

ARMOR		Breastplate		Magic:	Armor Check Adj.:	Weight		
Speed Adj:	-10	Max Dex:	3	Bonus:	+5	Armor Check Penalty: -4	Spell Fail: 25%	30 lb.
Desc.: Covers your front and back. Comes with helmet and greaves.								
Notes:								

SHIELD		Light Steel		Magic:	Skill Check Adj.:	Weight	
Maximum Dexterity:		Bonus:	+1	Skill Check Penalty:	-1	Spell Fail: 5%	6 lb.
Desc.: Shield hand can carry items							
Notes:							

PROTECTIVE ITEMS							
AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight	

GEAR	#	lb.	GEAR	#	lb.	GEAR	#	lb.
Breastplate	30		Noble's outfit	10		Cure light wounds		
Light Steel	6		Silver Holy Symbol	1				
Light Mace	4		Backpack	2				
Longsword	4		Bullseye Lantern	0				
Longbow	3		Oil	3	3			
			Holy water	3	3			
			Arrows (20)	2	6			
108.1 lb.		Medium	3	-3	-10	742 GP		
Total Weight		Load Class	Max Dex	Chk Penalty	Speed Adj	Total Value		

FEATS	2	=	2	+	0	+		List: All Feats	√
Dodge	+1 dodge bonus to AC against selected target							X	
Negotiator	+2 bonus on Diplomacy and Sense Motive checks							√	

SPELLS									Arcane Spell Failure: 30%			Adj.:
Class:												
Level:												
Bonus	Spells/day:			Spells/day:			Spells/day:					
Levels	Spells known:			Spells known:			Spells known:					
Spell	Spells	Save	Spells	Spells	Save	Spells	Spells	Save	Spells	Spells	Save	Spells
Level	/day	DC	Known	/day	DC	Known	/day	DC	Known	/day	DC	Known
0												
1												
2												
3												
4												
5												
6												
7												
8												
9												

The Only Sheet v7.41 REGISTERED to Gregory Estvander

FEATURES Lord Casimir

Racial Traits: Human
 One Extra Feat at First Level
 +4 skill points at 1st level & +1 at each new level

Class Features: Aristocrat 1st

CHARACTER STATUS

No errors detected

NOTES

Lang: 3 Common

ENCUMBRANCE LIMITS					
58.3	116.7	175	350	875	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY	Platinum:	0 PP
	Gold:	0 GP
	Silver:	0 SP
	Copper:	0 CP

Total Experience:	HP:
125	8

Lord Casimir - Human, Aristocrat 1st

Game Id.	XP Gained	HP (dice only)	Game Notes
Legends	25		for getting Gurt to reveal information
Legends	5		Treasure XP: Onyx,
Legends	50		Assistance attacking Dire Skunk (0 HP)
Legends	45		Killing one fire beetle (6HP)

Lord Casimir

Human, Aristocrat 1st

Medium Humanoid (Human)

Alignment: Lawful Good

Hit Dice: 1d8+1 (9 hp)

Initiative: +1

Speed: 20 ft. (4 squares) (Medium encumbrance)

Space/Reach: 5 ft./5 ft.

AC: 18 (+5 Armor, +1 Dex, +1 Dodge, +1 Shield), Touch 12, Flat-Footed 16

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 14, Dex 12, Con 13, Int 15, Wis 12, Cha 15

Base Attack/Grapple: +0/+2

Single Attack:

Longsword: +3 melee (1d8+2/19-20)

Longbow: +2 ranged (1d8/x3)

Light Mace: +2 melee (1d6+2)

Full Attack:

Longsword: +3 melee (1d8+2/19-20)

Longbow: +2 ranged (1d8/x3)

Light Mace: +2 melee (1d6+2)

==| FEATS |==

Dodge, Negotiator

==| SKILLS |==

Appraise +2, Balance -4, Bluff +2, Climb -3, Concentration +1, Diplomacy +8, Disguise +2, Escape Artist -4, Forgery +2, Gather Information +2, Handle Animal +6, Heal +1, Hide -4, Intimidate +2, Jump -9, Listen +3, Move Silently -4, Ride +5, Search +2, Sense Motive +7, Speak Language x3, Spot +5, Survival +1, Swim -8, Use Rope +1, Knowledge - History +4, Knowledge - Local +6

==| EQUIPMENT |==

ARMOR WORN: Breastplate

SHIELD: Light Steel

Breastplate, Light Steel, Light Mace, Longsword, Longbow.

Noble's outfit, Silver Holy Symbol, Backpack, Bullseye Lantern, 3xOil, 3xHoly water, 2xArrows (20).

==| LANGUAGES |==

Common

==| TOTAL CHARACTER VALUE |==

742 GP

NOTES

Abilities adjusted for age.

Bullseye Lantern loaned to Bobby Gill

==| Racial Traits: Human |==

One Extra Feat at First Level

+4 skill points at 1st level & +1 at each new level

==| Class Features: Aristocrat 1st |==

==| CHARACTER STATUS |==

No errors detected