

Malachite the Unfettered

Mowgli

Fighter (Archer) 1

CHARACTER LEVEL (favored class = Fighter)

Chaotic Neutral

ALIGNMENT

DaQan

Medium

Male

73

5'

234lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

DEITY

Gray
SKIN

None
HAIR

Jade
EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	16	+3		
DEX Dexterity	17	+3		
CON Constitution	12	+1		
INT Intelligence	12	+1		
WIS Wisdom	10	+0		
CHA Charisma	8	-1		

HP HIT POINTS	TOTAL 23	DR
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WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS 0
+3 = 3 + 0	
TOTAL	DEX MOD.
	MISC MOD.

AC 18 = 10 + 4 + 3 + 1	TOUCH 13
TOTAL	FLAT-FOOTED 15
ARMOR BONUS	SHIELD BONUS
NATURAL ARMOR	DEX MODIFIER
DEFLECT MODIFIER	SIZE MODIFIER
MISC MODIFIER	DODGE BONUS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	3	2	1			
REFLEX (DEXTERITY)	3		3			
WILL (WISDOM)	0					

BASE ATTACK BONUS +1	SPELL RESISTANCE
CMB 4 = 1 + 3 + 0	
TOTAL	
CMD 17 = 1 + 3 + 3 + 0 + 10	
TOTAL	

WEAPON			
Greataxe	ATTACK BONUS	CRITICAL	
	+4	x3	
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d12+4

WEAPON			
Dagger	ATTACK BONUS	CRITICAL	
	+4	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10'		1d4+5

WEAPON			
Dagger	ATTACK BONUS	CRITICAL	
	+4	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10'		1d4+5

WEAPON			
Cestus	ATTACK BONUS	CRITICAL	
	+4	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B/P			1d4+3

WEAPON			
Darkwood Thell Longbow (Str +3)	ATTACK BONUS	CRITICAL	
	+5	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P	130'	40 arrows	1d10+3



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
	BASE SPEED		WITH ARMOR	
FT.	FT.	FT.	FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	3	=Dex	3 + 0 +	
Appraise	1	=Int	1 + 0 +	
Bluff	-1	=Cha	-1 + 0 +	
✓ Climb	7	=Str	3 + 1+3 +	
Diplomacy	-1	=Cha	-1 + 0 +	
Disable Device	1	=Dex	3 + 0 +	
Disguise	-1	=Cha	-1 + 0 +	
Escape Artist	3	=Dex	3 + 0 +	
Fly	3	=Dex	3 + 0 +	
✓ Handle Animal	-1	=Cha	-1 + 0 +	
Heal	0	=Wis	0 + 0 +	
✓ Intimidate	-1	=Cha	-1 + 0 +	
Linguistics	1	=Int	1 + 0 +	
Perception	0	=Wis	0 + 0 +	
✓ Ride	3	=Dex	3 + 0 +	
Sense Motive	0	=Wis	0 + 0 +	
Sleight of Hand	3	=Dex	3 + 0 +	
Spellcraft	1	=Int	1 + 0 +	
Stealth	3	=Dex	3 + 0 +	
✓ Survival	4	=Wis	0 + 1+3 +	
✓ Swim	7	=Str	3 + 1+3 +	
Use Magic Device	-1	=Cha	-1 + 0 +	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Edraldi • Low Imperial • Thell



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+4	18
Dirty Trick	+4	17
Disarm	+4	17
Drag	+4	18
Feint	+4	17
Grapple	+4	17
Overrun	+4	17
Pull	+4	17
Push	+4	17
Reposition	+4	17
Steal	+4	17
Sunder	+4	17
Trip	+4	17

MONEY

Platinum 0
Gold 1
Silver 7
Copper 6
Valuables 0

ENCUMBRANCE

Current 81.5 lbs
Light 86 lbs
Medium 173 lbs
Heavy 260 lbs

EXPERIENCE

Current 0
Next Level 1300

TRAIT SUMMARY

Armor Expert (X)
Rich Parents (X)

SPECIAL ABILITY / FEATURE SUMMARY

Darkvision (60 feet) (X)
Stone in the Blood (X)
Treacherous Earth (1 minutes) (1/day) (X)

FEATS SUMMARY

Armor Proficiency (Heavy) (X)
Armor Proficiency (Light) (X)
Armor Proficiency (Medium) (X)
Martial Weapon Proficiency - All (X)
Point Blank Shot (X)
Precise Shot (X)
Shield Proficiency (X)
Simple Weapon Proficiency - All (X)
Tower Shield Proficiency (X)

TRACKED RESOURCES

Resource	Max.	Used
Dagger	1	
Dagger	1	
Arrows	40	
Blunt arrows	20	
Torch	2	
Trail rations	4	
Treacherous Earth (1 minutes) (1/day)	1	

GEAR

Backpack, masterwork

Qty	Item	Weight	Cost
1	Hammock	3 lbs	1 SP
1	Bedroll	5 lbs	1 SP
4	Trail rations	1 lb	2 GP
2	Torch	1 lb	2 CP
1	Silk rope	5 lbs	10 GP
1	Grappling hook	4 lbs	1 GP

Belt pouch

Qty	Item	Weight	Cost
1	Flint and steel		1 GP
1	Whetstone	1 lb	2 CP

Wrist sheath, spring loaded

Qty	Item	Weight	Cost
1	Dagger	1 lb	2 GP

Wrist sheath, spring loaded

Qty	Item	Weight	Cost
1	Dagger	1 lb	2 GP

Gear In No Container

Qty	Item	Weight	Cost
1	Darkwood Thell Longbow (Str +3)	2 lbs	840 GP
1	Masterwork Chain shirt	25 lbs	250 GP
1	Greataxe	12 lbs	20 GP
1	Cestus	1 lb	5 GP
40	Arrows	0.15 lbs	2 GP
20	Blunt arrows	0.15 lbs	2 GP
1	Wrist sheath, spring loaded	1 lb	5 GP
1	Wrist sheath, spring loaded	1 lb	5 GP
1	Backpack, masterwork	4 lbs	50 GP
1	Belt pouch	0.5 lbs	1 GP

BACKGROUND DETAILS

"I am Malachite, named 'Unfettered' by my family who love me, and 'Relentless' by my foes who dread my notice. Other epithets are given me by both friend and foe, but most are not to be repeated in 'polite' society.

"Born of the granite and snow in the high peaks of the Throne of Heaven, I know not the parents of my birth. Nor do I care, as they did not persevere to see me well. My family are the Frozen Winds Clan, proud Thell warriors all and the makers of all that is worthwhile in me.

"My finding and my growth are stories for another time. It suffices for now to say that even amongst my warrior family I was accounted strong and hardy, as well as unruly even by their boisterous standards.

"When the Wasting came down upon my family, I was the soul - the only soul - spared. Oracles and Priests were sought, but all of their prophecies, advice and prayers came to naught. In an act of desperation, I left my family to seek the healing waters of the Ice Caves. Though I thought to evade their notice and take skins of the waters by stealth, I was ensnared by the waters guardians. The Witches of Seltak gifted me enough water to save my clan, but their price was steep. I must leave my family, and my beloved peaks, to seek the Yellow Jade. Only with their price in my possession may I return.

"I took up my axe and hammer, and the fell longbow of my people. I donned my armor. Though greatly saddened to see me leave, my family comprehends honor. My word was given, my people saved, and so they sent me off to pay the price to which I agreed.

"They await my return."

[I]Mal's adventures between the Throne of Heaven and Ulas will (if I remember and play him the way I intend) be fleshed out in RP as we go.[/I]

TRAITS

Armor Expert (Combat)

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Rich Parents (Social)

Rich Parents: You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances.

Benefit: Your starting cash increases to 900 gp.

Note: You should go to Character - Configure Hero to increase your starting gold to 900.

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Stone in the Blood

Oreads with this racial trait mimic the healing abilities of the mephits, gaining fast healing 2 for 1 round anytime they are subject to acid damage (the acid damage does not need to overcome the oread's resistances or immunities to activate this ability). The oread can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces earth affinity.

Treacherous Earth (1 minutes) (1/day)

Once per day, an oread with this racial trait can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain, centered on an area the oread touches. This lasts for a number of minutes equal to the oread's level, after which the ground returns to normal. This racial trait replaces the spell-like ability racial trait.

FEATS

Point Blank Shot (Combat)

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

MAGIC ITEMS

Darkwood Thell Longbow (Str +3)

The Thell longbow is never sold to outsiders, only granted as a gift for great favours. Made from composite materials, it is the most powerful bow known on Conclave and requires a Strength bonus of at least +1 (Str 12 or more) to use. Mighty versions of this bow are also known, usually crafted for clan headmen and warriors. The cost of these are calculated normally, e.g. +100 gp (10,000 yen) per point of Strength bonus. A mighty (+1) Thell longbow, for example, would be worth 300 gp (30,000 yen) and cause 1d10+1 damage.

Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. Darkwood has 10 hit points per inch of thickness and hardness 5.

Masterwork Chain shirt (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

- Normal -

Most equipment is made of standard materials, giving no bonuses or penalties.