

Richard the Red & Companions

Razzle Greyish (male medium half-elf) – AI: CN

Bard 4, Fighter 6, Spell Sword 3; HD: 6d10+4d6+3d8; hps: 69; Dies: -44

Init +5 (dex); Speed 30 ft (6 boxes);

AC 27/25/23 ((+6/+4/+2 chain shirt), + 6 BDB +5 dex); Touch: 21; Flat-Footed: 16/14/12

Attack: BAB: +11/+6/+1; +12/+17/+2 (melee), +16/+11/+6 (ranged), +18/+13/+8 (*rapier of wounding*; weapon focus); Dmg: 1d6+2; +1/wound/round (*sword of wounding*); 1d6+1 (masterwork short bow (13))

SV: Fort: +9, Ref: +14, Will: +9

Stats: Str 13 (+1), Dex 20 (+5), Con 10 (+0), Int 13 (+1), Wis 10(+0), Cha 17 (+3)

Special Attacks: Channel Spell (up to 1st level),

Special Qualities: Low-Light Vision, Ignore Arcane (up to 15%), Bardic Know (+7), Bardic Music (Countersong, Fascinate (2 targets), Inspire Courage, Inspire Competence)

Skills:

Feats: Combat Expertise, Weapon Finesse (*rapier*), Dodge, Mobility, Spring Attack, Weapon Focus (*rapier*), Improved Disarm, Lightning Reflexes, Improved Trip

Spell Progression: 3 / 4 / 2

Spells Known: 0th - Daze, Lullaby, Detect Magic, Flare,

1st - Charm Person, Lesser Confusion, Tasha's Hideous Laughter

2nd - Cat's Grace, Hold Person, Heroism

Notable Equipment: Rapier of wounding +1, Potion of Bull's Strength (x2), Potion of Eagle's Splendor, Potion of Cure Moderate Wounds (2d8+5)

Richard the Red (male medium human) – AI: N

Transmuter 12 / Bard 1; HD: 12d4+1d6+26; hps: 67; Dies: -43

Init +3 (dex); Speed 30 ft (6 boxes);

AC 17 (+3 dex, +3 BDB +1 ring of prot); Touch: 17; Flat-Footed: 11; w/ *Shield*: 24; w/ *mage armor*: 21 (both: 28)

Attack: BAB: +6/+1; +6/+1 (melee), +9/+4 (ranged), +6/+1 (*masterwork short sword*), +9/+4 (thrown dagger); Dmg: 1d6+1 (*masterwork short sword*), 1d4 (dagger)

SV: Fort: +8, Ref: +9, Will: +11

Stats: Str 10 (+0), Dex 16 (+3), Con 14 (+2), Int 17 (+3), Wis 13 (+1), Cha 16 (+3)

Special Attacks: Spell-casting

Special Qualities: Bardic Know (+4), Bardic Music (Countersong, Fascinate, Inspire Courage), *Uncorporeality* (Must make a concentration check (DC 18) when doing more than "light activity" (or *at will*, causing a permanent +1 to the normal DC) or become non-corporeal), *Invisibility* (*at will*, + noncorporeality, but causes permanent +2 to DC)

Skills:

Feats: Scribe Scroll*, Academy Alumnus, Toughness, Spell Focus (transmutation), Spell Mastery (expeditious retreat, levitate, mage armor), Great Fortitude, Extend Spell, Skill Focus (spellcraft).

Spell Progression: 4+1 / 5+1 / 5+1 / 5+1 / 3+1 / 3+1 / 2+1 (opposed school: necro)

Spells Prepared:

0th - Detect Magic, Prestidigitation, Mage Hand, Light, Daze

1st - Endure Elements (x2), Mage Armor, Obscuring Mist, Expeditious Retreat, Burning Hands

2nd - ~~Protection from Arrows~~, Knock, ~~Alter Self~~, Mirror Image, Detect Thoughts, See Invisibility

3rd - Dispel Magic, Circle of Protection Against Evil, Haste, Slow, Flame Arrow, Stinking Cloud

4th - Stoneskin, Mnemonic Enhancer, Greater Invisibility, Charm Monster

5th - ~~Seeming~~, Cone of Cold, Telekinese, Hold Monster

6th - Bigby's Forceful Hand, Mass Cat's Grace, Otiluke's Freezing Sphere

Notable Equipment: *Cloak of Ethereality*, Scroll (Minor Globe of Invulnerability, Endure Elements (cold), Shield), Potion of Cure Moderate Wounds (x2), Ring of Protection +1, Masterwork Shortsword (+1 to damage)

Cordell of Thoth (male medium human) - Al: LN

Librarian of Thoth 5; Fighter 5; HD: 5d10+5d8; hps: 69; Dies: -44

Init +0; Speed 20 ft (4 boxes);

AC 25/22/22 ((+10/+7/+7 half-plate), + 3 BDB, +2 large shield); Touch: 13; Flat-Footed: 22/19/19

Attack: BAB: +8/+3; +11/+6 (melee), +8/+3 (ranged), +11/+6 (*heavy mace of disruption*; weapon focus), +8/+3 (throwing hammers); Dmg: 1d8+7; (*heavy mace of disruption*; Undead: Will (14) or destroyed); 1d4+3 (throwing hammers)

SV: Fort: +10, Ref: +2, Will: +8

Stats: Str 16 (+1), Dex 10 (+0), Con 14 (+2), Int 14 (+2), Wis 16(+3), Cha 11 (+0)

Special Attacks: Spell-Casting

Skills:

Feats: Weapon Focus (heavy mace), Weapon Specialization (heavy mace), Power Attack, Cleave, Combat Expertise, Combat Casting, Skill Affinity (Knowledge (heraldry & military history), Extend Spell

Domains: Knowledge, Magic

Spell Progression: 5 / 4+1 / 3+1 / 1+1

Prepared Spells: 0th- Read Magic, Cure Minor Wounds (x2), Light (x2)

1st - Command, Cure Light Wounds (x2), Endure Elements + Arcane Insight

2nd - Aid, Augury, Spiritual Weapon + Detect Thoughts

3rd - Prayer + Dispel Magic

Notable Equipment: Scroll (magic missile, lightning bolt, dismissal), *heavy mace of disruption*