

Raison d'être

A One Round Dungeons & Dragons Living City Adventure for
Beginning Adventurers

By Stephanie Zuiderweg

So, you want to become an adventurer? Well what have you gotten yourself into now? Finding a lost child wasn't exactly what you had in mind, was it? For beginning characters only.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other

text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

This is an adventure for 1st level characters only.

Judge Introduction

This adventure was written with conventions or game days in mind, which attract many people new to or unfamiliar with RPGA or Living City. Because it is meant for people who may not be familiar with how best to create a Living City character, several pre-generated characters have been provided at the end of this adventure for use or as templates to help build new characters. The adventure is designed to take about a two-hour time period and allow one to one and a half hours beforehand to make a character, and is specifically geared toward a group of 4-6 1st level characters, so both the combat encounters and rewards are adjusted accordingly.

General Background:

The twin bards Mystic and Mystique are dismayed to discover that their younger sister Callie is missing. Unbeknownst to them, she had discovered a secret door leading from their suite in the bard's guild into the infamous sewers of Ravens Bluff. To Callie's surprise, a group of kobolds led by a priest named Graar, happened upon her right after she entered the sewers, and, noticing her nice clothing, decided she was the perfect way to get some of the famous riches of Ravens Bluff.

Adventure Synopsis

It is up to the adventurers, who are hired by the very busy twins, to discover how Callie disappeared, find the ransom note, and deal with the kobolds and their demands. If successful, the twins will reward the PCs with some of the magic items that they make.

The Summons

The PCs are each given an anonymous note inscribed with a strange poem. Figuring out the meaning of the poem and who sent it will be their first challenge.

The Bard's Guild

The PCs meet with the eccentric twins and after accepting their terms learn of the disappearance of their young sister. In exchange for their help they are offered magic items that the bards create.

The "Room"

The PCs are given the chance to investigate the twins' "room" in an effort to gain a clue about what happened to Callie. But the PCs should watch out for that teddy bear!

The Clock

The PCs discover that a secret door is behind the clock and after figuring out how it works find a way to the sewers of Ravens Bluff.

The Ransom Note

The PCs discover a note from the kobolds asking for ransom for the return of Callie. A location is given for the negotiations and potential exchange.

Silly Kobolds!

The PCs meet with the kobolds. With kobolds, things are not always how they seem. This can either be a combat or a role-playing situation (or both), depending on how well they convince Graar to accept the payment.

The Reunion

Callie is brought back to the twins and they gratefully give the PCs their reward as promised.

The Summons

Each PC will receive the following note by whatever method appropriate:

*It is our raison d'être,
Our reason for being alive.
We sing; we dance; we play;
Come join us at once this day.
At the home of art you'll arrive,
As an adventurer doing a favor, etcetera.*

Any PC with Knowledge: Local or any other relevant skill who makes a skill check at DC 10 will recognize this location as the Ravens Bluff Bard's Guild. Those who cannot figure it out can ask around and will easily find someone acquainted with the Guild.

The Bard's Guild

When the PCs show their notes to someone at the Bard's Guild, they are escorted to a meeting room. If they do not show the note, they will not be allowed to enter into the Guild.

In the meeting room, male and female twin bards join the PCs: Mystic and Mystique. They are almost completely identical.

Mystic, male human Brd11: CR 11; Medium humanoid (5ft, 7in); HD 11d6+22; hp 66; Init 17 (Dex, Improved initiative); Spd. 40ft; AC 18 (Dex, +5 *bracers of armor*); Atks +8/+3 melee (1d6+2 [crit 12-20/x2], +2 *keen rapier*), or ranged +11/+6 (1d8-1 [crit 19-20/x2], +1 *brilliant energy light crossbow*); AL CG; SV Fort +5, Ref +10, Will +8.

Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 18.

Skills: Perform +18, Bluffing +9, Sense Motive +7, Diplomacy +9, Concentration +12, Decipher Script +7, Use Magic Device +15, Escape Artist +8, Listen +7, Spellcraft +7, Knowledge: arcane +7, Knowledge: history +7, Knowledge: local +7, Knowledge: nobility +7, Knowledge: religion +7, Knowledge: Bardic +13. *Feats:* Weapon finesse-*rapier*, Extend spell, Improved critical-*rapier*, Improved initiative, Brew potion

Equipment: +5 *bracers of armor*, +2 *keen rapier*, +1 *brilliant energy light crossbow*

Spells (3/4/4/4/2); 0 lvl - *mage hand*, *open/close*, *prestidigitation*, 1st lvl - *charm person*, *cure light wounds* x3, 2nd lvl - *cat's grace*, *cure moderate wound* x2, *sound burst*, 3rd lvl - *charm monster*, *displacement*, *haste* x2, 4th lvl - *break enchantment*, *dimension door*.

Mystique, Female Human Brd11: CR 11; Medium humanoid (5ft, 7in); HD 11d6+2; hp 66; Init 17 (Dex, Improved initiative); Spd. 40ft; AC 18 (Dex, +5 *bracers of armor*); Atks +8/+3 melee (1d6+2 [crit 12-20/x2], +2 *keen rapier*), or ranged +11/+6 (1d8-1 [crit 19-20/x2], +1 *brilliant energy light crossbow*); AL CG; SV Fort +5, Ref +10, Will +8.

Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 18.

Skills: Perform +18, Bluffing +9, Sense Motive +7, Diplomacy +9, Concentration +12, Decipher Script +7, Use Magic Device +15, Escape Artist +8, Listen +7, Spellcraft +7, Knowledge: arcane +7, Knowledge: history +7, Knowledge: local +7, Knowledge: nobility +7, Knowledge: religion +7, Knowledge: Bardic +13. *Feats:* Weapon finesse-*rapier*, Extend spell, Improved critical-*rapier*, Improved initiative, Craft Wand

Equipment: +5 *bracers of armor*, +2 *keen rapier*, +1 *brilliant energy light crossbow*

Spells (3/4/4/4/2); 0 lvl - *mage hand*, *open/close*, *prestidigitation*, 1st lvl - *charm person*, *cure light*

wounds x3, 2nd lvl - *cat's grace, cure moderate wound*
x2, *sound burst*, 3rd lvl - *charm monster, displacement,*
haste x2, 4th lvl - *break enchantment, dimension door.*

The twins have a strange way of alternating their sentences back and forth when speaking.

Mystique: "Thanks for coming!"

Mystique: "We are so grateful you're here."

Mystique: "We realize that you desire to become adventurers."

Mystique: "We have an adventure you can go on."

Mystique: "There is a favor you can do for us."

Mystique: "We would be very grateful if you would."

Mystique: "Would you?"

At this point, the twins will expect an answer. They will not answer any questions until all players agree. If the players are reluctant to help, the twins become more urgent.

Mystique: "We are trying to help you, which we'll do if you help us."

Mystique: "We need your agreement to be discreet before we'll share our needs with you."

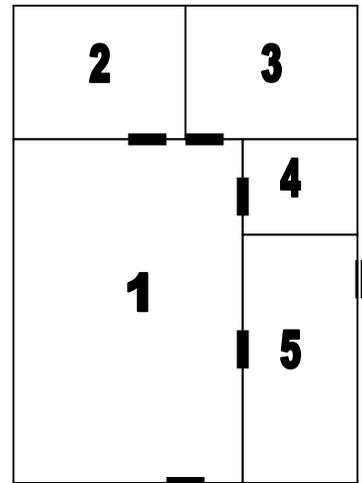
Once the PCs agree, this is the information that the twins have answers to:

- "Our younger sister is missing. She was in our room when we left to work today, so she can't be far. Unfortunately, we really don't have time to look for her. We have several important obligations that we can't be dragged away from for long."
- "The room was locked when we left and was still locked when we returned. Callie doesn't have her own key."
- "Our sister's name is Callie, she's 10 years old, and looks similar to us."
- "We live here at the Guild. We'll take you to our room right away."
- "We will make some small magic items for you if you find our sister."

The "Room"

The twins' "room" is really a sizeable flat on the first floor of the Guild.

Map of the "Room":



≡≡≡ secret door/clock

Room 1

This is a living room. It is nicely furnished in a worn and comfortable way. There are two couches, a chair, a few end tables, and a hutch displaying several potentially valuable knick-knacks decorating the room.

Room 2

This is Mystic's bedroom. There are several beautiful paintings on the walls, an armoire filled with many fine clothes, a big soft chair, and a large and comfortable bed. The room is masculine, artsy, and comfortable at the same time.

Room 3

This is Mystique's bedroom. There are several beautiful paintings on the walls, an armoire filled with many fine clothes, a dressing table with a large mirror, a big soft chair, and a large and comfortable bed. The room is feminine, tasteful, and comfortable at the same time.

Room 4

This is Callie's bedroom. This room is cluttered with toys. The small bed is unmade, and there is a definite flowery feel to the room (flowers on the walls, on the comforter, etcetera). Callie appears to have a very extensive collection of stuffed animals.

One of the stuffed animals in the room, a stuffed bear named Cuddle, is actually a doll golem. The twins purchased this bear for Callie when they first started taking care of her on their own (both for companionship and to protect her if necessary). When they bought the

bear, they were told that it was not as powerful as most doll golems since it was a slightly botched first attempt at creating one, but they got it for a good price and Callie loves it.

As far as they know, the bear has never activated. However, if the PCs search thoroughly in Callie's room to the point of destroying or stealing any of her belongings, the bear will animate to defend Callie's cherished possessions. Cuddle will attack the PC doing the most harm until he goes down. It will then attack other PCs who were damaging things, or any that rush to assist the first one. When there is no one left who fits this description in the room (just others who are not aggressive), the bear will once again become inanimate. Cuddle will not leave Callie's room.

Cuddle, Doll Golem (1): CR 5; Tiny furry construct (1 ft. tall); HD 6d10; hp 35; Init +1 (Dex); Spd 30 ft.; AC 15 (+2 size, -1 Dex, +4 natural); Atks +8 melee (1d4+4, bite); SA Uncontrollable Hideous Laughter, berserk; SQ construct, magic immunity, damage reduction 5/+1; AL N; SV Fort +3, Ref +2, Will +3.

Str 18, Dex 9, Con -, Int -, Wis 11, Cha 6.

Skills: Jump +10

SA *Uncontrollable Hideous Laughter*—when a victim is bitten by the doll golem, they must make a will save DC 12 or be subject to laughter affect similar to Tasha's Hideous Laughter; however, the laughter lasts for 3 rounds, each of which the victim takes a cumulative 1d3 points of damage (1d3 the round after bitten, the 2d3 the following round, 3d3 the last round). After the spell ends, the victim is subject to a -3 penalty to all actions due to inability to catch their breath, which lessens by one each round that follows. The laughter will only stop before three rounds if the victim becomes unconscious, dies, or the affect is dispelled. *Berserk*—When a doll golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC19). It takes 1 minute of rest by the golem to reset the golem's berserk chance to 0%.

SQ: *Construct*—Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Magic Immunity*—Doll golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows: Fire does half damage, warp wood affects it like a slow spell, and mending restores it to full hit

points. *Damage reduction*—Reduces damage by 5 points per hit unless a +1 or greater weapon is used against it.

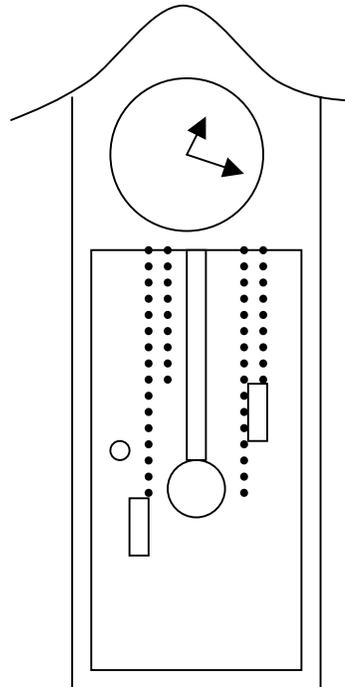
Room 5

This is the twins' music/work room. There is a large clock as well as many instruments and magical apparati, for practicing music and making magic items. The adventurers will find just about anything in this room that is relevant for those purposes.

The clock hides a secret door that leads to the sewers below Ravens Bluff. See "The Clock" for more details.

The Clock

Hopefully, while searching the music room they will investigate the clock, or search for secret doors. Either way, they will soon discover that there is more to the clock than is first apparent.



How to open the secret door

It is necessary to open the front door of the clock. This allows access to all its inner-workings. If the door is open when the clock is set to a time where the hands are pointing to the same number, the back panel opens automatically.

Once the players step through the clock, they will find that it leads to an offshoot of the sewers.

The Ransom Note

The kobolds tried very hard to make their ransom note easy to find, but that doesn't mean that it is easy to read. Posted to the wall directly across from the secret door (the door is hidden on this side as well), is the note written in a sloppy hand (give players the handout):

Ew vhea eht tilelt ilgr. Nrbgi su nhiys csrok, ilspe fo ofdo, nda ehtro lavlsaube yb gievrnlta uterfh wdno eht serew nuentl. Ew lilw kame eht cageexhn ehtn.

Graar

By rearranging the letters in each word, the note translates as follows:

We have the little girl. Bring us shiny rocks, piles of food, and other valuables by traveling further down the sewer tunnel. We will make the exchange then.

Graar

The players should get the idea that they need to venture further into the sewers to find Callie's kidnapers and bring them their ransom.

If the PCs ask the twins, they will give the PCs a large bag of food and a small bag of gems (500 gp value) to meet the ransom demands.

Silly Kobolds!

Once the PCs head down the sewer tunnel, they will find the tunnel heading deeper underground. There are no large branches in the tunnel; however, smaller pipes do intersect the main tunnel. Once the PCs have traveled for about 10 minutes, they will find the passage in front of them partially blocked by flotsam and trash.

You hear a small voice yell "Stop!" with a ring of authority. A kobold in robes flanked by two armed kobolds steps out, remaining sheltered behind the pile. "Greetings, I am Graar. Have you brought the riches as requested?"

This is the PCs' opportunity to bargain with Graar. Graar is not completely dumb, but he is very ignorant about what is valuable and necessary outside of kobold society.

It is up to you exactly what you want to demand from the PCs. Keep in mind that it should be difficult to please Graar, but not impossible. However, the combat should be a very possible. Role-play Graar as imperious and tightly wound.

If the PCs will not meet Graar's demands, or make any aggressive actions, the kobolds will attack. There are three kobolds that will come up behind the PCs. Six other kobolds, in auxiliary tunnels that are overlooking the PCs, will pepper them with crossbow bolts. Remember, all the kobolds but the three in the rear will have at least ½ cover.

If it looks like the kobolds are losing, Graar will cast *obscuring mist* (if possible) and allow the kobolds to flee.

Graar, male kobold "Shaman" Clr2: CR 2; Small reptilian humanoid (3 ft. tall); HD 2d8; hp 16; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 nat., +2 leather); Atks +0 melee (1d6-2 [crit x3], halfspear), +3 ranged (1d8 [crit 19-20], light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, alertness, spellcasting prodigy, domain abilities; AL LE; SV Fort +3, Ref +1, Will +7.

Str 6, Dex 13, Con 11, Int 10, Wis 14, Cha 10.

Skills: Bluff +3, Concentration +4, Hide +8, Listen +2, Move Silently +4, Religion +1, Search +2, Spot +2, Speak Common. *Feats:* Alertness (+2 bonus to all listen and spot checks, included in skills above).

SQ: Darkvision 60 ft.—can see in the dark up to 60 feet away. *Light sensitivity*—suffer a -1 penalty to attack rolls in bright sunlight or in the radius of a daylight spell.

Spells (4/2+1): Domains: Luck & Trickery. Saves at DC 13 plus spell level. 0 lvl—*create water, cure minor wounds, detect magic, resistance*; 1st lvl— *Bless, obscuring mist, entropic shield*.

Kobold Flunkies (11): CR 1/6; Small reptilian humanoid (3 ft. tall); HD ½; hp 2 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 nat., +2 leather); Atks -1 melee (1d6-2 [crit x3], halfspear), +2 ranged (1d8 [crit 19-20], light crossbow); SQ Darkvision 60 ft., light sensitivity, alertness; AL LE; SV Fort +0, Ref +1, Will +2.

Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (traps) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2. *Feats:* Alertness (+2

bonus to all listen and spot checks, included in skills above).

SQ: *Darkvision* 60 ft.—can see in the dark up to 60 feet away. *Light sensitivity*—suffer a -1 penalty to attack rolls in bright sunlight or in the radius of a daylight spell.

Once either the bargaining is done or the battle is won, the party will find Callie tied up near a pile of food and trash a bit further down the tunnel.

The Reunion

The twins are ecstatic when Callie is returned to them.

The twins rush to Callie and embrace her in a group hug.

Mystique: “Thank you so much for all you have done!”

Mystic: “Thank you for bringing Callie safely back home to us!”

They will happily give the adventurers the award they offered. They will make each PC up to three magic items, the total market value of which cannot exceed 500 gp.

The twins will not give the PCs the items if they kill the kobolds and do not return the gems. They will find this out from Callie, who was close enough to the kobolds to see and hear the outcome. They will not be insistent about the food, or any money a group of good haggling adventurers might have left after a fair bargain (i.e. didn't kill the kobolds).

Experience Point Summary

Add up the following:

Encounter 3

Defeat the kobolds 37.5 xp

Discretionary Roleplaying Award 0-37.5 xp

The roleplaying award should reflect consistent character portrayal, contribution to the fun of the game, and useful or appropriate social interaction. You can award different roleplaying amounts to different characters. It also accounts for all clue-gathering activities in the scenario that are not dangerous (that don't have ELs associated with them).

Total possible experience for the adventure is 75 xp. Yes, it's low, but they don't do much.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Conclusion

The bards make the following items for the PCs.

Wand of detect magic (Value 7.5 gp per charge, 40 charges)

Wand of cure light wounds (Value 15 gp per charge, 20 charges)

Potion of charisma (Value 300 gp)

Potion of cat's grace (Value 300 gp)

Potion of hiding (Value 150 gp)

Potion of sneaking (Value 150 gp)

Potion of cure moderate wounds (Value 300 gp)

Player's Handout

Posted to the wall directly across from the secret door (the door is hidden on this side as well), the note is written in a sloppy hand:

Ew vhea eht tilelt ilgr. Nrbgi su nhiys csrok, ilspe fo ofdo nda ehtro
lavlsaube yb gievrnlta uterfh wdno eht serew nuentl. Ew lilw kame eht
cageexhn ehtn.

Graar

Beginning Character Template: Halfling Rogue

Name: _____ Player: _____
 Class: Rogue Level: 1 Race: Halfling
 Align: Neutral Hair Color: _____ Eye Color: _____
 Speed 20 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	10	+0
Dex	17	+3
Con	16	+3
Int	12	+1
Wis	10	+0
Cha	12	+1

Hit Points: 9

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+2	+0	+3	+1			=16

Initiative:	Dex	Misc.	Total
	+3	+4	+7

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+0	+3		+1	+4
Ref	+2	+3		+1	+6
Will	+0	+0		+1	+1

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+0	+0	+1		+1
Ranged	+0	+3	+1		+4

Weapon	Total Attack Bonus	Damage	Critical
Short Sword	+1	1d6	19-20/x2
	Size: S	Wgt: 3lb	Type: P

Light Crossbow	+4	1d8	19-20/x2
	Size: S	Wgt: 6lb	Type: P

With 20 crossbow bolts (2lb)

Armor/Protective Item	Type	Armor Bonus	Max Dex
Leather Armor	Light	+2	+6
Check Penalty	Spell Fail	Speed	Weight
0	10%	30ft.	15lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+1			+1
Balance*	Dex*	+3			+3
Bluff*	Cha	+2	1		+3
Climb*	Str*	+1		+2	+3
Craft*	Int	+1			+1
Decipher Script	Int	+1	2		+3
Diplomacy*	Cha	+1	1		+2
Disable Device	Int	+1	2		+3
Disguise*	Cha	+1			+1
Escape Artist*	Dex*	+3	2		+5
Forgery*	Int	+1			+1
Gather Information*	Cha	+1	2		+3
Heal*	Wis	+0			+0
Hide*	Dex*	+3	2	+4	+9
Innuendo	Wis	+0	1		+1
Intimidate*	Cha	+1			+1
Intuit Direction	Wis	+0			--
Jump*	Str*	+0	2	+2	+4
Listen*	Wis	+0	3	+2	+5
Move Silently*	Dex*	+3	2	+2	+7
Open Lock	Dex	+3	2		+5
Perform*	Cha	+1			+1
Pick Pocket	Dex*	+3	1		+4
Profession	Wis	+0			--
Read Lips	Int	+1	1		+2
Ride*	Dex	+3			+3
Search*	Int	+1	3		+4
Sense Motive*	Wis	+0	1		+1
Spot*	Wis	+0	3		+3
Swim*	Str**	+0		-6	-6
Tumble	Dex*	+3	2		+5
Use Magic Device	Cha	+1	3		+4
Use Rope*	Dex	+3			+3

Feats& Abilities: Improved Initiative, sneak attack +1d6

Money: 111 gp

Also owns: backpack, thieves' tools

Beginning Character Template: Half-Orc Barbarian

Name: _____ Player: _____
 Class: Barbarian Level: 1 Race: Half-orc
 Align: CG Hair Color: _____ Eye Color: _____
 Speed 40 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	20	+5
Dex	14	+2
Con	16	+3
Int	6	-2
Wis	8	-1
Cha	6	-2

Hit Points: 15

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+2	+0	+2				=14

Initiative:	Dex	Misc.	Total
	+2		+2

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+3			+5
Ref	+0	+2			+2
Will	+0	-1			-1

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+1	+5			+6
Ranged	+1	+2			+3

Weapon	Total Attack Bonus	Damage	Critical
Greatsword	+6	2d6+7	19-20/x2
	Size: L	Wgt: 15lb	Type: S

Rocks (20)		1d3+5	
	Size: S	Wgt: 4lb	Type: B

Armor/Protective Item	Type	Armor Bonus	Max Dex
Leather Armor	Light	+2	+6
Check Penalty	Spell Fail	Speed	Weight
0	10%	30ft.	15lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	-2			-2
Balance*	Dex*	+2			+2
Bluff*	Cha	-2			-2
Climb*	Str*	+5			+5
Craft*	Int	-2			-2
Diplomacy*	Cha	-2			-2
Disguise*	Cha	-2			-2
Escape Artist*	Dex*	+2			+2
Forgery*	Int	-2			-2
Gather Information*	Cha	-2			-2
Handle Animal	Cha	-2			--
Heal*	Wis	-1			-1
Hide*	Dex*	+2			+2
Intimidate*	Cha	-2			-2
Intuit Direction	Wis	-1			--
Jump*	Str*	+5	1		+6
Listen*	Wis	-1	1		+0
Move Silently*	Dex*	+2			+2
Perform*	Cha	-2			-2
Ride*	Dex	+2	1		+3
Search*	Int	-2			-2
Sense Motive*	Wis	-1			-1
Spot*	Wis	-1	½		-1
Swim*	Str**	+5		-6	-1
Wilderness Lore*	Wis	-1			-1

Feats& Abilities: power attack, rage 1/day, fast movement, darkvision 60 ft., orc blood
 Money: 98 gp
 Also owns: backpack

Beginning Character Template: Dwarven Fighter

Name: _____ Player: _____
 Class: Fighter Level: 1 Race: Dwarf
 Align: LN Hair Color: _____ Eye Color: _____
 Speed 15 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	18	+4
Dex	14	+2
Con	16	+3
Int	10	+0
Wis	10	+0
Cha	6	-2

Hit Points: 13

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+4	+2	+2				=18

Initiative:	Dex	Misc.	Total
	+2		+2

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+3			+5
Ref	+0	+2			+2
Will	+0	+0			+0

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+1	+4			+5
Ranged	+1	+2			+3

Weapon	Total Attack Bonus	Damage	Critical
Dwarven Waraxe	+5	1d10+4	19-20/x3
	Size: M	Wgt: 15lb	Type: S

Heavy Crossbow	+3	1d10	19-20/x2
120 ft. range	Size: M	Wgt: 9lb	Type: P

With 20 crossbow bolts (2lb)

Armor/Protective Item	Type	Armor Bonus	Max Dex
Scale Mail	Medium	+4	+3
Check Penalty	Spell Fail	Speed	Weight
-4	25%	20ft.	30lb.

Armor/Protective Item	Type	Armor Bonus	Max Dex
Large Wood Shield	Medium	+2	
Check Penalty	Spell Fail	Speed	Weight
			10lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+0			+0
Balance*	Dex*	+2		-4	-2
Bluff*	Cha	-2			-2
Climb*	Str*	+4		-4	+0
Craft*	Int	+0			+0
Diplomacy*	Cha	-2			-2
Disguise*	Cha	-2			-2
Escape Artist*	Dex*	+2			+2
Forgery*	Int	+0			+0
Gather Information*	Cha	-2			-2
Heal*	Wis	+0			+0
Hide*	Dex*	+2		-4	-2
Intimidate*	Cha	-2			-2
Jump*	Str*	+4	2	-4	+2
Listen*	Wis	+0	1		+1
Move Silently*	Dex*	+2		-4	-2
Perform*	Cha	-2			-2
Ride*	Dex	+2	2		+4
Search*	Int	+0			+0
Sense Motive*	Wis	+0			+0
Spot*	Wis	+0	1		+1
Swim*	Str**	+4		-14	-10
Use Rope*	Dex	+2			+2

Feats & Abilities: exotic weapon: dwarven waraxe, improved critical: waraxe, stonecutting, darkvision 60', +2 to poison saves

Money: 99 gp

Also owns: backpack

Beginning Character Template: Elven Wizard

Name: _____ Player: _____
 Class: Wizard Level: 1 Race: Sun Elf
 Align: LN Hair Color: _____ Eye Color: _____
 Speed 30 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	8	-1
Dex	12	+1
Con	12 (14)	+2
Int	20 (18)	+5
Wis	12	+1
Cha	10	+0

Hit Points: 6

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+0	+0	+1				=11

Initiative:	Dex	Misc.	Total
	+1		+1

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+0	+2			+2
Ref	+0	+1			+1
Will	+2	+1			+3

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+0	-1			-1
Ranged	+0	+1			+1

Weapon	Total Attack Bonus	Damage	Critical
Staff	-1	1d6-1	
	Size:L	Wgt: 4lb	Type: B

Heavy Crossbow	+1	1d10	19-20/x2
120 ft. range	Size: M	Wgt: 9lb	Type: P

With 20 crossbow bolts (2lb)

Spells in Spellbook:

All 0 lvl; 1 lvl: shield, mage armor, sleep
 Spells memorized (3/3): resistance, open/close, detect magic, shield, mage armor, sleep
 DC to saves: 16 plus spell level

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Alchemy	Int	+5			--
Appraise*	Int	+5			+5
Balance*	Dex*	+1			+1
Bluff*	Cha	+0			+0
Climb*	Str*	-1			-1
Concentration	Con	+2	4		+6
Craft*	Int	+5			+5
Diplomacy*	Cha	+0			+0
Disguise*	Cha	+0			+0
Escape Artist*	Dex*	+1	2		+3
Forgery*	Int	+5			+5
Gather Information*	Cha	+0			+0
Heal*	Wis	+1			+1
Hide*	Dex*	+1			+1
Intimidate*	Cha	+0			+0
Jump*	Str*	-1			-1
Knowledge (arcane)	Int	+5	4		+9
Knowledge (religion)	Int	+5	1		+6
Knowledge (nature)	Int	+5			--
Knowledge (local)	Int	+5	1		+6
Knowledge (nobility)	Int	+5	1		+6
Listen*	Wis	+1	2	+2	+5
Move Silently*	Dex*	+1			+1
Perform*	Cha	+0			+0
Ride*	Dex	+1			+1
Scry	Int	+5	1		+6
Search*	Int	+5		+2	+7
Sense Motive*	Wis	+1			+1
Spellcraft	Int	+5	4		+9
Spot*	Wis	+1	2	+2	+5
Swim*	Str**	-1		-4	-5
Use Rope*	Dex	+1			+1

Feats& Abilities: Spellcasting prodigy, familiar: toad, immunity to sleep, +2 save vs. enchantment, low-light vision, spells (3/3)
 Money: 48 gp
 Also owns: backpack, spell component pouch, wizard's spellbook

Beginning Character Template: Human Sorcerer

Name: _____ Player: _____
 Class: Sorcerer Level: 1 Race: Human
 Align: CG Hair Color: _____ Eye Color: _____
 Speed 30 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	8	-1
Dex	12	+1
Con	14 (16)	+3
Int	10	+0
Wis	12	+1
Cha	18	+4

Hit Points: 7

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+0	+0	+1				=11

Initiative:	Dex	Misc.	Total
	+1	+4	+5

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+0	+3			+3
Ref	+0	+1			+1
Will	+2	+1			+3

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+0	-1			-1
Ranged	+0	+1			+1

Weapon	Total Attack Bonus	Damage	Critical
Staff	-1	1d6-1	
	Size:L	Wgt: 4lb	Type: B

Heavy Crossbow	+1	1d10	19-20/x2
120 ft. range	Size: M	Wgt: 9lb	Type: P

With 20 crossbow bolts (2lb)

Spells Known:

0 lvl—resistance, mage hand, detect magic, light; 1 lvl—shield, magic missile
 Spells per day: (5) 0 lvl, (4) 1 lvl
 DC to saves: 15 plus spell level

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Alchemy	Int	+0			--
Appraise*	Int	+0			+0
Balance*	Dex*	+1			+1
Bluff*	Cha	+4			+4
Climb*	Str*	-1			-1
Concentration	Con	+3	4		+7
Craft*	Int	+0			+0
Diplomacy*	Cha	+4			+4
Disguise*	Cha	+4			+4
Escape Artist*	Dex*	+1			+3
Forgery*	Int	+0			+0
Gather Information*	Cha	+4			+4
Heal*	Wis	+1			+1
Hide*	Dex*	+1			+1
Intimidate*	Cha	+4			+4
Jump*	Str*	-1			-1
Knowledge (arcane)	Int	+0	3		+3
Listen*	Wis	+1			+5
Move Silently*	Dex*	+1			+1
Perform*	Cha	+4			+4
Ride*	Dex	+1			+1
Scry	Int	+0			--
Search*	Int	+0			+0
Sense Motive*	Wis	+1			+1
Spellcraft	Int	+0	3		+3
Spot*	Wis	+1	1		+5
Swim*	Str**	-1		-4	-5
Use Rope*	Dex	+1			+1

Feats & Abilities: Spellcasting prodigy, improved initiative, familiar: toad, spells (5/4)

Money: 63 gp

Also owns: backpack, spell component pouch

Beginning Character Template: Human Paladin

Name: _____ Player: _____
 Class: Paladin Level: 1 Race: Human
 Align: LG Hair Color: _____ Eye Color: _____
 Speed 30 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	14	+2
Dex	12	+1
Con	14	+2
Int	10	+0
Wis	12	+1
Cha	16	+3

Hit Points: 12

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+4	+2	+1				=17

Initiative:	Dex	Misc.	Total
	+1		+1

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+2		+3	+7
Ref	+0	+1		+3	+4
Will	+0	+1		+3	+4

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+1	+2			+3
Ranged	+1	+1			+2

Weapon	Total Attack Bonus	Damage	Critical
Longsword	+3	1d8+2	19-20/x2
	Size: M	Wgt: 4lb	Type: S

Heavy Crossbow	+2	1d10	19-20/x2
120 ft. range	Size: M	Wgt: 9lb	Type: P

With 20 crossbow bolts (2lb)

Armor/Protective Item	Type	Armor Bonus	Max Dex
Scale Mail	Medium	+4	+3
Check Penalty	Spell Fail	Speed	Weight
-4	25%	20ft.	30lb.

Armor/Protective Item	Type	Armor Bonus	Max Dex
Large Wood Shield	Medium	+2	
Check Penalty	Spell Fail	Speed	Weight
			10lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+0			+0
Balance*	Dex*	+1			+1
Bluff*	Cha	+3			+3
Climb*	Str*	+2			+2
Concentration	Con	+2	2		+4
Craft*	Int	+0			+0
Diplomacy*	Cha	+3	1		+4
Disguise*	Cha	+3			+3
Escape Artist*	Dex*	+1			+3
Forgery*	Int	+0			+0
Gather Information*	Cha	+3			+3
Handle Animal	Cha	+3			--
Heal*	Wis	+1			+1
Hide*	Dex*	+1			+1
Intimidate*	Cha	+3			+4
Jump*	Str*	+2			+2
Knowledge (religion)	Int	+0	2		+2
Listen*	Wis	+1	1		+2
Move Silently*	Dex*	+1			+1
Perform*	Cha	+3			+3
Ride*	Dex	+1	3		+4
Search*	Int	+0			+0
Sense Motive*	Wis	+1			+1
Spot*	Wis	+1	1		+2
Swim*	Str**	+2		-12	-10
Use Rope*	Dex	+1			+1

Feats& Abilities: Power attack, cleave, detect evil at will, lay on hands (3hp), divine health (immune to disease)

Money: 48 gp

Also owns: backpack

Beginning Character Template: Half-elf Cleric

Name: _____ Player: _____
 Class: Cleric (Tymora) Level: 1 Race: Half-elf
 Align: CG Hair Color: _____ Eye Color: _____
 Speed 30 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	10	+0
Dex	10	+0
Con	15	+2
Int	10	+0
Wis	18	+4
Cha	10	+0

Hit Points: 10

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+4	+2	+1				=17

Initiative:	Dex	Misc.	Total
	+1		+1

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+3			+5
Ref	+0	+0			+0
Will	+2	+4			+6

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+0	+0			+0
Ranged	+0	+0			+0

Weapon	Total Attack Bonus	Damage	Critical
Heavy mace	+0	1d8	x2
	Size: M	Wgt: 12lb	Type: B

Heavy Crossbow	+2	1d10	19-20/x2
120 ft. range	Size: M	Wgt: 9lb	Type: P

With 20 crossbow bolts (2lb)

Armor/Protective Item	Type	Armor Bonus	Max Dex
Scale Mail	Medium	+4	+3
Check Penalty	Spell Fail	Speed	Weight
-4	25%	20ft.	30lb.

Armor/Protective Item	Type	Armor Bonus	Max Dex
Large Wood Shield	Medium	+2	
Check Penalty	Spell Fail	Speed	Weight
			10lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+0			+0
Balance*	Dex*	+0			+0
Bluff*	Cha	+0			+0
Climb*	Str*	+0			+0
Concentration	Con	+2	4		+6
Craft*	Int	+0			+0
Diplomacy*	Cha	+0			+0
Disguise*	Cha	+0			+0
Escape Artist*	Dex*	+0			+0
Forgery*	Int	+0			+0
Gather Information*	Cha	+0			+0
Heal*	Wis	+4			+4
Hide*	Dex*	+0			+0
Intimidate*	Cha	+0			+0
Jump*	Str*	+0			+0
Knowledge (arcane)	Int	+0			--
Knowledge (religion)	Int	+0	4		+4
Listen*	Wis	+4		+1	+5
Move Silently*	Dex*	+0			+0
Perform*	Cha	+0			+0
Ride*	Dex	+0			+0
Scry	Int	+0			--
Search*	Int	+0		+1	+1
Sense Motive*	Wis	+4			+4
Spot*	Wis	+4		+1	+5
Swim*	Str**	+0		-13	-13
Use Rope*	Dex	+0			+0

Feats& Abilities: Domains: Luck & Travel, turn undead, immune to sleep, +2 to enchantment spells, elven blood, spellcasting prodigy

Money: 77 gp

Also owns: backpack, holy symbol

Beginning Character Template: Dwarf Monk

Name: _____ Player: _____
 Class: Monk Level: 1 Race: Dwarf
 Align: LN Hair Color: _____ Eye Color: _____
 Speed 20 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	14	+2
Dex	16	+3
Con	16	+3
Int	10	+0
Wis	14	+2
Cha	8	-1

Hit Points: 10

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10			+3			+2	=15

Initiative:	Dex	Misc.	Total
	+1	+4	+5

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+2			+4
Ref	+2	+1			+3
Will	+2	+4			+6

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+0	+2			+2
Ranged	+0	+3			+3

Weapon	Total Attack Bonus	Damage	Critical
Unarmed	+2	1d6+2	
	Size: -	Wgt: -	Type: B

12 Shuriken	+3	1	
10 ft. range up to 3/rnd	Size: T	Wgt: 1.2lb	Type: P

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+0			+0
Balance*	Dex*	+3			+3
Bluff*	Cha	-1			-1
Climb*	Str*	+2			+2
Concentration	Con	+3	4		+7
Craft*	Int	+0			+0
Diplomacy*	Cha	-1			-1
Disguise*	Cha	-1			-1
Escape Artist*	Dex*	+3			+3
Forgery*	Int	+0			+0
Gather Information*	Cha	-1			-1
Heal*	Wis	+2			+2
Hide*	Dex*	+3			+3
Intimidate*	Cha	-1			-1
Jump*	Str*	+2			+2
Knowledge (arcane)	Int	+0			--
Knowledge (religion)	Int	+0	4		+4
Listen*	Wis	+2		+1	+3
Move Silently*	Dex*	+3			+3
Perform*	Cha	-1			-1
Ride*	Dex	+3			+3
Search*	Int	+0		+1	+1
Sense Motive*	Wis	+2			+2
Spot*	Wis	+2		+1	+3
Swim*	Str**	+2			+2
Tumble	Dex*	+3			--
Use Rope*	Dex	+3			+3

Feats & Abilities: unarmed strike, stunning attack, evasion, improved initiative
 Money: 6 gp
 Also owns: backpack

Beginning Character Template: Gnome Druid

Name: _____ Player: _____
 Class: Druid Level: 1 Race: Gnome
 Align: N Hair Color: _____ Eye Color: _____
 Speed 15 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	6	-2
Dex	14	+2
Con	18	+4
Int	12	+1
Wis	16	+3
Cha	10	+0

Hit Points: 12

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+3	+2	+2	+1			=18

Initiative:	Dex	Misc.	Total
	+2		+2

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+4			+6
Ref	+0	+2			+2
Will	+2	+3			+5

Base Attack Bonus:

	Base	Str	Size	Misc.	Total
Melee	+0	-2	+1		-1
Ranged	+0	+2	+1		+3

Weapon	Total Attack Bonus	Damage	Critical
Sickle	-1	1d6-2	
	Size: S	Wgt: 3lb.	Type: S

Armor/Protective Item	Type	Armor Bonus	Max Dex
Hide	Medium	+3	+4
Check Penalty	Spell Fail	Speed	Weight
-3	20%	20ft.	25lb.

Armor/Protective Item	Type	Armor Bonus	Max Dex
Large Wood Shield	Medium	+2	
Check Penalty	Spell Fail	Speed	Weight
			10lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+1			+1
Animal Empathy	Cha	+0	4		+4
Balance*	Dex*	+2			+2
Bluff*	Cha	+0			+0
Climb*	Str*	-2			-2
Concentration	Con	+4	4		+8
Craft*	Int	+1			+1
Diplomacy*	Cha	+0			+0
Disguise*	Cha	+0			+0
Escape Artist*	Dex*	+2			+2
Forgery*	Int	+1			+1
Gather Information*	Cha	+0			+0
Heal*	Wis	+3			+3
Handle Animal	Cha	+0	4		+4
Hide*	Dex*	+2			+2
Intimidate*	Cha	+0			+0
Intuit Direction	Wis	+3			--
Jump*	Str*	-2			-2
Knowledge (nature)	Int	+1	4		+5
Listen*	Wis	+3		+2	+5
Move Silently*	Dex*	+2			+2
Perform*	Cha	+0			+0
Ride*	Dex	+2			+2
Scry	Int	+1			--
Search*	Int	+1			+1
Sense Motive*	Wis	+3			+3
Spot*	Wis	+3			+3
Spellcraft	Int	+1			--
Swim*	Str**	-2		-6	-8
Use Rope*	Dex	+2			+2
Wilderness Lore	Wis	+3	4		+7

Feats & Abilities: spellcasting prodigy, low-light vision, +2 save to illusions, +1 attack bonus against kobolds and goblinoids, +4 dodge bonus against giants, nature sense, animal companion, spells (0lvl-3, 1lvl-2)

Spells memorized: 0lvl—resistance, create water, cure minor wounds; 1st lvl—endure elements, obscuring mist.

Spell DC save: 14 plus spell level

Money: 50 gp

Also owns: backpack, holly and mistletoe

Beginning Character Template: Elven Ranger

Name: _____ Player: _____
 Class: Ranger Level: 1 Race: Wood Elf
 Align: CG Hair Color: _____ Eye Color: _____
 Speed 30 ft. Height: _____ Weight: _____

Abilities:

Name	Stat	Modifier
Str	14	+2
Dex	18	+4
Con	14	+2
Int	10	+0
Wis	14	+2
Cha	10	+0

Hit Points: 12

AC:	Armor	Shield	Dex	Size	Nat	Misc	Total
10	+4		+4				=18

Initiative:	Dex	Misc.	Total
	+4	+4	+4

Saves:	Base	Ability	Magic	Misc.	Total
Fort	+2	+2			+4
Ref	+0	+4			+4
Will	+0	+2			+2

Base Attack Bonus: +1

	Base	Str	Size	Misc.	Total
Melee	+1	+2			+3
Ranged	+1	+4			+5

Weapon	Total Attack Bonus	Damage	Critical
Battleaxe	+3 (+1)	1d8+2	20/x3
	Size: M	Wgt: 7lb.	Type: S
Handaxe	+3 (+1)	1d6+3	20/x3
	Size: S	Wgt: 5lb.	Type: S

Heavy Crossbow	+2	1d10	19-20/x2
120 ft. range	Size: M	Wgt: 9lb	Type: P

With 20 crossbow bolts (2lb)

Armor/Protective Item	Type	Armor Bonus	Max Dex
Chain Shirt	Light	+4	+4
Check Penalty	Spell Fail	Speed	Weight
-2	20%	30ft.	25lb.

Skills

Skill Name	Key Ability	Ability	Ranks	Misc	Total
Appraise*	Int	+0			+0
Animal Empathy	Cha	+0	2		+2
Balance*	Dex*	+4			+4
Bluff*	Cha	+0			+0
Climb*	Str*	+2			+2
Concentration*	Con	+2			+2
Craft*	Int	+0			+0
Diplomacy*	Cha	+0			+0
Disguise*	Cha	+0			+0
Escape Artist*	Dex*	+4			+4
Forgery*	Int	+0			+0
Gather Information*	Cha	+0			+0
Heal*	Wis	+2			+2
Handle Animal	Cha	+0	2		+2
Hide*	Dex*	+4	2		+6
Intimidate*	Cha	+0			+0
Intuit Direction	Wis	+2	2		+4
Jump*	Str*	+2			+2
Knowledge (nature)	Int	+0	2		+2
Listen*	Wis	+2	2	+2	+6
Move Silently*	Dex*	+4			+4
Perform*	Cha	+0			+0
Ride*	Dex	+4			+4
Search*	Int	+0		+2	+2
Sense Motive*	Wis	+2			+2
Spot*	Wis	+2	2	+2	+6
Swim*	Str**	+2		-10	-8
Use Rope*	Dex	+4			+4
Wilderness Lore	Wis	+3	2		+5

Feats& Abilities: Improved initiative, ambidexterity & two-weapon fighting feats when lightly armored, track, favored enemy: goblinoid, immunity to sleep, +2 vs. enchantment spells, low-light vision

Money: 70 gp

Also owns: backpack, holly and mistletoe