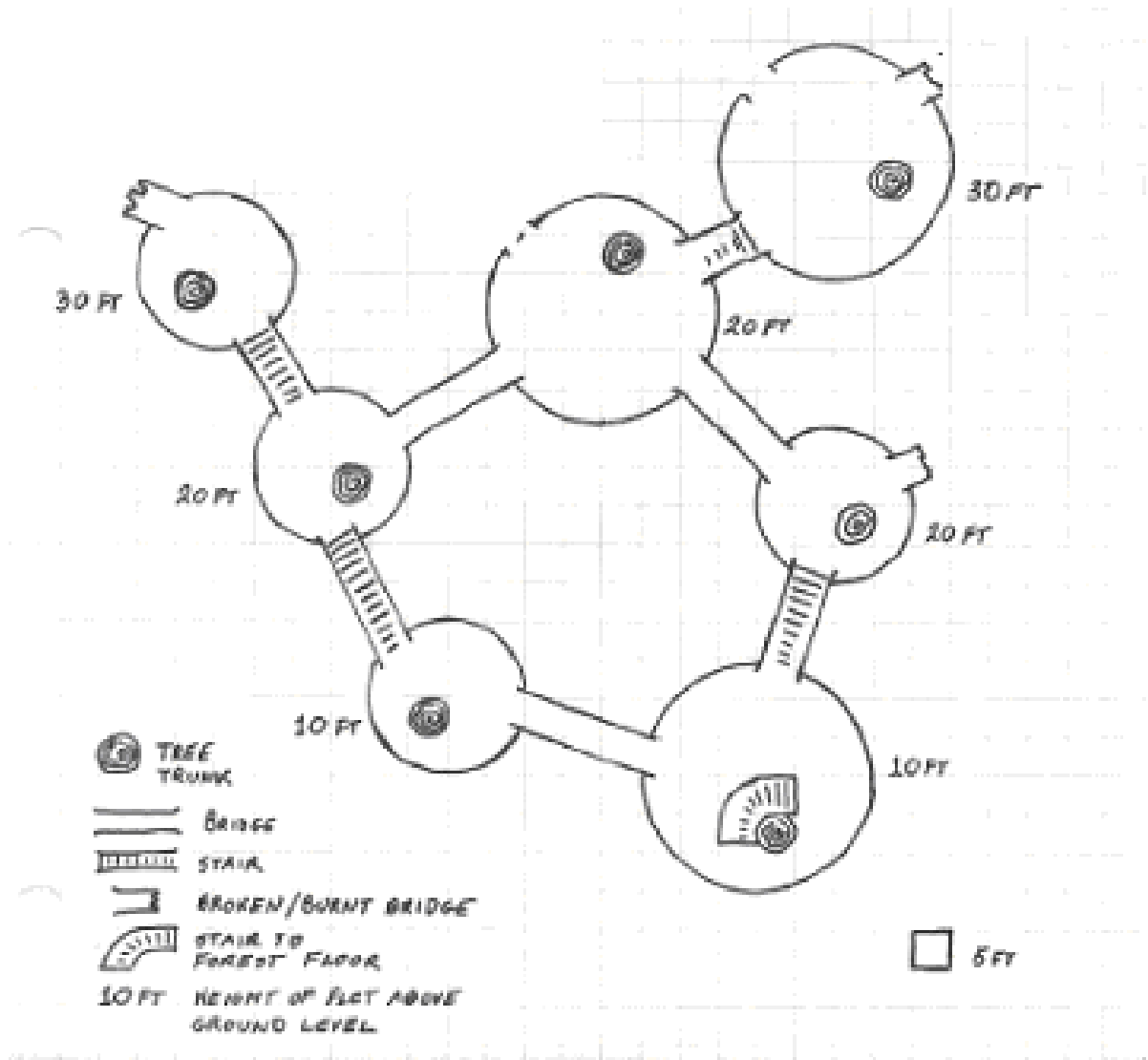
Frost Giant, Jarl, 8th level Blackguard (MM)

CONCLUSION

If the PCs are victorious, the gnomes treat them as heroes and begin to throw a huge party, then realize they better get the PCs on their way. After some time they find two scrolls of Teleport and they teleport the party back to a location near Aberglain and to send the elves back with the information. The hobgoblin attacks are thwarted with minimal losses and the Army and Melwyn are able to keep their presence on the front lines.

If the PCs fail, they are captured by the giants and interrogated for all their secrets. They are released one TU later without their equipment, at which time it is too late to get the information to the elves. The Hobgoblins attack, resulting in many elven casualties and drawing important troops away from the front to reinforce them. Melwyn's army holds, but morale is lower.

Appendix I: Map of the Elven Outpost



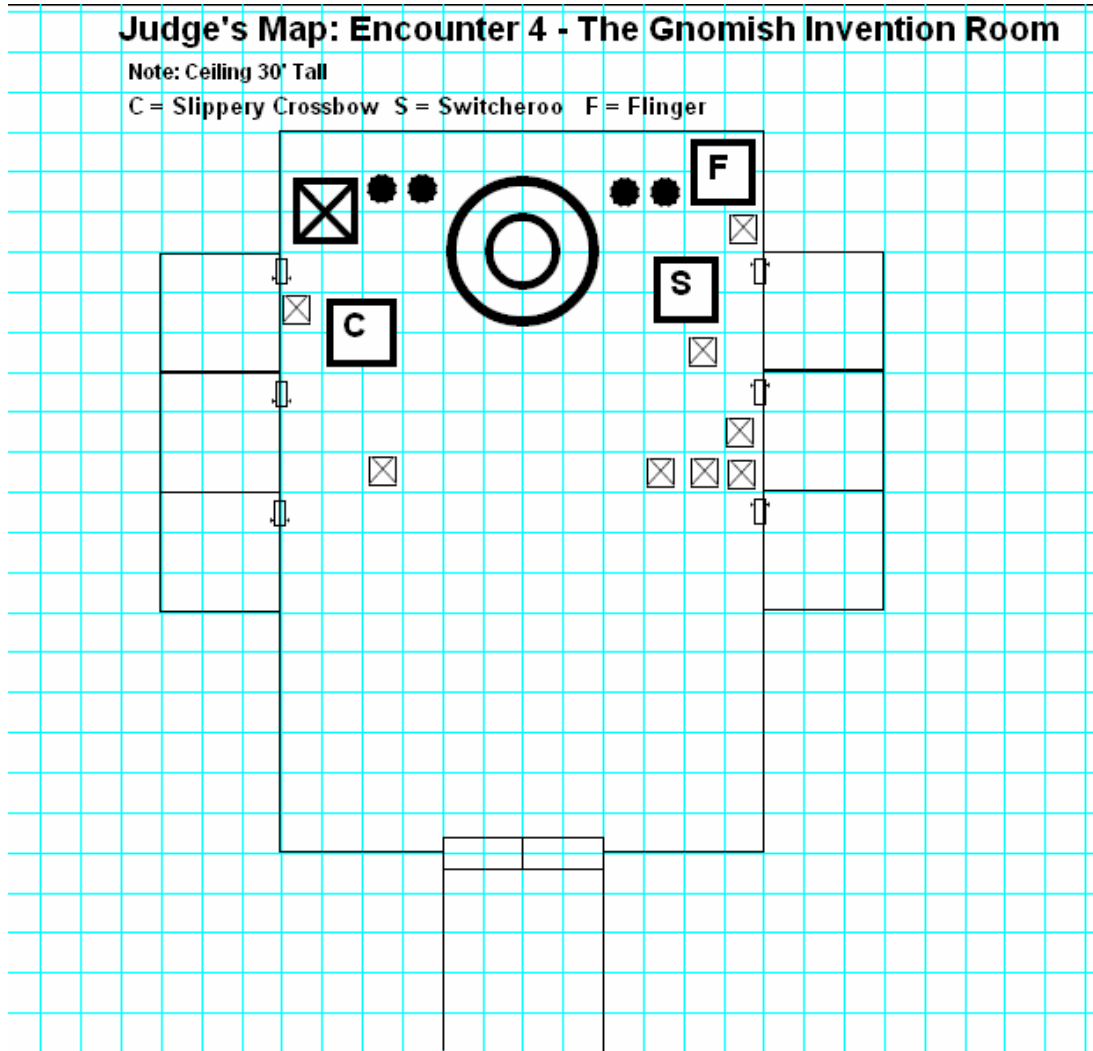
Platforms: Movement is normal across these wooden platforms. Normal habitation items are often found on platforms, but can be ignored in this combat.

Tree Trunks: Can be used for cover. Extend from the ground to 100-120' above the forest floor. The platform fits tightly around the tree.

Bridges: All walkway bridges between platforms require a DC10 balance check to traverse at a double move. The DC is 20 at a run and 0 if a single move.

Stairs: All stairs are 15 feet long. Movement must be at half-speed unless a DC 15 climb check can be made. The stairs can also be jumped.

Appendix II: Map of the Gnomish Invention Room



Appendix III: New Rules

The following rules from the Complete books and Frostburn are reprinted here for reference:

Feats:

Ascetic Rogue – Complete Adventurer (p106)

Benefit: **When you use an unarmed attack with a sneak attack to deliver a stunning attack, you add 2 to the DC of the stunning attempt.** If you have levels of both rogue and monk, the levels stack for the purpose of determining your unarmed damage.

In addition you may multiclass freely between rogue and monk.

Fists of Iron – Complete Warrior (p99)

Benefit: **Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.**

Oversized Two-Weapon Fighting – Complete Adventurer (p111)

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your offhand (see page 160 of the *Player's Handbook*).

Pain Touch – Complete Warrior (p103)

Benefit: **Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned.** Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are creatures that are more than one size category larger than the feat user.

[NOTE: Nauseated per the Players Handbook means nauseated creatures are unable to attack, cast spells, concentrate on spells or do anything requiring attention. Their actions are limited to free actions (besides quickened spells) and move actions.]

Plunging Shot – Races of the Wild (p152)

Benefit: **If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.**

Ranged Disarm – Complete Warrior (p103-104)

Benefit: **You may make a disarm attempt with the chosen ranged weapon type as long as your target is within 30 feet.** One ranged weapon is selected per time this feat is taken.

Ranged Pin – Complete Warrior (p104)

Benefit: **You can perform a ranged grapple attempt by pinning an opponent to a nearby wall, tree, or other surface to which a thrown weapon or projectile can be stuck.** The opponent must be wearing some sort of clothing, armor or other accessory to

be pinned. **To do so, you must succeed on a ranged attack (NOT RANGED TOUCH attack) and then win an opposed grapple attempt (your size and opponent size modifiers still apply). Once pinned, to break free, an opponent must make a DC 15 strength check or a DC15 escape artist check as a standard action.**

Ranged Sunder – Complete Warrior (p104)

Benefit: When attacking objects, you deal full damage with slashing or bludgeoning ranged weapons. **You can make ranged sunder attempts with piercing weapons, such as arrows, but you only deal half damage; divide the damage by 2 before applying to the objects hardness. You must be within 30 feet of your opponent to make a ranged sunder attempt.**

Items:

Blood Seeking – Complete Warrior (p134)

Ammunition fired from Blood Seeking weapons flies around cover if necessary to strike a living creature, negating any bonus to Armor Class the target might have due to intervening cover. The shooter can even fire at a target with full cover, but she must know the target is there, there must be an unobstructed path for the ammunition to reach the target, and the target still has concealment (and thus a 50% miss chance).

Exit Wound – Complete Warrior (p134)

Weapons with the Exit Wound ability propel their ammunition entirely through living targets they hit. This effect deals an extra 1d6 points of damage. The weapon or projectile continues in a straight line beyond the original target. Targets in that path are attacked using the same attack roll as the original target; these additional targets gain a +4 bonus to AC for each previous target in the path. When an exit wound weapon or projectile hits an object, it stops.

Explosive – Complete Warrior (p134)

Always slightly warm to the touch, weapons with the Explosive ability deal extra damage to anyone near the intended target. Each successful hit with an explosive weapon deals 2d4 points of damage to all targets in a 5-foot burst (Reflex DC 15 half), including the original target.

Knockback – Complete Warrior (p135)

Knockback weapons often emit a low, almost inaudible hum when drawn. Whenever a Knockback weapon hits its target, it initiates a bull rush attack in addition to dealing normal damage. To resolve the bull rush attempt, treat the projectile as a Medium creature with a +8 Strength bonus. The projectile doesn't provoke an attack of opportunity, and it always tries to push the target as far back as possible.

Leafweave Armor – Races of the Wild (p168)

As the name suggests, Leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure for leafweave armor is reduced by +1, and its armor check penalty (if any) is lessened by 2.

Spool of Endless Rope – Complete Adventurer (p135)

A spool of endless rope contains an unlimited amount of the finest silk rope, yet the whole spool only weighs a single pound. The spool comes with a belt loop so that it can be hung conveniently at an adventurer's side.

To use a spool of endless rope, the owner feeds out as little or as much rope as desired, up to a maximum of 500 feet at one time. When finished with the rope, the owner can simply wind it back into the spool. (Feeding out or rewinding requires 1 round per 50 feet of rope). The rope can't be entirely separated from the spool, though it can be cut or broken as a normal silk rope can be. Any portion of the rope cut away from the spool disappears instantly, but the spool immediately replenishes the missing rope.

The rope from a spool of endless rope can be spliced or knotted together with another rope, but the rope can't be wound back into the spool while so attached.

Monsters:

Dire Polar Bears (from Frostburn p. 115)

Frost Giant Mauler (from Frostburn p. 134)

Frost Giant Spiritspeaker (from Frostburn p. 134)

Frost Giant Tundra Scout (from Frostburn p. 135)

(Please see copies distributed at the convention)

Leliath 'Quietbow' Alealee

CHARACTER NAME

Ranger

CLASS

6

LEVEL

Medium

SIZE

Elf(High)

RACE

Humanoid

TYPE

PLAYER

Female

GENDER

123

AGE

Chaotic Good

ALIGNMENT

4'10"

HEIGHT

100 lbs

WEIGHT

Geoff

REGION

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	+2			HP HIT POINTS	33		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	20	10 + +5 + +0 + +5 + +0 + +0 + +0 + +0	
CON CONSTITUTION	10	+0			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	15
INT INTELLIGENCE	8	-1			INITIATIVE MODIFIER	+5	+5	
WIS WISDOM	16	+3						
CHA CHARISMA	8	-1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+5	+0	+0	+0		
REFLEX (DEXTERITY)	+10	+5	+5	+0	+0		
WILL (WISDOM)	+5	+2	+3	+0	+0		

BASE ATTACK BONUS	+6/+1	SPELL RESISTANCE	
GRAPPLE MODIFIER	+8	ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	+8/+3	+6/+1	+2	+0	+0	
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	+11/+6	+6/+1	+5	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Keen Lbow (+2 Str)	+12/+7	1d8+7	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES (Includes Fav Enemy)			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork battleaxe	+9/+4	1d8+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
	6 lb	S	Medium
SPECIAL PROPERTIES One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Keen Lbow (+2 Str)	+10/+10/+5	1d8+7	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES Rapid Shot + Fav En			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Comp Keen Lbow (+2 Str)	+11/+11/+6	1d8+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES W/in 30' and rapid and Fav En.			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	+5	5	+	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	-1	+	+
<input type="checkbox"/> Climb ¹	STR*	+2	2	+	+
<input type="checkbox"/> Concentration ¹	CON	+0	+	+	+
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	-1	+	+
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	-1	+	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+5	5	+	+
<input checked="" type="checkbox"/> Forgery ¹	INT	-1	-1	+	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	-1	+	+
<input type="checkbox"/> Handle Animal	CHA	-1	-1	+	+
<input type="checkbox"/> Heal ¹	WIS	+3	3	+	+
<input type="checkbox"/> Hide ¹	DEX*	+14	5	9	+
<input checked="" type="checkbox"/> Intimidate ¹	CHA	-1	-1	+	+
<input type="checkbox"/> Jump ¹	STR*	+2	2	+	+
<input type="checkbox"/> Knowledge (dungeoneering)	INT	-1	-1	+	+
<input type="checkbox"/> Knowledge (geography)	INT	-1	-1	+	+
<input type="checkbox"/> Knowledge (nature)	INT	+1	-1	+	2
<input type="checkbox"/> Listen ¹	WIS	+14	3	9	2
<input type="checkbox"/> Move Silently ¹	DEX*	+14	5	9	+
<input type="checkbox"/> Ride ¹	DEX	+5	5	+	+
<input type="checkbox"/> Search ¹	INT	+1	-1	+	2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+3	3	+	+
<input type="checkbox"/> Spot ¹	WIS	+14	3	9	2
<input type="checkbox"/> Survival ¹	WIS	+12	3	9	+
<input type="checkbox"/> Swim ¹	STR**	+2	2	+	+
<input type="checkbox"/> Use Rope ¹	DEX	+5	5	+	+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Nelthalas

CHARACTER NAME

Monk/Rogue

CLASS

5/1 Medium

LEVEL

SIZE

Elf(Wood)

RACE

Humanoid

TYPE

PLAYER

Male

GENDER

110

AGE

Lawful Neutral

ALIGNMENT

5'5"

HEIGHT

149 lbs

WEIGHT

Geoff

REGION

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	20	+5			HP HIT POINTS	37		40 ft/x4
DEX DEXTERITY	16	+3			AC ARMOR CLASS	20	10 + +0 + +0 + +3 + +0 + +0 + +2 + +5	
CON CONSTITUTION	12	+1			TOTAL		ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD	ARMOR CHECK PENALTY DAMAGE REDUCTION
INT INTELLIGENCE	7	-2			TOUCH ARMOR CLASS	20	FLAT-FOOTED ARMOR CLASS	17
WIS WISDOM	16	+3			INITIATIVE MODIFIER	+3	+3	
CHA CHARISMA	8	-1			TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+4	+1	+0	+0		
REFLEX (DEXTERITY)	+9	+6	+3	+0	+0		
WILL (WISDOM)	+7	+4	+3	+0	+0		

BASE ATTACK BONUS	+3	TEMP. MODIFIER	SPELL RESISTANCE	ARCANE SPELL FAILURE		
GRAPPLE MODIFIER	+8	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+8	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
RANGED ATTACK BONUS	+6	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Unarmed Strike	+8	1d10 +5 + 1d6	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
		B	Medium	One-handed
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Unarmed Strike	+7/+7	1d10 +5 + 1d6	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
		B	Medium	One-handed, Flurry of Blows
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Masterwork composite longbow (+4 Str)	+7	1d8+4	20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
0				
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION				

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> Appraise ¹	INT	-2	-2		
<input type="checkbox"/> Balance ¹	DEX*	+11	3	6	2
<input type="checkbox"/> Bluff ¹	CHA	-1	-1		
<input type="checkbox"/> Climb ¹	STR*	+9	5	4	
<input type="checkbox"/> Concentration ¹	CON	+1	1		
<input type="checkbox"/> Diplomacy ¹	CHA	-1	-1		
<input type="checkbox"/> Disguise ¹	CHA	-1	-1		
<input type="checkbox"/> Escape Artist ¹	DEX*	+3	3		
<input type="checkbox"/> Forgery ¹	INT	-2	-2		
<input type="checkbox"/> Gather Information ¹	CHA	-1	-1		
<input checked="" type="checkbox"/> Heal ¹	WIS	+3	3		
<input type="checkbox"/> Hide ¹	DEX*	+7	3	4	
<input type="checkbox"/> Intimidate ¹	CHA	-1	-1		
<input type="checkbox"/> Jump ¹	STR*	+20	5	9	6
<input type="checkbox"/> Listen ¹	WIS	+5	3		2
<input type="checkbox"/> Move Silently ¹	DEX*	+7	3	4	
<input checked="" type="checkbox"/> Ride ¹	DEX	+3	3		
<input type="checkbox"/> Search ¹	INT	+0	-2		2
<input type="checkbox"/> Sense Motive ¹	WIS	+3	3		
<input type="checkbox"/> Spot ¹	WIS	+5	3		2
<input checked="" type="checkbox"/> Survival ¹	WIS	+3	3		
<input type="checkbox"/> Swim ¹	STR**	+5	5		
<input type="checkbox"/> Tumble	DEX*	+12	3	7	2
<input type="checkbox"/> Use Rope ¹	DEX	+3	3		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with² are cross-class skills.

* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Thalios

CHARACTER NAME

Fighter

CLASS

6

LEVEL

Medium

SIZE

Elf(Wood)

RACE

Humanoid

TYPE

PLAYER

Male

GENDER

110

AGE

Chaotic Good

ALIGNMENT

6'3"

HEIGHT

219 lbs

WEIGHT

Geoff

REGION

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS	46		30 ft/x4
DEX DEXTERITY	21	+5			AC ARMOR CLASS	20	10 + 5 + 0 + 5 + 0 + 0 + 0 + 0	
CON CONSTITUTION	12	+1			TOUCH ARMOR CLASS	15	FLAT-FOOTED	15
INT INTELLIGENCE	8	-1			INITIATIVE MODIFIER	+5	+5	
WIS WISDOM	10	+0			MELEE ATTACK BONUS	+10/+5	+6/+1	
CHA CHARISMA	8	-1			RANGED ATTACK BONUS	+11/+6	+6/+1	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+5	+1	+0	+0		
REFLEX (DEXTERITY)	+7	+2	+5	+0	+0		
WILL (WISDOM)	+2	+2	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	TEMP. MODIFIER		SPELL RESISTANCE	
GRAPPLE MODIFIER	+10	BASE ATTACK	+6	STR MODIFIER	+4
		SIZE MODIFIER	+0	MISC. MODIFIER	+0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+13/+8	1d10+7	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+14/+9	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30'			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+11/+11/+6	1d10+7	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Rapid Shot			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+12/+12/+7	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30', Rapid Shot			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+12/+12/+7	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30', Rapid Shot			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+12/+12/+7	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30', Rapid Shot			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+12/+12/+7	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30', Rapid Shot			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+12/+12/+7	1d10+8	20/x3
RANGE	WEIGHT	TYPE	SIZE
130 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30', Rapid Shot			

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/>	Appraise ¹	INT	-1	-1		
<input checked="" type="checkbox"/>	Balance ¹	DEX*	+5	5		
<input checked="" type="checkbox"/>	Bluff ¹	CHA	-1	-1		
<input type="checkbox"/>	Climb ¹	STR*	+13	4	9	
<input checked="" type="checkbox"/>	Concentration ¹	CON	+1	1		
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	-1	-1		
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-1	-1		
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	+5	5		
<input checked="" type="checkbox"/>	Forgery ¹	INT	-1	-1		
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-1	-1		
<input checked="" type="checkbox"/>	Heal ¹	WIS	+0			
<input checked="" type="checkbox"/>	Hide ¹	DEX*	+5	5		
<input type="checkbox"/>	Intimidate ¹	CHA	-1	-1		
<input type="checkbox"/>	Jump ¹	STR*	+4	4		
<input checked="" type="checkbox"/>	Listen ¹	WIS	+2			2
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	+5	5		
<input type="checkbox"/>	Ride ¹	DEX	+5	5		
<input checked="" type="checkbox"/>	Search ¹	INT	+1	-1		2
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	+0			
<input checked="" type="checkbox"/>	Spot ¹	WIS	+2			2
<input checked="" type="checkbox"/>	Survival ¹	WIS	+0			
<input type="checkbox"/>	Swim ¹	STR**	+4	4		
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+5	5		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

CHARACTER NAME	
Fighter/Ranger	Elf(High)
CLASS	RACE
4/2	Humanoid
LEVEL	TYPE
Medium	

PLAYER		
Male	Chaotic Good	
GENDER	ALIGNMENT	
125	6'3	125
AGE	HEIGHT	WEIGHT

Geoff	
REGION	
Corellon Larethian	
DEITY	
EYES	HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER		TOTAL	WOUNDS/CURRENT HP		NONLETHAL DAMAGE					SPEED		
STR STRENGTH	14	+2			HP HIT POINTS	37										30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	22	= 10	+6	+1	+4	+0	+0	+1	+0	-2	
CON	10	+0				TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION

CONSTITUTION					
INT INTELLIGENCE	10	+0			
WIS WISDOM	10	+0			
CHA CHARISMA	13	+1			

TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	18
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INITIATIVE MODIFIER	+5	=	+5	+	
TOTAL			DEX MODIFIER		MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+7	+7	+0	+0	+0		
REFLEX (DEXTERITY)	+9	+4	+5	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	TEMP.	SPELL RESISTANCE	
GRAPPLE MODIFIER	+8 = +6 + +2 + +0 + +0		ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+8/+3	=	+6/+1	+2	+0	+0	
RANGED ATTACK BONUS	+11/+6	=	+6/+1	+5	+0	+0	
	TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow		+13/+8		1d10+5 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
195 ft	6 lb	P	Medium	All Include Fav Enemy			

AMMUNITION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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WEAPON			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow			+14/+9		1d10+6 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE	SIZE		SPECIAL PROPERTIES			
195 ft	6 lb	P	Medium	Two-handed, Within 30'				

AMMUNITION □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow		+10/+10/+5		1d10+5 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
195 ft	6 lb	P		Medium	Two-handed, Rapid Shot		

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Comp Frost Greatbow		+11/+11/+6		1d10+6 + 1d6F		20/x3	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
195 ft	6 lb	P		Medium	Two-handed, Within 30', Rapid Shot		

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Longsword		+8/+3		1d8+2		19-20/x2	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
	4 lb	S		Medium	One-handed		

AMMUNITION □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

AMMUNITION □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

CHARACTER CLASS	SKILLS					MAX RANKS	9 / 4.5
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	

- | | | | | | | | |
|---|-------|------------|---|---|---|---|----|
| <input checked="" type="checkbox"/> Appraise ¹ | INT | +0 | = | + | | + | |
| <input checked="" type="checkbox"/> Balance ¹ | DEX* | +3 | = | 5 | + | | -2 |
| <input checked="" type="checkbox"/> Bluff ¹ | CHA | +1 | = | 1 | + | | + |
| <input type="checkbox"/> Climb ¹ | STR* | +9 | = | 2 | + | 9 | -2 |
| <input type="checkbox"/> Concentration ¹ | CON | +0 | = | | + | | + |
| <input checked="" type="checkbox"/> Diplomacy ¹ | CHA | +1 | = | 1 | + | | + |
| <input checked="" type="checkbox"/> Disguise ¹ | CHA | +1 | = | 1 | + | | + |
| <input checked="" type="checkbox"/> Escape Artist ¹ | DEX* | +3 | = | 5 | + | | -2 |
| <input checked="" type="checkbox"/> Forgery ¹ | INT | +0 | = | | + | | + |
| <input checked="" type="checkbox"/> Gather Information ¹ | CHA | +1 | = | 1 | + | | + |
| <input type="checkbox"/> Heal ¹ | WIS | +0 | = | | + | | + |
| <input type="checkbox"/> Hide ¹ | DEX* | +14 | = | 5 | + | 6 | 3 |
| <input type="checkbox"/> Intimidate ¹ | CHA | +1 | = | 1 | + | | + |
| <input type="checkbox"/> Jump ¹ | STR* | +0 | = | 2 | + | | -2 |
| <input type="checkbox"/> Listen ¹ | WIS | +7 | = | | + | 5 | 2 |
| <input type="checkbox"/> Move Silently ¹ | DEX* | +14 | = | 5 | + | 6 | 3 |
| <input type="checkbox"/> Ride ¹ | DEX | +5 | = | 5 | + | | + |
| <input type="checkbox"/> Search ¹ | INT | +2 | = | | + | | 2 |
| <input checked="" type="checkbox"/> Sense Motive ¹ | WIS | +0 | = | | + | | + |
| <input type="checkbox"/> Spot ¹ | WIS | +7 | = | | + | 5 | 2 |
| <input type="checkbox"/> Survival ¹ | WIS | +5 | = | | + | 5 | + |
| <input type="checkbox"/> Swim ¹ | STR** | -2 | = | 2 | + | | -4 |
| <input type="checkbox"/> Use Rope ¹ | DEX | +5 | = | 5 | + | | + |

Skills marked with* can be used normally even if the character has zero (0) skill ranks.
Skills marked with☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Gilran

CHARACTER NAME

Fighter

CLASS

6

LEVEL

Medium

SIZE

Elf(Wood)

RACE

Humanoid

TYPE

PLAYER

Female

GENDER

110

AGE

Chaotic Good

ALIGNMENT

6'3"

HEIGHT

219 lbs

WEIGHT

Geoff

REGION

Corellon Larethian

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS	40		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	20	10 + +5 + +0 + +5 + +0 + +0 + +0 + +0	
CON CONSTITUTION	10	+0			TOTAL		ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD	ARMOR CHECK PENALTY DAMAGE REDUCTION
INT INTELLIGENCE	8	-1			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	15
WIS WISDOM	10	+0			INITIATIVE MODIFIER	+5	+5 +	
CHA CHARISMA	9	-1			TOTAL		DEX MODIFIER MISC. MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+5	+5	+0	+0	+0		
REFLEX (DEXTERITY)	+7	+2	+5	+0	+0		
WILL (WISDOM)	+2	+2	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	TEMP. MODIFIER	SPELL RESISTANCE	
GRAPPLE MODIFIER	+10	+6 + +4 + +0 + +0	ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	+10/+5	+6/+1	+4	+0	+0	
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
	+11/+6	+6/+1	+5	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+13/+8	1d10+7	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
130 ft 6 lb P Medium			Two-handed
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Greatbow (+4 Str)	+14/+9	1d10+8	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
130 ft 6 lb P Medium			Two-handed, Within 30'
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork longsword	+11/+6	1d8+4	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
4 lb S Medium			One-handed
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

SKILLS		MAX RANKS	9 / 4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER

<input checked="" type="checkbox"/> Appraise ¹	INT	-1	= -1	+		
<input checked="" type="checkbox"/> Balance ¹	DEX*	+5	= 5	+		
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	= -1	+		
<input type="checkbox"/> Climb ¹	STR*	+13	= 4	+	9	
<input checked="" type="checkbox"/> Concentration ¹	CON	+0	=	+		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	= -1	+		
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	= -1	+		
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+5	= 5	+		
<input checked="" type="checkbox"/> Forgery ¹	INT	-1	= -1	+		
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	= -1	+		
<input checked="" type="checkbox"/> Heal ¹	WIS	+0	=	+		
<input checked="" type="checkbox"/> Hide ¹	DEX*	+5	= 5	+		
<input type="checkbox"/> Intimidate ¹	CHA	-1	= -1	+		
<input type="checkbox"/> Jump ¹	STR*	+4	= 4	+		
<input checked="" type="checkbox"/> Listen ¹	WIS	+2	=	+		2
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+5	= 5	+		
<input type="checkbox"/> Ride ¹	DEX	+5	= 5	+		
<input checked="" type="checkbox"/> Search ¹	INT	+1	= -1	+		2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	=	+		
<input checked="" type="checkbox"/> Spot ¹	WIS	+2	=	+		2
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	=	+		
<input type="checkbox"/> Swim ¹	STR**	+4	= 4	+		
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+5	= 5	+		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Whisper

CHARACTER NAME

Ranger

CLASS

6 Medium

LEVEL

SIZE

Elf(Wood)

RACE

Humanoid

TYPE

PLAYER

Male

GENDER

126

AGE

Chaotic Good

ALIGNMENT

6'5"

HEIGHT

195 lbs

WEIGHT

Geoff

REGION

Corellon Larethian

DEITY

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS	45		30 ft/x4
DEX DEXTERITY	14	+2			AC ARMOR CLASS	18	10 + +6 + +0 + +2 + +0 + +0 + +0 + +0	-2
CON CONSTITUTION	14	+2			TOTAL		ARMOR BONUS	SHIELD BONUS
INT INTELLIGENCE	6	-2			TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	16
WIS WISDOM	11	+0			INITIATIVE MODIFIER	+2	+2	
CHA CHARISMA	10	+0			TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+7	+5	+2	+0	+0		
REFLEX (DEXTERITY)	+7	+5	+2	+0	+0		
WILL (WISDOM)	+2	+2	+0	+0	+0		

BASE ATTACK BONUS	+6/+1	SPELL RESISTANCE	
GRAPPLE MODIFIER	+10	+6	+4
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER

MELEE ATTACK BONUS	+10/+5	+6/+1	+4	+0	+0	
RANGED ATTACK BONUS	+8/+3	+6/+1	+2	+0	+0	
TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Keen Frost Scimitar	+10/+5	1d6+12 + 1d6 Fros	15-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
Includes Fav Enemy			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Keen Fire Scimitar	+10/+5	1d6+12 + 1d6 Fire	15-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
Includes Fav Enemy			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
Includes Fav Enemy			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
Includes Fav Enemy			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
Includes Fav Enemy			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
Includes Fav Enemy			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
Includes Fav Enemy			
AMMUNITION			

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Balance ¹	DEX*	+0	2		-2
<input checked="" type="checkbox"/> Bluff ¹	CHA	+0			
<input type="checkbox"/> Climb ¹	STR*	+2	4		-2
<input type="checkbox"/> Concentration ¹	CON	+2	2		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+0			
<input checked="" type="checkbox"/> Disguise ¹	CHA	+0			
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+0	2		-2
<input checked="" type="checkbox"/> Forgery ¹	INT	-2	-2		
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0			
<input type="checkbox"/> Heal ¹	WIS	+0			
<input type="checkbox"/> Hide ¹	DEX*	+9	2	9	-2
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+0			
<input type="checkbox"/> Jump ¹	STR*	+2	4		-2
<input type="checkbox"/> Listen ¹	WIS	+11		9	2
<input type="checkbox"/> Move Silently ¹	DEX*	+9	2	9	-2
<input type="checkbox"/> Ride ¹	DEX	+2	2		
<input type="checkbox"/> Search ¹	INT	+0	-2		2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0			
<input type="checkbox"/> Spot ¹	WIS	+11		9	2
<input type="checkbox"/> Survival ¹	WIS	+0			
<input type="checkbox"/> Swim ¹	STR**	+0	4		-4
<input type="checkbox"/> Use Rope ¹	DEX	+2	2		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Yarleth 'Bloodseeker'

CHARACTER NAME

Fighter/Ranger

Hobgoblin

PLAYER

Male

Lawful Evi

CLASS

4/1 Medium

RACE

Humanoid (Goblinoid)

GENDER

0

ALIGNMENT

DEITY

LEVEL

SIZE

TYPE

AGE

HEIGHT

WEIGHT

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS	42		30 ft/x4
DEX DEXTERITY	19	+4			AC ARMOR CLASS	18	10 + +4 + +0 + +4 + +0 + +0 + +0 + +0	
CON CONSTITUTION	14	+2			TOTAL		ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD	ARMOR CHECK PENALTY DAMAGE REDUCTION
INT INTELLIGENCE	10	+0			TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	14
WIS WISDOM	10	+0			INITIATIVE MODIFIER	+4	+4 +	
CHA CHARISMA	8	-1			TOTAL		DEX MODIFIER MISC. MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+6	+2	+0	+0		
REFLEX (DEXTERITY)	+7	+3	+4	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+5	TEMP. MODIFIER	SPELL RESISTANCE	ARCANE SPELL FAILURE
GRAPPLE MODIFIER	+9	+5 + +4 + +0 + +0		
TOTAL		BASE ATTACK MODIFIER STR MODIFIER SIZE MODIFIER MISC. MODIFIER		

MELEE ATTACK BONUS	+9	+5	+4	+0	+0	TEMP. MODIFIER
RANGED ATTACK BONUS	+9	+5	+4	+0	+0	TEMP. MODIFIER
TOTAL		BASE ATTACK BONUS DEX MODIFIER STR MODIFIER SIZE MODIFIER MISC. MODIFIER				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow	+11	1d8+9 + 1d6 Acid	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
110 ft 3 lb P Medium			All include Fave Enemy
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow	+12	1d8+10 + 1d6 Acid	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
110 ft 3 lb P Medium			Two-handed, Within 30'
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow	+9	1d8+9 + 1d6 Acid	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
110 ft 3 lb P Medium			Two-handed, Rapid Shot
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork battleaxe	+10	1d8+4	20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
6 lb S Medium			One-handed
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
AMMUNITION			

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
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<input checked="" type="checkbox"/> Appraise ¹	INT	+0	=	+		
<input checked="" type="checkbox"/> Balance ¹	DEX*	+4	=	4	+	
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	=	-1	+	
<input type="checkbox"/> Climb ¹	STR*	+12	=	4	8	+
<input type="checkbox"/> Concentration ¹	CON	+2	=	2		+
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	=	-1		+
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	=	-1		+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+4	=	4		+
<input checked="" type="checkbox"/> Forgery ¹	INT	+0	=			+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	=	-1		+
<input type="checkbox"/> Heal ¹	WIS	+0	=			+
<input type="checkbox"/> Hide ¹	DEX*	+8	=	4	4	+
<input type="checkbox"/> Intimidate ¹	CHA	-1	=	-1		+
<input type="checkbox"/> Jump ¹	STR*	+12	=	4	8	+
<input type="checkbox"/> Listen ¹	WIS	+0	=			+
<input type="checkbox"/> Move Silently ¹	DEX*	+12	=	4	4	4
<input type="checkbox"/> Ride ¹	DEX	+4	=	4		+
<input type="checkbox"/> Search ¹	INT	+0	=			+
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	=			+
<input type="checkbox"/> Spot ¹	WIS	+4	=		4	+
<input type="checkbox"/> Survival ¹	WIS	+4	=		4	+
<input type="checkbox"/> Swim ¹	STR**	+4	=	4		+
<input type="checkbox"/> Use Rope ¹	DEX	+4	=	4		+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills.

* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Kulgar 'Boom' Grizzletooth

CHARACTER NAME
Fighter/Ranger
CLASS
4/1
LEVEL
Medium
RACE
Hobgoblin
TYPE
Humanoid (Goblinoid)

PLAYER
Male
GENDER
0
AGE
Lawful Evi
ALIGNMENT
DEITY
EYES
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	18	+4			HP HIT POINTS 42			30 ft/x4
DEX DEXTERITY	19	+4			AC ARMOR CLASS 18	10	+4	+0
CON CONSTITUTION	14	+2			TOUCH ARMOR CLASS 14	FLAT-FOOTED ARMOR CLASS 14		
INT INTELLIGENCE	10	+0						
WIS WISDOM	10	+0						
CHA CHARISMA	8	-1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+6	+2	+0	+0		
REFLEX (DEXTERITY)	+7	+3	+4	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+5	SPELL RESISTANCE	
GRAPPLE MODIFIER	+9	ARCANE SPELL FAILURE	

MELEE ATTACK BONUS	+9	+5	+4	+0	+0	
RANGED ATTACK BONUS	+9	+5	+4	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow	+11	1d8+9 + 1d6 Acid	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
All include Fav Enemy			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow	+12	1d8+10 + 1d6 Acid	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Within 30'			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Acidic Comp Longbow	+9	1d8+9 + 1d6 Acid	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES			
Two-handed, Rapid Shot			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork battleaxe	+10	1d8+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
	6 lb	S	Medium
SPECIAL PROPERTIES			
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+0				
<input checked="" type="checkbox"/> Balance ¹	DEX*	+4		4		
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1		-1		
<input type="checkbox"/> Climb ¹	STR*	+12		4	8	
<input type="checkbox"/> Concentration ¹	CON	+2		2		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1		-1		
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1		-1		
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+4		4		
<input checked="" type="checkbox"/> Forgery ¹	INT	+0				
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1		-1		
<input type="checkbox"/> Heal ¹	WIS	+0				
<input type="checkbox"/> Hide ¹	DEX*	+8		4	4	
<input type="checkbox"/> Intimidate ¹	CHA	-1		-1		
<input type="checkbox"/> Jump ¹	STR*	+12		4	8	
<input type="checkbox"/> Listen ¹	WIS	+0				
<input type="checkbox"/> Move Silently ¹	DEX*	+12		4	4	4
<input type="checkbox"/> Ride ¹	DEX	+4		4		
<input type="checkbox"/> Search ¹	INT	+0				
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0				
<input type="checkbox"/> Spot ¹	WIS	+4			4	
<input type="checkbox"/> Survival ¹	WIS	+4			4	
<input type="checkbox"/> Swim ¹	STR**	+4		4		
<input type="checkbox"/> Use Rope ¹	DEX	+4		4		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Gerlag 'Elfkiller'

CHARACTER NAME

Fighter/Ranger

Hobgoblin

PLAYER

Male

Lawful Evi

CLASS

1/4

Medium

RACE

Humanoid (Goblinoid)

GENDER

0

ALIGNMENT

DEITY

LEVEL

SIZE

TYPE

AGE

HEIGHT

WEIGHT

EYES

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	17	+3			HP HIT POINTS	39		30 ft/x4
DEX DEXTERITY	20	+5			AC ARMOR CLASS	19	10 + +4 + +0 + +5 + +0 + +0 + +0 + +0	
CON CONSTITUTION	14	+2			TOTAL		ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD	ARMOR CHECK PENALTY DAMAGE REDUCTION
INT INTELLIGENCE	10	+0			TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	14
WIS WISDOM	10	+0			INITIATIVE MODIFIER	+5	+5	
CHA CHARISMA	8	-1			TOTAL		DEX MODIFIER MISC. MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+6	+2	+0	+0		
REFLEX (DEXTERITY)	+9	+4	+5	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+5	TEMP. MODIFIER	SPELL RESISTANCE	ARCANE SPELL FAILURE		
GRAPPLE MODIFIER	+8	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+8	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
RANGED ATTACK BONUS	+10	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Comp Lbow - Elfbane	+13	1d8+11+ 2d6	20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	All include Fav En, Elfbane
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Comp Lbow - Elfbane	+14	1d8+12 +2d6	20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Within 30'
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Comp Lbow - Elfbane	+11/+11	1d8+12 +2d6	20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Rapid Shot
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
+1 Comp Lbow - Elfbane	+12/+12	1d8+12 +2d6	20/x3	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb	P	Medium	Two-handed, Within 30', Rapid Shot
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMUNITION	□□□□ □□□□ □□□□ □□□□			

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
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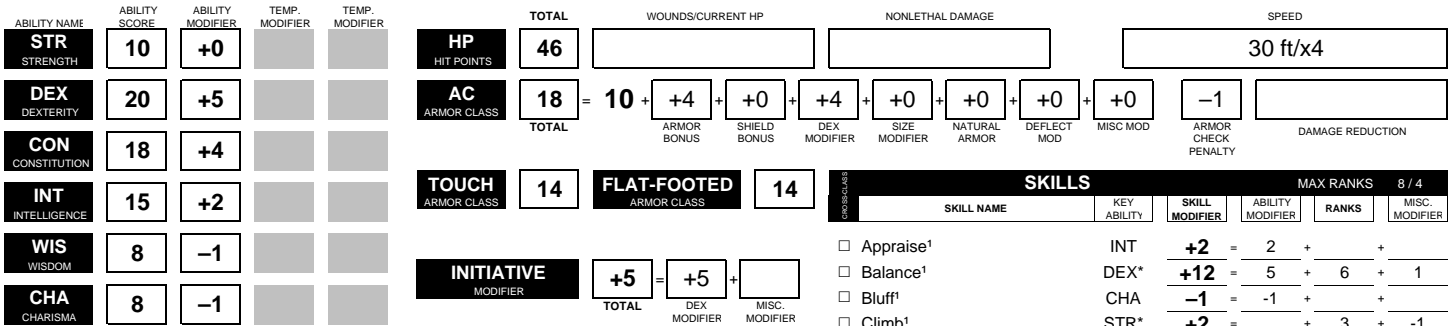
<input checked="" type="checkbox"/> Appraise ¹	INT	+0	=	+	+	
<input checked="" type="checkbox"/> Balance ¹	DEX*	+5	=	5	+	
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	=	-1	+	
<input type="checkbox"/> Climb ¹	STR*	+11	=	3	+	8
<input type="checkbox"/> Concentration ¹	CON	+2	=	2	+	
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	=	-1	+	
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	=	-1	+	
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+5	=	5	+	
<input checked="" type="checkbox"/> Forgery ¹	INT	+0	=	+	+	
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	=	-1	+	
<input type="checkbox"/> Heal ¹	WIS	+0	=	+	+	
<input type="checkbox"/> Hide ¹	DEX*	+12	=	5	+	7
<input type="checkbox"/> Intimidate ¹	CHA	-1	=	-1	+	
<input type="checkbox"/> Jump ¹	STR*	+4	=	3	+	1
<input type="checkbox"/> Listen ¹	WIS	+7	=	+	+	7
<input type="checkbox"/> Move Silently ¹	DEX*	+16	=	5	+	7
<input type="checkbox"/> Ride ¹	DEX	+5	=	5	+	4
<input type="checkbox"/> Search ¹	INT	+0	=	+	+	
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	=	+	+	
<input type="checkbox"/> Spot ¹	WIS	+7	=	+	+	7
<input type="checkbox"/> Survival ¹	WIS	+7	=	+	+	7
<input type="checkbox"/> Swim ¹	STR**	+3	=	3	+	
<input type="checkbox"/> Use Rope ¹	DEX	+5	=	5	+	

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills.

* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

CHARACTER NAME	
Fighter/Rogue	Hobgoblin
CLASS	RACE
2/3	Humanoid (Goblinoid
LEVEL	TYPE
Medium	

PLAYER				
Female	Lawful Evil			
GENDER	ALIGNMENT		DEITY	
0				
AGE	HEIGHT	WEIGHT	EYES	HAIR



SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+4	+4	+0	+0		
REFLEX (DEXTERITY)	+8	+3	+5	+0	+0		
WILL (WISDOM)	+0	+1	-1	+0	+0		

Diagram illustrating the calculation of the final attack bonus:

- Base Attack Bonus: +4
- Grapple Modifier: +4
- STR Modifier: +0
- SIZE Modifier: +0
- MISC. Modifier: +0
- TEMP. (Temperature): 0
- Spell Resistance: 18
- Arcane Spell Failure: 0

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE ATTACK BONUS	+4	=	+4	+0	+0	+0	
RANGED ATTACK BONUS	+9	=	+4	+5	+0	+0	
	TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Keen Unholy Heavy Repeating Xbow			+10		1d10+1 + 2d6		17-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES				
120 ft	12 lb	P	Medium	Two-handed				

AMMUNITION □□□□□ □□□□□ □□□□□ □□□□□

WEAPON			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Keen Unholy Heavy Repeating Xbow			+11		1d10+2 + 2d6		17-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES				
120 ft	12 lb	P	Medium	Two-handed, Within 30'				

AMMUNITION □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Keen Unholy Heavy Repeating Xbow			+8/+8	1d10+1 + 2d6	17-20
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
120 ft	12 lb	P	Medium	Two-handed, Rapid Shot	

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□

WEAPON			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
+1 Keen Unholy Heavy Repeating Xbow			+9/+9		1d10+1 + 2d6		17-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES				
120 ft	12 lb	P	Medium	Two-handed, Within 30', Rapid Shot				

AMMUNITION □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

AMMUNITION □□□□□ □□□□□ □□□□□ □□□□□

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

AMMUNITION □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

CHARACTER	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	Appraise ¹	INT	+2	= 2	+	+
<input type="checkbox"/>	Balance ¹	DEX*	+12	= 5	+	6 + 1
<input type="checkbox"/>	Bluff ¹	CHA	-1	= -1	+	+
<input type="checkbox"/>	Climb ¹	STR*	+2	=	+	3 + -1
<input checked="" type="checkbox"/>	Concentration ¹	CON	+4	= 4	+	+
<input type="checkbox"/>	Diplomacy ¹	CHA	-1	= -1	+	+
<input type="checkbox"/>	Disable Device	INT	+14	= 2	+	7 + 5
<input type="checkbox"/>	Disguise ¹	CHA	-1	= -1	+	+
<input type="checkbox"/>	Escape Artist ¹	DEX*	+4	= 5	+	+
<input type="checkbox"/>	Forgery ¹	INT	+2	= 2	+	+
<input type="checkbox"/>	Gather Information ¹	CHA	-1	= -1	+	+
<input checked="" type="checkbox"/>	Heal ¹	WIS	-1	= -1	+	+
<input type="checkbox"/>	Hide ¹	DEX*	+11	= 5	+	7 + -1
<input type="checkbox"/>	Intimidate ¹	CHA	-1	= -1	+	+
<input type="checkbox"/>	Jump ¹	STR*	+1	=	+	+
<input type="checkbox"/>	Listen ¹	WIS	+5	= -1	+	6 +
<input type="checkbox"/>	Move Silently ¹	DEX*	+14	= 5	+	6 + 3
<input type="checkbox"/>	Open Lock	DEX	+11	= 5	+	6 +
<input type="checkbox"/>	Ride ¹	DEX	+5	= 5	+	+
<input type="checkbox"/>	Search ¹	INT	+14	= 2	+	7 + 5
<input type="checkbox"/>	Sense Motive ¹	WIS	-1	= -1	+	+
<input type="checkbox"/>	Sleight of Hand	DEX*	+9	= 5	+	5 + -1
<input type="checkbox"/>	Spot ¹	WIS	+5	= -1	+	6 +
<input checked="" type="checkbox"/>	Survival ¹	WIS	-1	= -1	+	+
<input type="checkbox"/>	Swim ¹	STR**	-2	=	+	+
<input type="checkbox"/>	Tumble	DEX*	+10	= 5	+	6 + -1
<input type="checkbox"/>	Use Rope ¹	DEX	+5	= 5	+	+

Skills marked with* can be used normally even if the character has zero (0) skill ranks.
Skills marked with☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Bonesmash'

CHARACTER NAME
Barbarian/Fighter
CLASS
1/4
LEVEL
Medium
Hobgoblin
RACE
Humanoid (Goblinoid)
TYPE

PLAYER
Male
GENDER
Neutral Evil
ALIGNMENT
0
AGE
HEIGHT
WEIGHT
EYES
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	21	+5			HP HIT POINTS	51		40 ft/x4
DEX DEXTERITY	18	+4			AC ARMOR CLASS	19	10 + +5 + +0 + +4 + +0 + +0 + +0 + +0	-1
CON CONSTITUTION	16	+3			TOTAL		ARMOR BONUS	SHIELD BONUS
INT INTELLIGENCE	10	+0			TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	15
WIS WISDOM	8	-1			INITIATIVE MODIFIER	+4	+4	
CHA CHARISMA	8	-1			TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+9	+6	+3	+0	+0		
REFLEX (DEXTERITY)	+5	+1	+4	+0	+0		
WILL (WISDOM)	+0	+1	-1	+0	+0		

BASE ATTACK BONUS	+5	TEMP. MODIFIER		SPELL RESISTANCE	
GRAPPLE MODIFIER	+10	+5	+5	+0	+0
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER

MELEE ATTACK BONUS	+10	+5	+5	+0	+0	
RANGED ATTACK BONUS	+9	+5	+4	+0	+0	
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Heavy Wounding Flail	+12	1d10+10 + 1 Con	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	B	Medium
SPECIAL PROPERTIES			
Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Heavy Wounding Flail	+14	1d10+12+ 1 Con	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	B	Medium
SPECIAL PROPERTIES			
With Rage (8rnds, +10 hp, -2 AC)			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork handaxe	+11	1d6+5	20/x3
RANGE	WEIGHT	TYPE	SIZE
	3 lb	S	Medium
SPECIAL PROPERTIES			
One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION							
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SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+0			
<input checked="" type="checkbox"/> Balance ¹	DEX*	+3	4		-1
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	-1		
<input type="checkbox"/> Climb ¹	STR*	+22	5	8	9
<input checked="" type="checkbox"/> Concentration ¹	CON	+3	3		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	-1		
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	-1		
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+3	4		-1
<input checked="" type="checkbox"/> Forgery ¹	INT	+0			
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	-1		
<input checked="" type="checkbox"/> Heal ¹	WIS	-1	-1		
<input checked="" type="checkbox"/> Hide ¹	DEX*	+3	4		-1
<input type="checkbox"/> Intimidate ¹	CHA	-1	-1		
<input type="checkbox"/> Jump ¹	STR*	+16	5	8	3
<input type="checkbox"/> Listen ¹	WIS	+3	-1	4	
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+7	4		3
<input type="checkbox"/> Ride ¹	DEX	+4	4		
<input checked="" type="checkbox"/> Search ¹	INT	+0			
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	-1	-1		
<input checked="" type="checkbox"/> Spot ¹	WIS	-1	-1		
<input type="checkbox"/> Survival ¹	WIS	-1	-1		
<input type="checkbox"/> Swim ¹	STR**	+3	5		-2
<input checked="" type="checkbox"/> Tumble	DEX*	+7	4	2	1
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+4	4		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Morag 'Nightmare' Grimchain

CHARACTER NAME
Barbarian/Fighter
CLASS
1/4
LEVEL
Medium
RACE
Hobgoblin
Humanoid (Goblinoid)
TYPE

PLAYER
Male
GENDER
Neutral Evil
ALIGNMENT
0
AGE
HEIGHT
WEIGHT
EYES
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. MODIFIER	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	+2			HP HIT POINTS	51		40 ft/x4
DEX DEXTERITY	18	+4			AC ARMOR CLASS	19	10 + +5 + +0 + +4 + +0 + +0 + +0 + +0	
CON CONSTITUTION	16	+3			TOTAL			
INT INTELLIGENCE	13	+1			TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	15
WIS WISDOM	10	+0			INITIATIVE MODIFIER	+4	+4 +	
CHA CHARISMA	8	-1			TOTAL			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+9	+6	+3	+0	+0		
REFLEX (DEXTERITY)	+5	+1	+4	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+5	TEMP. MODIFIER	SPELL RESISTANCE	
GRAPPLE MODIFIER	+7	+5 + +2 + +0 + +0	ARCANE SPELL FAILURE	
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER

MELEE ATTACK BONUS	+7	+5	+2	+0	+0	TEMP. MODIFIER
RANGED ATTACK BONUS	+9	+5	+4	+0	+0	TEMP. MODIFIER
TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Wounding Spiked Chain	+8	2d4+4 + 1 Con	20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	P	Medium
SPECIAL PROPERTIES Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Wounding Spiked Chain	+10	2d4+6 + 1 Con	20/x2
RANGE	WEIGHT	TYPE	SIZE
	10 lb	P	Medium
SPECIAL PROPERTIES With Rage (8 rnds, +10 HP, -2 AC)			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork kukri	+8	1d4+2	18-20/x2
RANGE	WEIGHT	TYPE	SIZE
	3 lb	S	Medium
SPECIAL PROPERTIES One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILLS						MAX RANKS	8 / 4
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER		
<input checked="" type="checkbox"/> Appraise ¹	INT	+1	= 1	+			
<input checked="" type="checkbox"/> Balance ¹	DEX*	+4	= 4	+			
<input checked="" type="checkbox"/> Bluff ¹	CHA	-1	= -1	+			
<input type="checkbox"/> Climb ¹	STR*	+10	= 2	+	8	+	
<input checked="" type="checkbox"/> Concentration ¹	CON	+3	= 3	+			
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	-1	= -1	+			
<input checked="" type="checkbox"/> Disguise ¹	CHA	-1	= -1	+			
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+4	= 4	+			
<input checked="" type="checkbox"/> Forgery ¹	INT	+1	= 1	+			
<input checked="" type="checkbox"/> Gather Information ¹	CHA	-1	= -1	+			
<input checked="" type="checkbox"/> Heal ¹	WIS	+0	=	+			
<input checked="" type="checkbox"/> Hide ¹	DEX*	+7	= 4	+	3	+	
<input type="checkbox"/> Intimidate ¹	CHA	-1	= -1	+			
<input type="checkbox"/> Jump ¹	STR*	+14	= 2	+	8	+	4
<input type="checkbox"/> Listen ¹	WIS	+4	=	+	4	+	
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+11	= 4	+	3	+	4
<input type="checkbox"/> Ride ¹	DEX	+4	= 4	+			
<input checked="" type="checkbox"/> Search ¹	INT	+1	= 1	+			
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	=	+			
<input checked="" type="checkbox"/> Spot ¹	WIS	+0	=	+			
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	=	+			
<input type="checkbox"/> Swim ¹	STR**	+2	= 2	+			
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+4	= 4	+			

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

