

Netbook of NPCs

v. 2.01 (July 2002)

Brought to you by the [FaNCC](#) [NBoNPCs](#) Team

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Background

Introduction

Welcome to the FaNCC's Netbook of NPCs. This Netbook has been published as a community effort to increase the pool of NPCs that are available for people to use in their campaigns. This Netbook was designed in support of the d20 System environment.

As with any community project, there are several ideas, alternative rules, variants, classes, etc., that would never be approved or sanctioned by the official design team. This entire book is considered optional.

The Community Council

This Netbook represents one of over thirty netbooks that have been created by the non-profit FaNCC. Brad Bemis, the Council's Founder, authored and compiled the Netbook of Feats as the first netbook created for the third edition of the game. Unsatisfied with this early foray, which became wildly successful with over 800 fan-created submissions, Brad opted to seek out talented and like-minded role-playing gamers to work on a range of netbooks that would span the continuum of the game. Within a few short weeks, eighty-plus individuals had committed to join the newly founded community and contribute their time and talent to this worthwhile project. The membership consists largely of experienced gamers, many of whom have been playing since the earliest incarnations of the game.

Currently, the Community Council, which can be found at <http://www.enworld.org/fancc/>, is well on its way to having first printings of all its sanctioned netbooks. Each netbook deals with a specific aspect of the third edition game. More importantly, a project team of experienced gamers has created each netbook, using submissions from the entire gaming community. Remarkably, all content within these netbooks has been licensed under the Open Gaming License. As Open Gaming Content, this material is very easy to use and adapt by other contributors for future submissions or reprint elsewhere.

We highly recommend you come and take a look at our projects and services...perhaps even join us on our foray into the future of gaming.

Submissions

The Netbook of NPCs is a FaNCC sponsored publication and, as such, abides by the submission requirements established for all contributions.

Specific information on the submission requirements can be found at <http://www.fancc.org/contribute/>. NPCs submitted to the netbook are published in compliance with the Community Council's publication policy. The reason you need to follow this process has to do with our use of the Open Gaming License. Everything you need to know will be presented in the statement of understanding described below.

- Read the "[Statement of Understanding](#)"
- Download the "[Permission Agreement](#)"
- Fill out and sign the Permission Agreement according to the instructions
- Send the Permission Agreement in by either
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- **Fax:**
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 - You must have a Permission Agreement on file or your submission cannot be published
 - Thankfully, you only have to do this once to become a contributor
 - This means that you can now contribute to ANY FaNCC sponsored publication, not just the Netbook of NPCs!

Once you have a Contributor ID assigned, send your NPCs to pkingdnd@yahoo.com. Use the template, located in Appendix I of this document, for your submission.

At the bottom of your e-mail, you need to add the following statement. You must enter your information as indicated in the areas highlighted in red (italicized).

STATEMENT OF AUTHORITY TO CONTRIBUTE: I, *[Full Legal Name as registered in your Permission Agreement]*, Contributor ID *[Your Contributor ID number as provided by the FaNCC]* release the following submissions to the Fantasy Netbook Community Council as Open Gaming Content in accordance with the terms and conditions of my “Fantasy Netbook Community Council Agreement” and the “Open Gaming License”. *[List Each Item Here]*.

When sending your e-mail, please remember the following:

- You MUST have a Contributor ID assigned by the FaNCC
- You MUST include the statement of authority to contribute somewhere in the text of your message containing the submissions.

Once your NPC has been submitted, you should receive a message of receipt within a day or two. All NPC submissions will go through a review process.

Please be patient with us as we try and coordinate our efforts.

A quick note about anonymous submissions: Due to the requirements established under the Open Gaming License, anonymous submissions cannot be published. All submissions will appear within this netbook with a COPYRIGHT NOTICE affixed to the content. This copyright notice is to protect your materials under the OGL.

Version History

- 2.01
 - Added the PI declaration for the two new NPCs.
 - Added non-SRD feats and items as appendices so people will not have to search for them.
- 2.00
 - Added Keelin Von'Donegan and Two-bit Gunther.
- 1.02
 - Added the missing Appendices.
- 1.01
 - Added: City Guard; City Guard, Captain; City Guard, Sergeant; and Temple Guard.
- 1.00
 - First official release.

Declaration of Product Identity

- Fantasy Netbook Community Council, FaNCC and the FaNCC logos are PI of the Fantasy Netbook Community Council
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With the exception of the aforementioned PI and all artwork, all content from this point forward is declared OGC.

Race Neutral

City Guard

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CR: 2 | Warrior 2

Background:

City Guards are the peace keepers in any city. They also serve to protect the city in times of war.

They often become quite experienced in their line of work due to the day-to-day nature of dealing with the ruffians that can be found in the busy cities.

STR	14	+2	HD/HP	2d8+2 / 11	Fort	+4	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	17/14/11	Ref	+1	Race / Gender	/
CON	12	+1	Melee	+4	Will	0	Height	
INT	10	+0	Ranged	+3	Face	5'	Weight	
WIS	10	+0	Initiative	+1	Alignment		Eyes	
CHA	10	+0	Speed	20'	Size		Hair	

Feats/Special Power: Great Fortitude

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Handle Animal	5	5		Intimidate	5	5	

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrows	20	Dagger (d4+2)	1	Longsword (d8+2)	1
Scale Mail	1	Shield (large, wood)	1	Shortbow (d6)	1

City Guard, Captain

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CR: 9 | Aristocrat 2, Rogue 3, Fighter 4

Background:

City guards do not get promoted to captain. The Captains are selected from the aristocrats elite world and they are trained well for their position.

Their position means that they rarely get involved in combat and so their official attire does not norma

STR	16	+3	HD/HP	2d8+3d6+5d1 0+9 / 56	Fort	+6	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	18/15/12	Ref	+5	Race / Gender	/
CON	12	+1	Melee	+10/+5	Will	+5	Height	
INT	12	+1	Ranged	+8/+3	Face	5'	Weight	
WIS	10	+0	Initiative	+5	Alignment		Eyes	
CHA	14	+2	Speed	30'	Size		Hair	

Class Features: Sneak Attack 2d6, Evasion, Uncanny dodge (Dex bonus to AC)

Feats/Special Power: Improved Initiative, Weapon Focus (long sword), Weapon Specialisation (Long sword), Spirited Charge, Trample, Quick Draw, Power Attack

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Bluff	9	7	2	Diplomacy	16	12	4
Gather Information	14	12	2	Profession	12	12	
Ride	13	12	1	Search	13	12	1

Possessions:

Item	Qty	Item	Qty	Item	Qty
Chain shirt +1	1	Dagger (masterwork) (d4+3)	1	Full plate +1	1
Heavy warhorse (and riding gear)	1	Longsword +2 (d8+7)	1	Longsword (masterwork) (d8+5)	1
Shield (large, metal)	1	Potion (cure critical wounds)	4	Potion (cure light wounds)	10

City Guard, Sergeant

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CR: 4 | Warrior 2, Fighter 2

Background:

The stronger and more intelligent city guards eventually become promoted to the rank of Seargent. At this rank they receive formal training in the use of weapons.

STR	15	+2	HD/HP	2d8+2d10+4 / 24	Fort	+7	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	19/16/11	Ref	+2	Race / Gender	/
CON	12	+1	Melee	+6	Will	+1	Height	
INT	12	+1	Ranged	+5	Face	5'	Weight	
WIS	10	+0	Initiative	+1	Alignment		Eyes	
CHA	12	+1	Speed	20'	Size		Hair	

Feats/Special Power: Great Fortitude, Weapon Focus (Long sword), Weapon Focus (Shortbow), Point Blank Shot

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Handle Animal	6	5	1	Intimidate	6	5	1
Ride	5	4	1				

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	20	Dagger (d4+2)	1	Longsword (+7\ d8+2)	1
Shield (large, wooden)	1	Shortbow (+7\ d6)	1	Splint mail	1

Temple Guard

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CR: 1 | Warrior 1

Background:

Temple Guards generally don't get involved in fighting. In fact often the most that they have to do is remove peoples who are causing a ruccas or harassing the priests. Occasionally they escort royal prosessions and they also guard relics whenever thay

STR	14	+2	HD/HP	1d8+1 / 5	Fort	+3	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	14/13/11	Ref	+1	Race / Gender	/
CON	12	+1	Melee	+3	Will	+2	Height	
INT	8	-1	Ranged	+2	Face	5'	Weight	
WIS	10	+0	Initiative	+1	Alignment		Eyes	
CHA	10	+0	Speed	30'	Size		Hair	

Feats/Special Power: Iron Will

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Intimidate	4	4					

Possessions:

Item	Qty	Item	Qty	Item	Qty
Dagger (d4+2)	1	Glaive (d10+3)	1	Shortspear (d8+3)	1
Studded leather	1				

Dwarf

Urok Stoneheart

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CR: 14 | Fighter 6/Cleric 3/Hammer 5

Background:

Urok Stoneheart knew he would one day be a Hammer of the Dwarves from time his father was slain, along with his entire community, by invading orcs. He swore right then to work to become the greatest protector his people had ever known, and has since tirelessly pursued his goal.

STR	20	+5	HD/HP	11d10 + 3d8 + 84 / 170	Fort	+21	Deity	
DEX	16	+3	AC (normal/flat-footed/touch)	31/24/16	Ref	+10	Race / Gender	Dwarf / Male
CON	22	+6	Melee	+17 / +12 / +7	Will	+10	Height	
INT	14	+2	Ranged	+15 / +10 / +5	Face	5'	Weight	
WIS	12	+1	Initiative	+7	Alignment	LG	Eyes	
CHA	14	+2	Speed	30'	Size	M	Hair	

Racial Features: Darkvision 60', Stonecunning, +2 save vs Poison, +2 save vs spells & spell-like effects, +1 attack vs orcs & goblinoids, +4 dodge vs giants, +2 appraise of metal and stone items, +2 craft with stone or metal

Class Features: Turn Undead 5/day, Turn Air/Rebuke Earth 5/day, +1 Caster Level for Good spells, Hurl Hammer 3/day, Dwarven Blessing, Imbue Hammer, Fighter Feat, Whirling Hammer Shield 1/day (12 rounds), Giant Killer

Spells Known:

Cantrips/Orisons: All

1st: All

2nd: All

Spells/Day: 4/3+1/1+1

Feats/Special Power: Ambidexterity, Expert Tactician, Improved Critical (warhammer), Improved Initiative, Improved Sunder, Power Attack, Shield Expert, Sunder, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	12			Concentration	8		
Craft (armor)	16			Craft (weapons)	16		
Intimidate	5			Jump	9		
Knowledge (arcana)	3			Knowledge (religion)	10		
Sense Motive	5						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Amulet of Health +2	1	Amulet of Undead Turning	1	Belt of Giant Strength +4	1
Boots of Speed	1	Cloak of Resistance +3	1	Dwarven Plate (SR 13) +3	1
Ring of Protection +3	1	Shield (large / mithril / bashing) +3	1	Warhammer +4	1

Elf

Esharion O'Sli'Nai

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CR: 18 | Paladin 10/Elven Defender 8

Background:

Esharion O'Sli'Nai is a Paladin/Elven Defender and considered a hero among the elven people.

STR	16	+3	HD/HP	10d10 + 8d8 + 18 / 131	Fort	+14	Deity	
DEX	17	+3	AC (normal/flat-footed/touch)	33/30/16	Ref	+10	Race / Gender	Elf / Male
CON	12	+1	Melee	+21 / +16 / +11 / +6	Will	+12	Height	
INT	13	+1	Ranged	+21 / +16 / +11 / +6	Face	5'	Weight	
WIS	14	+2	Initiative	+7	Alignment	LG	Eyes	
CHA	18	+4	Speed	30'	Size	M	Hair	

Languages Known: Common, Elven

Racial Features: Immunity to magic sleep spells and effects; +2 racial saving throw bonus against Enchantment spells or effects; Low-light vision; an elf who merely passes within five feet of a secret door is entitled to a Search check to notice it as if she were actively looking for the door.

Class Features: Aura of Courage, Detect Evil, Divine Grace, Divine Health, Favored Enemy: Orc +2, Grace, Lay on Hands, Pegasus, Protective Ward, Remove Disease 3/week, Shiny Armor (+2 AC), Smite Evil, Special Mount, Spiritual Weapon 2/day, Spontaneous Casting, Turn Undead, Weapon Knowledge

Spells Known:

Cantrips/Orisons:

1st: All Paladin

2nd: All Paladin

3rd: All Paladin

Spells/Day: 0/3/2/2

Feats/Special Power: Improved Initiative, Mounted Combat, Weapon Focus: Long sword, Trample, Ride-by-Attack, Combat Reflexes, Point Blank Shot. Detect Evil 60', Divine Grace, Lay On Hands 40 hp, Divine Health, Aura of Courage, Smite Evil (+4 hit, +10 dmg), Remove Disease 3/week, Turn Undead 7/day as 8th cleric, Special mount (see Pegasus below), Protective Ward, Weapon Knowledge (Long sword – Specialization), Favored Enemy (Orc) +2, Combat Casting, Spiritual Weapon 2/day, Shiny Armor (+2 AC), Improved Critical: Long sword, Perfect Health, Grace (+8 Cha mod with Elves)

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Concentration	4			Diplomacy	10		
Gather Information	5			Handle Animal	9		
Heal	9			Intimidation	11		
Intuit Direction	4			Knowledge (Religion)	9		
Listen	4			Ride	12		
Search	3			Sense Motive	5		
Spot	6						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Cloak of Charisma +5	1	Elven Chain (invulnerability, SR 13) +5	1	Large shield (mithral, arrow reflecting)	1
Long sword +5, Orc Bane (+7 vs monstrous humanoids, +2d6 damage, Int 9, Wis 14, Cha 14, semi-empathy, LG, haste wielder 1/day for 10 rounds)	1	Longbow (composite, mighty +3, flaming) +3	1	Necklace of Prayer Beads (smite)	1
Potion (Cure moderate wounds)	5	Potion (cure serious wounds)	1	Potion (heroism)	1
Potion (jump)	2	Potion (Neutralize Poison)	1	Quiver of Ehlonna	1
Ring of Protection +3	1	Ring of Regeneration	1		

Special Mount: Avaunt (Pegasus)

Large Magical Beast

HD/HP	10d10+30 / 100
Initiative	+2
Speed	60', fly 120' (average)
AC	19
Attacks	2 hooves +14 melee, bite +9 melee
Damage	Hooves 1d6+5, bite 1d3+2
Face/reach	5'x10' / 5'
Special Attacks	
Special qualities	Scent, Detect Good and Detect Evil within 60-yard radius, Improved Evasion, Share Spells, Empathic Link, Share Saves, Speak with Defender, Command creatures of its kind
Saves	Fort +11 Ref +10 Will +6
Abilities	Str 21 Dex 15 Con 16 Int 15 Wis 13 Cha 13
Skills	Listen +12, Sense Motive +10, Spot +12, Wilderness Lore +6
Feats	Iron Will, Fly-by Attack
Training	
Alignment	LG

Melievin Illak

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CR: 18 | Ranger 9/Giant Hunter 9

Background:

Melievin Illak is a legendary Giant-Hunter, known among the elven people for his heroic deeds in many lands. He is also the last of his order, and mourns the loss of the ancient tradition.

STR	10	+0	HD/HP	9d10 + 9d8 / 102	Fort	+12	Deity	
DEX	22	+6	AC (normal/flat-footed/touch)	29/19/25	Ref	+10	Race / Gender	Elf / Male
CON	10	+0	Melee	+15 / +10 / +5	Will	+7	Height	
INT	13	+1	Ranged	+21 / +16 / +11	Face	5'	Weight	
WIS	13	+1	Initiative	+8	Alignment	CG	Eyes	
CHA	11	+0	Speed	30'	Size	M	Hair	

Racial Features: Immune to Sleep effects, +2 saves vs. Enchantment effects, low-light vision

Class Features: Hunt Giants +4 (stacks w/ Favored Enemy bonus) (bonus applied to AC, attack rolls, Bluff, Gather Information, Listen, Search, Sense Motive, Spot and Wilderness Lore); +9 damage bonus against Giants; Favored Enemy (Orcs) +2; Favored Enemy (Giants) +1

Spells Known:

Cantrips/Orisons: *Druid:* All

Wizard: All

1st: *Druid:* All

Ranger: All

Wizard: All

2nd: *Druid:* All

Wizard: All

3rd: *Druid:* All

Spells/Day: *Ranger:* 2

Druid: 5/3/2/1

Wizard: 5/3/2

Feats/Special Power: Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Rapid Shot, Track, Weapon Finesse (Sword (long)), Weapon Focus (Sword (long))

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Hide	21			Intuit Direction	13		
Knowledge (giants)	11			Listen	16		
Move Silently	40			Search	16		
Spellcraft	6			Spot	16		
Wilderness Lore	21						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Boots of Elvenkind	1	Bracers of Archery	1	Cloak of Displacement (major)	1
Elven Chain (Silent Moves/Shadow) +5	1	Figurine of Wondrous Power (golden lions)	1	Gloves of Dexterity +6	1
Heward's Handy Haversack	1	Potion (blur)	1	Potion (cure moderate wounds)	1
Potion (cure serious wounds)	1	Potion (haste)	1	Potion (invisibility)	1
Potion (lesser restoration)	1	Potion (neutralize poison)	1	Potion (nondetection)	1
Quiver of Ehlonna	1	Ring of Blinking	1	Ring of Protection +5	1
Sword (long) (giant bane/keen) +5	1	Staff of the Woodlands	1		

Shalira Whitesage

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CR: 12 | Wizard 8/Artificer 4

Background:

Shalira Whitesage is an elven Wizard/Artificer living in the forest of Allindel. She has concentrated on creating items useful for defending her forest home and people. She is known in the elven community for the fine craftsmanship in her bows and arrows. Archers from the furthest corners of the forest travel to her arboreal workshop to obtain the finest weapons they know. Her most valued item, aside from her workshop as a whole, is the composite longbow she crafted some years ago. She calls it Trollslayer and keeps it ready should the loathsome creatures enter her forest again

STR	13	+1	HD/HP	12d4 + 12 / 41	Fort	+5	Deity	
DEX	16	+3	AC (normal/flat-footed/touch)	20/17/16	Ref	+7	Race / Gender	Elf / Female
CON	13	+1	Melee	+7 / +2	Will	+13	Height	
INT	22	+6	Ranged	+9 / +4	Face	5'	Weight	
WIS	14	+2	Initiative	+3	Alignment	CG	Eyes	
CHA	14	+2	Speed	30'	Size	M	Hair	

Languages Known:

Racial Features: Low-light vision, immune to sleep, +2 save vs. Enchantment effects

Class Features: Analyze Items (Identify 2/day), Disable Curse, Efficient Process (20%), Salvage Parts (Potions, Wands and Wondrous Items)

Spells Known:

Cantrips/Orisons: All

1st: Alarm, Comprehend Languages, Enlarge, Feather Fall, Identify, Mage Armor, Magic Missile, Magic Weapon, Mount, Nystul's Magical Aura, Nystul's Undetectable Aura, Protection from Evil, Shield, Shocking Grasp, Sleep, Spider Climb, Unseen Servant

2nd: Arcane Lock, Bull's Strength, Cat's Grace, Continual Flame, Darkness, Daylight, Invisibility, Knock, Leomund's Trap, Levitate, Locate Object, Melf's Acid Arrow, Protection from Arrows, See Invisibility

3rd: Blink, Clairaudience/Clairvoyance, Dispel Magic, Fireball, Flame Arrow, Fly, Greater Magic Weapon, Hold Person, Keen Edge, Leomund's Tiny Hut, Magic Circle against Evil, Sepia Snake Sigil, Shrink Item, Stinking Cloud, Tongues

4th: Improved Invisibility, Minor Creation, Minor Globe of Invulnerability, Polymorph Other, Scrying, Stoneskin

5th: Cone of Cold, Hold Monster, Wall of Force

6th: Globe of Invulnerability, Legend Lore

Spells/Day: 4/6/4/4/3

Feats/Special Power: Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Forge Ring, Recharge, Scribe Scroll, Transference

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Alchemy	18			Concentration	6		
Craft (bowyer/fletcher)	16			Craft (jewelry)	16		
Craft (woodworking)	13			Disable Device	12		
Hide	13			Knowledge (arcana)	18		
Listen	7			Move Silently	13		
Scri	11			Search	11		
Spellcraft	11			Spot	7		

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow +1	50	Arrow (flaming) +1	20	Boots of Elvenkind	1
Bracers of Archery	1	Bracers of Armor +4	1	Cloak of Elvenkind	1
Headband of Intellect +2	1	Longbow (composite / mighty +1 / flaming burst)	+1	Potion (bull's strength)	1
Potion (cat's grace)	2	Potion (clairaudience / clairvoyance)	1	Potion (enlarge)	1
Potion (fire breath)	1	Potion (fly)	2	Potion (heroism)	1
Potion (hiding)	3	Potion (invisibility)	4	Potion (levitate)	2
Potion (protection from arrows)	1	Potion (see invisibility)	1	Potion (sneaking)	1
Potion (spider climb)	3	Potion (vision)	3	Ring of Force Shield	1
Ring of Protection +3	1	Wand of Magic Missiles	1		

Half-Elf

Streak

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CR: 9 | Rogue 2/Fighter 4/Elite City Watch 4

Background:

Jenner and Streak are a team and the last person to try to get between them disappeared from the city for parts unknown, after first settling his affairs while looking constantly over his shoulder.

STR	13	+1	HD/HP	2d6 + 7d10 + 9 / 57	Fort	+10	Deity	
DEX	16	+3	AC (normal/flat-footed/touch)	20/17/14	Ref	+10	Race / Gender	Half-elf / Female
CON	12	+1	Melee	+9 / +4	Will	+6	Height	
INT	13	+1	Ranged	+11 / +6	Face	5'	Weight	
WIS	10	+0	Initiative	+7	Alignment	LN	Eyes	
CHA	16	+3	Speed	30'	Size	M	Hair	

Class Features: +1 save vs. enchantment; Evasion; Formation Fighting; Interrogation Tactics; Penetrating Glare +2; Shield Specialization; Sleep 4 hours; Sneak Attack +1d6; Subdue Attack +2d6

Feats/Special Power: Alertness; Combat Reflexes; Expert Tactician; Hold the Line; Improved Initiative; Improved Subdue; Weapon Focus: Short spear; Weapon Specialization: Short spear

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	9			Diplomacy	9		
Gather Information	9			Innuendo	7		
Intimidate	16			Jump	7		
Knowledge (local)	3			Listen	8		
Move Silently	8			Read Lips	6		
Search	2			Sense Motive	6		
Spot	5						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Brooch of Shielding	1	Cloak of Resistance +2	1	Club (sleep) +1	1
Potion (blur)	1	Potion (Bull's strength)	1	Potion (Clairvoyance/Clairaudience)	1
Potion (Cure light wounds)	4	Potion (Cure Moderate Wounds)	1	Potion (Darkvision)	1
Potion (Heroism)	1	Potion (Lesser Restoration)	1	Potion (vision)	1
Ring of Feather Falling	1	Ring of Protection +1	1	Shield (small/steel) +1	1
Short spear +2	1	Studded leather +2	1	Stone of Alarm	1

Half-Orc

Zurvalia

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CR: 11 | Fighter 3/Rogue 3/Half-orc Survivor 5

Background:

Zurvalia is a lonely half-orc girl in search for “true love.” Seasoned despite her youth (19 years old), she has traveled far and wide since the age of 13. If she ever encounters peoples willing to show her kindness, she will become a trustworthy friend for them. However, Zurvalia attracts problems wherever she goes in civilized areas.

STR	16	+3	HD/HP	3d10 + 3d6 + 5d12 + 44 / 108	Fort	+13	Deity	
DEX	13	+1	AC (normal/flat-footed/touch)	17/15/16	Ref	+8	Race / Gender	Half-orc / Female
CON	18	+4	Melee	+11 / +6	Will	+10	Height	
INT	10	+0	Ranged	+9 / +4	Face	5'	Weight	
WIS	10	+0	Initiative	+1	Alignment	N	Eyes	
CHA	9	-1	Speed	30'	Size	M	Hair	

Racial Features: Darkvision

Class Features: Sneak Attack (+2d6), Evasion, Uncanny Dodge (DEX bonus to AC), Resist Starving (1 day food for 5 days survival), Double Natural Healing (as 16th level character), Resilient Skin (+2), Damage Reduction (2/-), Endure Cold Weather (2/round), Resist Energy Drain (-/+2), Resist Death (1/day), Cornered Rage (1/day), -4 penalty to all CHA based and reaction rolls

Feats/Special Power: Endurance, Improved Bull Rush, Iron Will, Power Attack, Toughness

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	12			Escape Artist	4		
Hide	6			Intuit Direction	5		
Jump	12			Listen	6		
Move Silently	4			Spot	4		
Wilderness Lore	2						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	20	Bracers of Armor +2	1	Coin (gold)	20
Dagger	1	Gem (150gp)	1	Outfit (explorer's)	1
Potion (love)	1	Purse	1	Quarterstaff +2	1
Ring of Protection +2	1	Shortbow	1		

Human

Ariel

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CR: 10 | Fighter 5/Adventurer 5

Background:

Ariel is a fighter trained in the military, which she left to seek more excitement and her fortune. She has traveled with rogues and wizards and has gleaned a little bit from every person and every experience in her adventurous life. Once she foolishly poked around looking for secret entrances, and triggered a poison gas trap that nearly killed her and her party. She has carried that experience with her since, as a lesson not to poke her nose where it doesn't belong. At least not unless she knows what she is doing.

STR	14	+2	HD/HP	5d10 + 5d6 +20 / 64	Fort	+7	Deity	
DEX	15	+2	AC (normal/flat-footed/touch)	20/16/14	Ref	+7	Race / Gender	Human / Female
CON	14	+2	Melee	+12 / +7	Will	+7	Height	
INT	14	+2	Ranged	+12 / +7	Face	5'	Weight	
WIS	10	+0	Initiative	+6	Alignment	NG	Eyes	
CHA	13	+1	Speed	30'	Size	M	Hair	

Racial Features: Extra Feat at 1st level, +4 skill points at 1st level, +1 skill point/level after 1st

Class Features: Proficient with all simple and martial weapons, proficient with all armor and shields, Luck 1/day, Uncanny Dodge (AC & Flanking), Traps, Extra Skill

Spells Known:

Cantrips/Orisons: Detect Magic, Light, Mage Hand, Open/Close, Read Magic

1st: Cure Light Wounds, Detect Secret Doors, Expeditious Retreat, Feather Fall, Identify, Message

Spells/Day: 3/2

Feats/Special Power: Alertness, Combat Reflexes, Iron Will, Quickdraw, Run, Weapon Focus (Bastard sword), Weapon Proficiency (Bastard sword, Repeating Crossbow)

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	6			Concentration	4		
Disable Device	14			Gather Information	5		
Handle Animal	5			Heal	4		
Jump	6			Knowledge (arcana)	6		
Listen	2			Open Lock	10		
Ride	6			Search	12		
Spellcraft	4			Spot	10		
Swim	6						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Healer's kit (masterwork)	1	Heward's Handy Haversack	1	Luckstone	1
Mithral shirt +2	1	Pearl of Power (1st level)	1	Potion (cure light wounds)	3
Potion (delay poison)	1	Potion (invisibility)	1	Potion (lesser restoration)	1
Potion (vision)	1	Repeating crossbow (masterwork)	1	Ring of Protection +2	1
Spellbook	1	Stone of Alarm	1	Sword (bastard) +2	1
Thieve's tools (masterwork)	1				

Darin Rockhound

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CR: 11 | Fighter 2/Rogue 4/Caverer 5

Background:

Darin Rockhound is a Fighter/Rogue/Caverer who has become something of a legend in those communities who keep aware of goings-on in the Underdark. His heroic exploits rescuing lost expeditions from Drow, Mind Flayers and Kuo-Toa are recounted by bards of the deep and the surface world.

Darin's friend is Billendun, a svirfneblin merchant who lives in a large svirfneblin city about 100 miles from Ruby Caverns, underground. Billendun travels a great deal, selling his wares in far-flung Underdark communities. He even has agents within two Drow cities. The two met while Billendun was on one such expedition and each sensed a kindred soul in the other. Billendun hears a lot of gossip in his work and often helps Darin find surface dwellers lost in the Underdark.

STR	11	+0	HD/HP	2d10 + 9d6 + 11 / 55	Fort	+5	Deity	
DEX	20	+5	AC (normal/flat-footed/touch)	21/16/21	Ref	+13	Race / Gender	Human / Male
CON	12	+1	Melee	+8 / +3	Will	+2	Height	
INT	13	+1	Ranged	+13 / +8	Face	5'	Weight	
WIS	10	+0	Initiative	+9	Alignment	CN	Eyes	
CHA	15	+2	Speed	30'	Size	M	Hair	

Languages Known: Undercommon

Class Features: Sneak Attack +3d6, Evasion, Uncanny Dodge (Dex bonus to AC), Deep Breath, Signaling (50 miles), Contortion +3, Darkvision, Animal Companion, Bonus Language, Underground Camouflage, Friend, Track, Detect Gas

Feats/Special Power: Dodge, Expertise, Improved Initiative, Mobility, Skill Focus (climb), Weapon Finesse (rapier)

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	16			Craft (rope)	5		
Escape Artist	9			Hide	12		
Intuit Direction	6			Jump	9		
Knowledge (Underdark)	5			Listen	6		
Move Silently	14			Ride	10		
Search	5			Spot	6		
Swim	11			Use Rope	19		
Wilderness Lore	6						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Bolts +1	50	Circlet of Blasting	1	Cloak of Arachnida	1
Crossbow (light) +1	1	Figurine of Wondrous Power (Onyx dog)	1	Gloves of Dexterity +2	1
Heward's Handy Haversack	1	Potion (blur)	1	Potion (bull's strength)	1
Potion (cat's grace)	2	Potion (cure light wounds)	4	Potion (cure moderate wounds)	2
Potion (cure serious wounds)	1	Potion (gaseous form)	1	Potion (hiding)	3
Potion (invisibility)	2	Potion (jump)	2	Potion (lesser restoration)	2
Potion (neutralize poison)	2	Potion (nondetection)	1	Potion (remove disease)	1
Potion (sneaking)	3	Potion (vision)	3	Studded leather +2	1
Ring of Protection +1	1	Ring of Sustenance	1		

Animal Companion: (Bat (x3))

Diminutive Animal

HD/HP	1/4d8 / 1
Initiative	+2
Speed	5', fly 40' (good)
AC	16
Attacks	
Damage	
Face/reach	1'x1' / 0'
Special Attacks	
Special qualities	Blindsight
Saves	Fort +2 Ref +4 Will +2
Abilities	Str 1 Dex 15 Con 10 Int 2 Wis 14 Cha 4
Skills	Listen +9, Move Silently +6, Spot +9
Feats	
Training	2 are trained to return to Darin's home and the other to Billendun's house
Alignment	N

Animal Companion: Ben (Dire Rat)

Small animal

HD/HP	1d8+1 / 5
Initiative	+3
Speed	40', climb 20'
AC	15
Attacks	Bite +4 melee
Damage	bite 1d4
Face/reach	5'x5' / 5'
Special Attacks	Disease
Special qualities	Scent
Saves	Fort +3 Ref +5 Will +3
Abilities	Str 10 Dex 17 Con 12 Int 1 Wis 12 Cha 4
Skills	Climb +11, Hide +11, Move Silently +6
Feats	Weapon Finesse (bite)
Training	Fetch and Seek
Alignment	N

Furlam

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CR: 6 | Anchorite 6

Background:

Furlam is an anchorite who resides in a cave near a forest, and spends his time in contemplation of nature. He is well acquainted with the few people who dwell around the area, and the animals who also live in the vicinity. He is otherwise poor and uneducated.

STR	11	+0	HD/HP	6d6 + 12 / 36	Fort	+7	Deity	
DEX	10	+0	AC (normal/flat-footed/touch)	10/10/10	Ref	+2	Race / Gender	Human / Male
CON	14	+2	Melee	+3	Will	+10	Height	
INT	11	+0	Ranged	+3	Face	5'	Weight	
WIS	16	+3	Initiative	+0	Alignment	NG	Eyes	
CHA	13	+1	Speed	30'	Size	M	Hair	

Racial Features: Extra Feat at 1st level, +4 skill points at 1st level, +1 skill point/level after 1st

Class Features: Attuned to Harsh Weather: +2, Turn-Undead, Power of Meditation

Spells Known:

Cantrips/Orisons: Create Water, Cure Minor Wounds, Detect Magic, Know Direction, Mending, Purify Food and Drink

1st: Cure Light Wounds, Endure Elements, Entangle, Pass Without Trace

2nd: Hold Person, Speak with Animals

3rd: Summon Nature's Ally III

Spells/Day: 6/6/5/3

Feats/Special Power: Alertness, Iron Will, Silent Spell

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Concentration	8	5	3	Handle Animal	4	3	1
Heal	8	5	3	Intuit Direction	8	5	3
Knowledge (nature)	8	8	0	Listen	5	2	3
Spot	5	2	3	Wilderness Lore	12	9	3

Possessions:

Item	Qty	Item	Qty	Item	Qty
Necklace of Prayer Beads	1	Outfit (peasant's)	1	Quarterstaff	1
Ring of Sustenance	1				

Jenner

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CR: 9 | Fighter 5/Elite City Watch 4

Background:

Jenner and Streak are a team and the last person to try to get between them disappeared from the city for parts unknown, after first settling his affairs while looking constantly over his shoulder.

STR	18	+4	HD/HP	9d10 + 18 / 77	Fort	+12	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	19/18/12	Ref	+5	Race / Gender	Human / Male
CON	14	+2	Melee	+13 / +8	Will	+6	Height	
INT	11	+0	Ranged	+10 / +5	Face	5'	Weight	
WIS	9	-1	Initiative	+5	Alignment	LN	Eyes	
CHA	13	+1	Speed	40'	Size	M	Hair	

Class Features: +1 save vs. enchantment; Damage Reduction 1/-; Darkvision 60'; Formation Fighting; Interrogation Tactics; Penetrating Glare +2; Shield Specialization; Sleep 4 hours; Subdue Attack +2d6

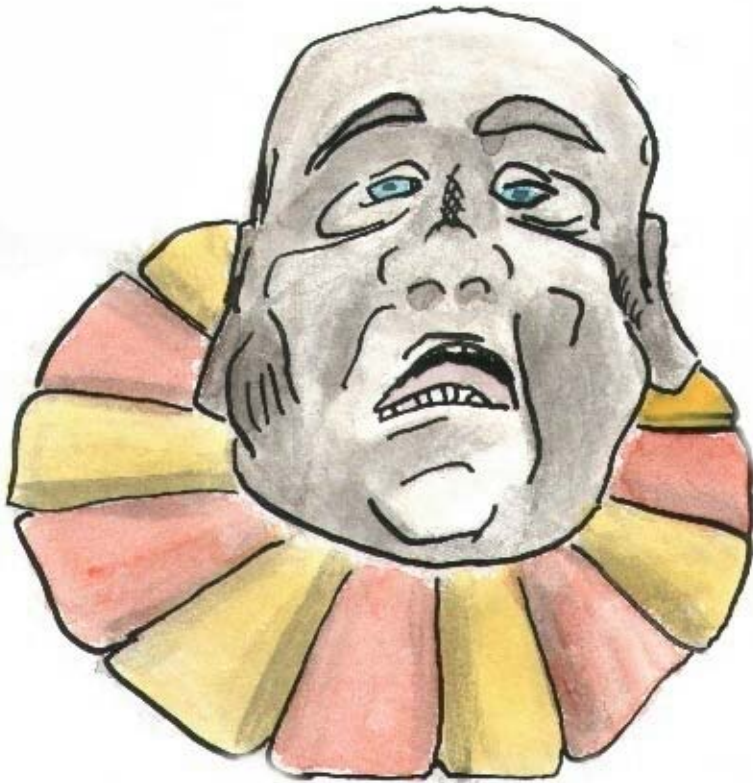
Feats/Special Power: Alertness, Combat Reflexes, Hold the Line, Improved Initiative, Improved Subdue, Point Blank Shot, Rapid Reload, Weapon Focus (short sword), Weapon Specialization (short sword)

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	12			Diplomacy	3		
Gather Information	3			Innuendo	2		
Intimidate	7			Jump	22		
Knowledge (local)	2			Listen	1		
Ride	9			Listen	1		
Spot	1						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Boots of Stiding and Springing	1	Cloak of Resistance +2	1	Crossbow (heavy/masterwork)	1
Gauntlets of Ogre Power	1	Periapt of Proof Against Poison	1	Potion (Bull's Strength)	1
Potion (Cure light wounds)	2	Potion (Cure Moderate Wounds)	2	Potion (Haste)	1
Potion (Heroism)	1	Potion (Neutralize Poison)	1	Potion (Remove Blindness)	1
Ring of Protection +1	1	Ring of Warmth	1	Short sword (shocking) +1	1

Keelin Von'Donegan



StefanS@paradise.net.nz

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CR: 1 | Bard 1

Background:

Keelin is a bard who relies upon his sense of humour and ability to Juggle to get him through tight spots; he is cheerful to the point of being insane and optimistic bordering on ignorant. He eats compulsively, resulting in the considerable mass that he is barely able to carry (this failing is represented by his low strength).

Keelin will show off his juggling skills at every opportunity that presents itself, he favours Torches, Daggers, Ratsie, hammers and food. It is said that once during a kobold raid he brained the leader with a thrown torch, he just happened to be juggling at the onset, further enabling the wagon's escort to see and therefore shoot down the retreating antagonists.

STR	7	-2	HD/HP	1d6 / 6	Fort	+0	Deity	Fate
DEX	15	+2	AC (normal/flat-footed/touch)	13/11/12	Ref	+4	Race / Gender	Human / Male
CON	10	+0	Melee	-2	Will	+2	Height	6'2"
INT	14	+2	Ranged	+2	Face	5'	Weight	350 lbs
WIS	10	+0	Initiative	+2	Alignment	CN	Eyes	Blue
CHA	14	+2	Speed	20	Size	M	Hair	Bald

Languages Known: Common, Dwarven, Giant

Racial Features:

Class Features: Weapon Proficiency: Whip

Spells Known:

Cantrips/Orisons: Ghost Sound, Mage Hand, Mending, Read Magic

Spells/Day: 2

Feats/Special Power: Ambidexterity, Blind Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Bluff	6	4	2	Concentration	4	4	0
Decipher Script	6	4	2	Handle Animal	4	2	2
Gather Information	6	4	2	Listen	4	4	0
Perform (juggle/jew harp)	6	4	2				

Possessions:

Item	Qty	Item	Qty	Item	Qty
Bread	2	Cheese	1	Club	1
Dagger (throwing)	6	Jew Hapr	1	Outfit (entertainer's)	1
Padded/patched armor	1	Pouch (belt)	2	Quiver	1
Torch	6	Whip	1		

Pet: Ratsie (Rat)

Tiny Animal

HD/HP	1/4 d8 / 1
Initiative	+2
Speed	15', climb 15'
AC	14
Attacks	Bite +4 melee
Damage	Bite 1d3-4
Face/reach	2.5'x2.5' / 0'
Special Attacks	
Special qualities	Scent
Saves	Fort +2 Ref +4 Will +1
Abilities	Str 2 Dex 15 Con 10 Int 2 Wis 12 Cha 2
Skills	Balance +10, Climb +12, Hide +18, Move Silently +10
Feats	Weapon Finesses (bite)
Training	
Alignment	N

Meervald

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CR: 10 | Wizard 5/Tattoo Mage 5

Background:

Meervald is a female wizard shunned by all her neighbors, who consider her to be some sort of witch. This rumor refers to the strange symbols and drawings tattooed on her hands and arms, as well as around her eyes. She is well known for her ability to scribe magical tattoos for people for the right price (use Relics & Rituals rules). In such case, the beneficiary of the tattoo must pay the XP cost of the tattoo.

STR	9	-1	HD/HP	10d4 + 10 / 38	Fort	+4	Deity	
DEX	9	-1	AC (normal/flat-footed/touch)	9/9/9	Ref	+2	Race / Gender	Human / Female
CON	12	+1	Melee	+4	Will	+10	Height	
INT	18	+4	Ranged	+4	Face	5'	Weight	
WIS	13	+1	Initiative	-1	Alignment	CN	Eyes	
CHA	13	+1	Speed	30'	Size	M	Hair	

Class Features: Suffers a -1 penalty to all CHA based checks as well as reaction rolls; 5 Magical Tattoos: Extra-spellcasting (2 2nd level spells), Permanent Magic (Mage Hand and Detect Magic), Spontaneous Magic (Magic Missile) and Unusual Magical Knowledge (Cure Light Wounds)

Spells/Day: 4/5/5+2/4/4/2

Spells Typically Prepared: Read magic, Ray of frost / Change self, Cure light wounds (×3), Expeditious retreat / Arcane lock, Detect thoughts, Invisibility, Magic mouth, Protection from arrows, See invisibility, Whispering wind / Dispel magic, Lightning bolt (×2), Phantom steed / Charm monster, Minor globe of invulnerability, Polymorph others, Remove curse / Summon monster V, Teleport

Feats/Special Power: Brew Potions, Inscribe Magical Tattoo, Iron Will, Scribe Scroll, Spell Penetration, Transference

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Alchemy	8			Concentration	14		
Craft (tattoo)	12			Heal	6		
Knowledge (arcane)	13			Scry	11		
Spellcraft	17			Spot	8		

Possessions:

Item	Qty	Item	Qty	Item	Qty
Dagger +1	1	Ring of Warmth	1	Scroll (Gaseous Form)	1
Scroll (Haste)	1	Scroll (Slow)	1	Wand of Hold Person (24 charges)	1
Wings of Flying	1				

Familiar: (Raven)

Tiny Animal

HD/HP	10d8 / 19
Initiative	+2
Speed	10', fly 40' (average)
AC	19
Attacks	Claws +4 melee
Damage	Claws 1d2-5
Face/reach	2.5'x2.5' / 0'
Special Attacks	
Special qualities	Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type
Saves	Fort +4 Ref +4 Will +10
Abilities	Str 1 Dex 15 Con 10 Int 10 Wis 14 Cha 6
Skills	Listen +6, Spot +6
Feats	Weapon Finesse (claws)
Training	
Alignment	N

Mekhmet

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CR: 8 | Ranger 5/Nomad Lord 3

Background:

Mekhmet al Rasouli is a Ranger/Nomad Lord. He is a proud member of the Kowhan Suhr, a tribe of horse riders in the Desert of the Diamond Sands. A recognized leader of warriors, Mekhmet is a successful raider of the plump villages cowering just outside the desert on its western rim. In over a dozen raids that he has led, only one warrior was lost to defenders, and then only because the emperor's patrol showed up unexpectedly.

Mekhmet is admired for his bravery and cleverness and more men in his tribe are looking to him for leadership, now that the sheikh is grown too old for raiding. All are confident he will be named successor, and he is the popular choice. The sheikh has no sons and only the one daughter and she has indicated her willingness to seal the bloodline. Mekhmet will make a great sheikh.

STR	16	+3	HD/HP	8d10 + 16 / 69	Fort	+8	Deity	
DEX	14	+2	AC (normal/flat-footed/touch)	19/12/17	Ref	+7	Race / Gender	Human / Male
CON	14	+2	Melee	+11 / +6	Will	+7	Height	
INT	13	+1	Ranged	+10 / +5	Face	5'	Weight	
WIS	14	+2	Initiative	+2	Alignment	CG	Eyes	
CHA	16	+3	Speed	20'	Size	M	Hair	

Class Features: Animal Companion (Skyking), Cohort (1 6th level Ranger), Favored Enemy (devils) +1, Favored Enemy (gnolls) +2, Favorite Mount (Whitefire), Followers (6 1st level Rangers), Improved Evasion, Safe in Saddle, Share Defenses, Wheeling Attack

Spells Known:

1st: All Ranger

Spells/Day: 1

Feats/Special Power: Leadership, Mounted Archery, Mounted Combat, Ride-by Attack, Track

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Animal Empathy	12			Handle Animal	12		
Hide	6			Intuit Direction	11		
Jump	6			Listen	6		
Move Silently	4			Ride	13		
Spot	8			Wilderness Lore	11		

Possessions:

Item	Qty	Item	Qty	Item	Qty
Bag of Holding (type 2)	1	Chime of Opening	1	Cloak of Resistance +1	1
Composite short bow (mighty +2) +1	1	Dust of dryness	2	Dust of Tracelessness	2
Horseshoes of Speed	1	Potion (blur)	1	Potion (clairaudience/clairvoyance)	1
Potion (cure light wounds)	6	Potion (cure moderate wounds)	1	Ring of sustenance	1
Scale Mail +2	1	Scimitar +1	1	Shield (small/steel) +1	1

Animal Companion: Skyking (Eagle)

Medium-sized Animal

HD/HP	2d8 / 16
Initiative	+2
Speed	10 ft, fly: 80 ft (average)
AC	13
Attacks	2 claws +4 melee; 1 bite -1 melee
Damage	claw: 1d4+2; bite: 1d6+2
Face/reach	5'x5' / 5'
Special Attacks	
Special qualities	
Saves	Fort +5 Ref +4 Will +2
Abilities	Str 14 Dex 13 Con 14 Int 2 Wis 14 Cha 6
Skills	Listen +6, Spot +7 (+15 during the day)
Feats	
Training	
Alignment	N

Favorite Mount: Whitefire (Light war horse)

Large Animal

HD/HP	5d8 / 40
Initiative	+1
Speed	80 ft (160 ft with Horseshoes of Speed)
AC	17
Attacks	2 hooves +5 melee
Damage	hoof: 1d4+1
Face/reach	5'x10' / 5'
Special Attacks	
Special qualities	Scent
Saves	Fort +7 Ref +5 Will +2
Abilities	Str 16 Dex 13 Con 17 Int 2 Wis 13 Cha 6
Skills	Listen +8, Spot +8
Feats	
Training	
Alignment	N

Mekhmet's Cohort

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CR: 6 | Ranger 6

Background:

STR	14	+2	HD/HP	6d10 + 6 / 43	Fort	+6	Deity	
DEX	16	+3	AC (normal/flat-footed/touch)	17/13/14	Ref	+5	Race / Gender	Human / Male
CON	13	+1	Melee	+8 / +3	Will	+3	Height	
INT	10	+0	Ranged	+9 / +4	Face	5'	Weight	
WIS	12	+1	Initiative	+7	Alignment	CG	Eyes	
CHA	8	-1	Speed	30'	Size	M	Hair	

Spells Known:

1st: All Ranger

Spells/Day: 2

Feats/Special Power: Improved Initiative, Point-Blank Shot, Precise Shot, Track, Weapon Focus (composite short bow)

Possessions:

Item	Qty	Item	Qty	Item	Qty
Cloak of Elvenkind	1	Eyes of the Eagle	1	Potion (Cure Light Wounds)	1
Potion (Hide)	1	Scimitar (masterwork)	1	Short bow (masterwork, mighty +2)	1
Studded leather +1	1				

Misha

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CR: 1 | Commoner 1

Background:

Misha is a young man in his mid-twenties to early thirties. He stands 5'5" and weighs 155 lbs. His light brown hair is kept fairly short, his beard neatly trimmed. Like the other farmers in the area, Misha is always on the lookout for trouble, his hazel eyes sparkling in the moonlight, whether from forest animal or other creatures.

From an early age, Misha was taught by his father, Paedrig, how to farm and raise the sheep and cows on the family farm. There were several nearby dwarven and halfling communities that would trade on Paedrig's farm, so Misha picked up their languages to better trade with them.

STR	13	+1	HD/HP	1d4 + 1 / 5	Fort	+1	Deity	
DEX	13	+1	AC (normal/flat-footed/touch)	11/10/11	Ref	+1	Race / Gender	Human / Male
CON	13	+1	Melee	+1	Will	+1	Height	5' 5"
INT	15	+2	Ranged	+1	Face	5'	Weight	155 lbs.
WIS	12	+1	Initiative	+1	Alignment	NG	Eyes	Hazel
CHA	11	+0	Speed	30'	Size	M	Hair	Short, light brown

Languages Known: Common, Dwarve, Halfling

Class Features: Proficient with light mace

Feats/Special Power: Alertness, Skill Focus (Profession (famer))

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Handle Animal	2	2	0	Listen	3	0	3
Profession (farming)	7	4	3	Profession (herdsman)	5	4	1
Profession (woodcutter)	3	2	1	Ride	3	2	1
Spot	3	0	3	Use Rope	3	2	1

Possessions:

Item	Qty	Item	Qty	Item	Qty
Backpack	1	Bedroll	1	Blanket (winter)	2
Candle	5	Flint and steel	1	Hammer	1
Lamp (common)	1	Mace (light)	1	Outfit (peasant)	2
Oil (pints)	10	Sack	2	Torch	2
Water skin	2	Whetstone	1		

CR: 4 | Commoner 3/Warrior 1

Background:

After several years of tending the farm, and caring for his family, the local goblin clan, the Hornswallowers, began to advance on the Hamlet of Rudyan. Misha, as an able bodied young man, was called up to aid in the hamlet's defense. Misha handled himself well in the attacks, and was even able to acquire some magical gear from the goblins after the battles. After a brief lull, Misha went back to the farm. The lull didn't last long though, because the goblins came back, and with reinforcements... orcs and trolls from SpiredEEP mountains.

STR	14	+2	HD/HP	3d4 + 1d8 + 4 / 19	Fort	+4	Deity	
DEX	13	+1	AC (normal/flat-footed/touch)	17/16/11	Ref	+2	Race / Gender	Human / Male
CON	13	+1	Melee	+4	Will	+2	Height	5'5"
INT	15	+2	Ranged	+3	Face	5'	Weight	155 lbs.
WIS	12	+1	Initiative	+1	Alignment	NG	Eyes	Hazel
CHA	11	+0	Speed	30'	Size	M	Hair	Short, light brown

Languages Known: Common, Dwarve, Halfling

Class Features: Proficient in all armor and shields as well as all simple and martial weapons

Feats/Special Power: Alertness, Mounted Combat, Skill Focus (Profession (farmer))

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Hanle Animal	4	4	0	Intimidate	1	1	0
Listen	3	0	3	Profession (farmer)	10	7	3
Profession (fisher)	3	2	1	Profession (herdsman)	7	6	1
Profession (woodcutter)	4	3	1	Ride	3	2	1
Spot	4	1	3	Swim	4	2	2
Use Rope	3	2	1				

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	100	Arrow (masterwork)	20	Backpack	1
Bedroll	1	Blanket (winter)	2	Candle	5
Case (map/scroll)	1	Chain mail +1	1	Flint and steel	1
Hammer	1	Lamp (common)	1	Lock (average)	1
Longbow (composite/masterwork)	1	Mace (heavy) +1	1	Oil (pint)	10
Outfit (cold weather)	1	Outfit (explorer)	3	Outfit (peasants)	5
Pouch (belt)	2	Rations/day	10	Rope (hemp)	100'
Sack	2	Simple house	1	Tent	1
Torch	10	Water skin	2	Whetstone	1

CR: 8 | Commoner 3/Warrior 5

Background:

After the goblins and their allies were beaten back, Misha stayed on as a Guardsman, leaving the family farm to his younger brother to tend. The captain of the guard, Fineal, was an aging man, and the wounds he took fighting back the goblins aged him greatly. After Fineal passed on into the great unknown, Mayor Sunter made Misha captain of the guard. As Captain of the Guard, Misha began to have the people of Rudyan construct some siege engines, so that they could better defend themselves against an attack.

STR	14	+2	HD/HP	3d4 + 5d8 + 8 / 46	Fort	+6	Deity	
DEX	14	+2	AC (normal/flat-footed/touch)	24/22/12	Ref	+4	Race / Gender	Human / Male
CON	13	+1	Melee	+8 / +3	Will	+3	Height	5'5"
INT	15	+2	Ranged	+8 / +3	Face	5'	Weight	155 lbs.
WIS	12	+1	Initiative	+2	Alignment	NG	Eyes	Hazel
CHA	11	+0	Speed	30'	Size	M	Hair	Short, light brown

Languages Known: Common, Dwarve, Halfling

Class Features: Proficient in all armor and shields as well as all simple and martial weapons

Feats/Special Power: Alertness, Mounted Archery, Mounted Combat, Skill Focus (Profession (farmer))

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Climb	6	4	2	Handle Animal	6	6	0
Intimidate	4	4	0	Jump	4	2	2
Knowledge (architecture and engineering)	5	3	2	Listen	3	0	3
Profession (farmer)	10	7	3	Profession (fisher)	3	2	1
Profession (herdsman)	7	6	1	Profession (woodcutter)	4	3	1
Ride	9	5	4	Spot	3	1	2
Swim	4	2	2	Use Rope	4	2	2

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	100	Arrow (masterwork)	20	Backpack	1
Ballista	2	Bedroll	1	Blanket (winter)	2
Candle	5	Case (map/scroll)	2	Catapult (heavy)	1
Catapult (light)	1	Chest	1	Flint and steel	1
Grand house	1	Half-plate +3	1	Hammer	1
Mace (heavy) +1	1	Oil (pint)	10	Outfit (cold weather)	3
Outfit (explorer's)	5	Outfit (peasants)	5	Potion (bull's strength)	1
Potion (cure light wounds)	5	Potion (cure moderate wounds)	2	Potion (cure serious wounds)	1
Pouch (belt)	2	Rations/day	10	Rope (hemp)	100'
Sack	2	Shield (large/shield) +2	1	Tent	1
Torch	10	Water skin	2	Whetstone	1

Red Roman

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CR: 9 | Rogue 5/Sea Hawk 4

Background:

Red Roman grew up in the gutters near the port, his mother a tavern wench, never knowing his father. Early on, he turned to thievery to support himself, and like most young thieves, he was caught. The law said a thief should lose a hand, but the navy was short of hands, so Roman was forced to join with both of his still intact. Thrown in with a crew of thieves, cutpurses and assorted dregs, Roman found a new calling. Nimble as a monkey, he was always first to reach the crow's nest and spot approaching danger. When his ship, the Mariah, floundered under her new captain, he had already made ship's mate thanks to some forged papers.

Officially dead in the shipwreck, he was now free of his duty to the navy and started out as a captain for hire. Now he plies the trade routes he used to patrol with the navy, but longs for new horizons and new challenges. His small ship put him heavily in debt, so he has little in the way of equipment, and would be willing to go anywhere for the right prize.

STR	12	+1	HD/HP	9d6 / 39	Fort	+5	Deity	
DEX	15	+2	AC (normal/flat-footed/touch)	15/13/12	Ref	+10	Race / Gender	Human / Male
CON	10	+0	Melee	+7 / +2	Will	+3	Height	
INT	13	+1	Ranged	+8 / +3	Face	5'	Weight	
WIS	13	+1	Initiative	+2 (land)/+6 (sea)	Alignment	N	Eyes	
CHA	9	-1	Speed	30'	Size	M	Hair	

Languages Known: Aquan, Common

Class Features: Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC), Sea Legs, Evasion, Navigation (three safe routes), Patois, Sea Perceptions, Celestial Navigation, Spin Yarn (Knowledge roll at +4), Dead Reckoning, Explorer

Feats/Special Power: Alertness, Dodge, Mobility, Spring Attack

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Appraise	9			Balance	4		
Bluff	7			Climb	8		
Craft	7			Escape Artist	8		
Forgery	8			Intuit Direction	13		
Jump	14			Knowledge (geography)	9		
Knowledge (nature)	9			Listen	10		
Move Silently	10			Profession (sailor)	17		
Spot	15						

Possessions:

Item	Qty	Item	Qty	Item	Qty
Potion (water breathing)	1	Small ship (w/ crew of 10)	1	Studded leather (masterwork)	1
Scimitar +2	1				

Two-bit Gunther



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CR: 3 | Cleric 2/Rogue 1

Background:

Two-Bit is the 9th son of a hard working woodcutter; his mother died giving birth to him. When Two-Bit reached 3 his father married a pretty woman who did not love him, but loved the money he was making. His greedy stepmother ignored him early in life, but drove his elder brothers hard, so hard that one by one they died in various woodcutting accidents. The harder she pushed the more money the family made for her and as the brothers thinned she began to turn her eye toward Two-Bit as a potential worker and she gradually imposed herself upon his life. When Two-Bit's father fell ill he was so fatigued he was unable to recover, in the hour of his death Two-Bit's stepmother declared it had been arranged for him to marry the mayor's dreadful daughter, to best further the families honour. On eve of this wedding Two-Bit finally realised how much he despised the petty affairs of his hometown and fled.

After many minor adventures Two-Bit became drawn to the warm loving fellowship of the priesthood of the Sun (Pelor). Two-Bit is withdrawn and extremely pessimistic at the best of times and prone to bouts of rage and

depression. His biggest fear is that small minded and ignorant people may take his new family, the priesthood, from him too.

STR	10	+0	HD/HP	1d6+2d8+6 / 22	Fort	+5	Deity	Sun
DEX	13	+1	AC (normal/flat-footed/touch)	15/14/11	Ref	+3	Race / Gender	Human / Male
CON	14	+2	Melee	+1	Will	+6	Height	5'10
INT	12	+1	Ranged	+2	Face	5'	Weight	168 lbs
WIS	16	+3	Initiative	+1	Alignment	NG	Eyes	Hazel
CHA	14	+2	Speed	30	Size	M	Hair	Brown

Languages Known: Common, Gnoll

Class Features: Turn Undead 5/day, Spontaneous casting, Domains: Sun and Good

Spells Known:

Cantrips/Orisons: All Cleric

1st: All Cleric

Spells/Day: 2/1

Spells Typically Prepared: Guidance, Purify Food & Water, Virtue/Doom, Sanctuary+Endure Elements

Feats/Special Power: Alertness, Endurance, Weapon Focus (half-spear)

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Bluff	4	2	2	Climb	2	2	0
Diplomacy	8	4	4	Escape Artist	5	4	1
Heal	5	2	3	Innuendo	7	4	3
Intuit Direction	7	4	3	Knowledge (religion)	6	4	2
Listen	9	4	5	Profession (woodcutter)	7	4	3
Spot	9	4	5	Wilderness Lore	5	2	3

Possessions:

Item	Qty	Item	Qty	Item	Qty
Belt pouch	1	Chain Shirt	1	Cloak (masterwork) (+2 Diplomacy)	1
Coins (gold)	5d10	Gems (2d20gp)	3d10	Half-spear +1 (ghost touch)	1
Holy Water	4	Lucky Underwear*	1	Sickle	1

*Found in Netbook of Magical Treasures

Nevae

Rasse Staciakerym

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CR: 2 | Ranger 1

Background:

Rasse lives in the small Nevae village of Tar'T'Nal, which is nominally part of a larger elven nation. The queen permits his village to exist in her land only as long as these drow descendents do not cause problems with her other subjects. In his early years, Rasse showed sorcerous abilities, but preferred to spend time in the elven forest. This upset his father, Opitullf, greatly, but Opitullf was trying to understand how Rasse's twin sister, Slimmare, had no sorcerous abilities at all. The Staciakerym family is a powerful family, that boasts many sorcerers, and having two children that were not interested was a great blow to Opitullf.

While Rasse spent time in the forest, he encountered several of the queen's huntsmen. Rasse would silently, or so he thought, follow these warriors in their doings, trying to emulate them. After several years of suffering Rasse to shadow them, they took him aside and began to teach him outright the ways of the forest. Under their tutelage, Rasse learned a greater respect of the forest, and the perils that lurk therein. One thing that he was told to be on the constant look-out for were the tribes of hobgoblins that resided near the forest's edge. These hobgoblins would raid the forest quite often, and it was the duty of the queen's huntsmen to dissuade them from doing this.

STR	13	+1	HD/HP	1d10 / 10	Fort	+2	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	13/12/11	Ref	+1	Race / Gender	Nevae / Male
CON	11	+0	Melee	+2	Will	+3	Height	5'1"
INT	17	+3	Ranged	+2	Face	5'	Weight	116 lbs.
WIS	17	+3	Initiative	+1	Alignment	CG	Eyes	Green
CHA	15	+2	Speed	30'	Size	M	Hair	Predominantly silver, with streaks of black and white

Languages Known: Common, Draconic, Elven, Goblin, Undercommon

Racial Features: Immunity to sleep spells and similar magical effects; +2 saves against spells or spell-like effects; darkvision 60'; -3 to Cha based skill rolls when dealing with other Elves (except half-elves), with drow, increases to -6; Light Blindness (Ex): abrupt exposure to bright light (such as a daylight or fireball spell) has a chance to blind a Nevae for 1 round and the Nevae must roll a Fort save equal to the spell DC (even if the spell does not normally require a save). Nevae are not affected by normal occurrences of light, just sudden flashes; Spell-like abilities: 1/day dancing lights, darkness and faerie fire

Class Features: Favored enemy (goblinoids +1)

Feats/Special Power: Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (Bastard Sword), Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Handle Animal	6	4	2	Hide	5	4	1
Intuit Direction	7	4	3	Knowledge (nature)	7	4	3
Listen	5	0	5	Move Silently	5	4	1
Ride	5	4	1	Search	5	0	5
Spot	5	0	5	Wilderness Lore	7	4	3

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	20	Dagger	1	Leather armor	1
Outfit (explorer's)	1	Pouch (belt)	1	Rations/day	2
Short bow	1	Sword (bastard)	1	Sword (short)	1

CR: 5 | Ranger 1/Sorcerer 3

Background:

After several years under the huntsmen's tutelage, Opitullf finally called his son home to master his abilities. While Rasse preferred the forest and the company of the huntsmen, he obeyed his father, mostly, and trained under him to develop his abilities. Whenever Rasse got the chance to get away from his father, he went back to the forest. Sometimes, he would find the huntsmen, and then would aid them in any way he could. The elders of Tar'T'Nal saw that Rasse got along well with the queen's huntsmen, so they appointed Rasse as a liaison in the hopes of diffusing any potential problems.

STR	13	+1	HD/HP	1d10 + 3d4 + 8 / 21	Fort	+5	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	14/13/11	Ref	+2	Race / Gender	Nevae / Male
CON	14	+2	Melee	+3	Will	+6	Height	5'1"
INT	17	+3	Ranged	+3	Face	5'	Weight	116 lbs.
WIS	17	+3	Initiative	+1	Alignment	CG	Eyes	Green
CHA	15	+2	Speed	30'	Size	M	Hair	Predominantly silver, with streaks of black and white

Languages Known: Common, Draconic, Elven, Goblin, Undercommon

Racial Features: Immunity to sleep spells and similar magical effects; +2 saves against spells or spell-like effects; darkvision 60'; -3 to Cha based skill rolls when dealing with other Elves (except half-elves), with drow, increases to -6; Light Blindness (Ex): abrupt exposure to bright light (such as a daylight or fireball spell) has a chance to blind a Nevae for 1 round and the Nevae must roll a Fort save equal to the spell DC (even if the spell does not normally require a save). Nevae are not affected by normal occurrences of light, just sudden flashes; Spell-like abilities: 1/day dancing lights, darkness and faerie fire

Class Features: Favored enemy (goblinoids +1), toad familiar (Nyzel)

Spells Known:

Cantrips/Orisons: Light, Mage Hand, Quick Sober**, Read Magic, Steal Sleep**

1st: Alarm, Magic Missile, Rabbit Feet

Spells/Day: 6/6

Feats/Special Power: Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Endurance, Exotic Weapon Proficiency (Bastard Sword), Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Concentration	7	5	2	Diplomacy	4	2.5	2
Handle Animal	6	4	2	Hide	5	4	1
Intuit Direction	7	4	3	Knowledge (nature)	7	4	3
Listen	7	0	7	Move Silently	5	4	1
Ride	5	4	1	Ritual Casting	9	5	4
Search	5	0	5	Spot	7	0	7
Wilderness Lore	7	4	0				

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	100	Backpack	1	Bedroll	1
Bit and bridle	1	Dagger	4	Feed/day	14
Flint and steel	1	Leather +1	1	Longbow (composite/masterwork)	1
Outfit (cold weather)	1	Outfit (explorer's)	3	Potion (cure light wounds)	3
Potion (cure moderate wounds)	1	Pouch (belt)	2	Quarterstaff	1
Rations/day	14	Rope (hemp)	100'	Rope (silk)	50'
Saddle (military)	1	Saddlebags	1	Short bow (composite/masterwork)	1
Sunrod	5	Sword (bastard) +1	1	Sword (short)	1
Tent	1	Warhorse (heavy)	1	Water skin	2
Whetstone	1				

Familiar: Nyzel (Toad)

Diminutive Animal

HD/HP	4d8 / 10
Initiative	+1
Speed	5'
AC	15
Attacks	
Damage	
Face/reach	1'x1' / 0'
Special Attacks	
Special qualities	Alertness, Empathic Link, Improved Evasion, Share Spells, Touch
Saves	Fort +5 Ref +3 Will +6
Abilities	Str 1 Dex 12 Con 11 Int 7 Wis 14 Cha 4
Skills	Hide +21, Listen +5, Spot +5
Feats	
Training	
Alignment	N

CR: 8 | Ranger 4/Sorcerer 3

Background:

After studying for many years with his father, Rasse went back to the forest. Rasse reintroduced himself with the huntsmen, and was quickly back helping them on the queen's business. Rasse grew in prominence among the huntsmen. Because of this, other people within the realm soon heard of the Nevae huntsmen. While in battle with the hobgoblin tribes, Rasse helped extricate the prince from an ambush, but was severely injured doing so.

STR	13	+1	HD/HP	4d10 + 3d4 + 14 / 43	Fort	+7	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	15/14/11	Ref	+3	Race / Gender	Nevae / Male
CON	14	+2	Melee	+6	Will	+7	Height	5'1"
INT	17	+3	Ranged	+6	Face	5'	Weight	116 lbs.
WIS	17	+3	Initiative	+1	Alignment	CG	Eyes	Green
CHA	15		Speed	30'	Size	M	Hair	Predominantly silver, with streaks of black and white

Languages Known: Common, Draconic, Elven, Goblin, Undercommon

Racial Features: Immunity to sleep spells and similar magical effects; +2 saves against spells or spell-like effects; darkvision 60'; -3 to Cha based skill rolls when dealing with other Elves (except half-elves), with drow, increases to -6; Light Blindness (Ex): abrupt exposure to bright light (such as a daylight or fireball spell) has a chance to blind a Nevae for 1 round and the Nevae must roll a Fort save equal to the spell DC (even if the spell does not normally require a save). Nevae are not affected by normal occurrences of light, just sudden flashes; Spell-like abilities: 1/day dancing lights, darkness and faerie fire

Class Features: Favored enemy (goblinoids +1), toad familiar (Nyzel), wolf animal friend (Lynchor)

Spells Known:

Cantrips/Orisons: *Sorcerer:* Light, Mage Hand, Quick Sober, Read Magic, Steal Sleep

1st: *Ranger:* All Ranger

Sorcerer: Alarm, Magic Missile, Rabbit Feet

Spells/Day: *Ranger:* 1

Sorcerer: 6/6

Feats/Special Power: Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Endurance, Exotic Weapon Proficiency (Bastard Sword), Far Shot, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Concentration	7	5	2	Diplomacy	7	5	2
Gather Information	7	5	2	Handle Animal	7	5	2
Hide	5	4	1	Intuit Direction	7	4	3
Knowledge (nature)	7	4	3	Listen	7	0	7
Move Silently	6	5	1	Ride	8	5	3
Ritual Casting	9	5	4	Search	5	0	5
Spot	7	0	7	Wilderness Lore	7	4	3

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	100	Backpack	1	Bedroll	1
Bit and bridle	1	Feed/day	14	Firewood/day	5
Flint and steel	1	Leather +2	1	Longbow (composite/masterwork)	1
Outfit (cold weather)	1	Outfit (explorer's)	3	Pot (cure light wounds)	3
Potion (cure moderate wounds)	1	Pouch (belt)	1	Quarterstaff	1
Rations/day	14	Rope (hemp)	100'	Rope (silk)	50'
Saddle (military)	1	Saddlebags	1	Shortbow (composite/masterwork)	1
Sunrod	5	Sword (bastard) +1	1	Sword (short)	1
Tent	1	Tindertwig	5	Warhorse (heavy)	1
Water skin	2				

Familiar: Nyzel (Toad)

Diminutive Animal

HD/HP	7d8 / 21
Initiative	+1
Speed	5'
AC	15
Attacks	
Damage	
Face/reach	1'x1' / 0'
Special Attacks	
Special qualities	Alertness, Empathic Link, Improved Evasion, Share Spells, Touch
Saves	Fort +7 Ref +3 Will +7
Abilities	Str 1 Dex 12 Con 11 Int 7 Wis 14 Cha 4
Skills	Hide +21, Listen +5, Spot +5
Feats	
Training	
Alignment	N

Animal Companion: Lynchor (Wolf)

Medium-sized Animal

HD/HP	2d8 + 4 / 13
Initiative	+2
Speed	50'
AC	14
Attacks	Bite +3 melee
Damage	Bite 1d6 + 1
Face/reach	5'x5' / 5'
Special Attacks	Trap
Special qualities	Scent
Saves	Fort +5 Ref +5 Will +1
Abilities	Str 13 Dex 15 Con 15 Int 2 Wis 12 Cha 6
Skills	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+4 when tracking by scent)
Feats	Weapon Finesse (bite)
Training	Attack, Come, Defend, Down, Heal, Track
Alignment	N

CR: 13 | Ranger 4/Sorcerer 3/Vigilant 5

Background:

To reward Rasse for his faithful service in protecting the forest, and for aiding the prince from an ambush, Rasse was inducted into the elite military group, the Forest Protectors. Rasse spent years with them, performing services as the queen decided to

STR	13	+1	HD/HP	4d10 + 3d4 + 5d12 + 27 / 89	Fort	+13	Deity	
DEX	12	+1	AC (normal/flat-footed/touch)	21/20/11	Ref	+4	Race / Gender	Nevae / Male
CON	17	+2	Melee	+11 / +6	Will	+11	Height	5'1"
INT	17	+3	Ranged	+11/+6	Face	5'	Weight	116 lbs.
WIS	18	+4	Initiative	+1	Alignment	CG	Eyes	Green
CHA	16	+3	Speed	30'	Size	M	Hair	Predominantly silver, with streaks of black and white

Languages Known: Common, Draconic, Elven, Goblin, Undercommon

Racial Features: Immunity to sleep spells and similar magical effects; +2 saves against spells or spell-like effects; darkvision 60'; -3 to Cha based skill rolls when dealing with other Elves (except half-elves), with drow, increases to -6; Light Blindness (Ex): abrupt ex

Class Features: Favored enemy (goblinoids +1), Favored Enemy (hobgoblins +2), Ferocity, Sprint (triple speed move 1/hr), Toad familiar (Nyzel), Wolf animal friend (Lynchor)

Spells Known:

Cantrips/Orisons: *Sorcerer:* Light, Mage Hand, Quick Sober, Read Magic, Steal Sleep

1st: *Ranger:* All Ranger

Sorcerer: Alarm, Magic Missile, Rabbit Feet

Vigilant: All Vigilant

Spells/Day: *Ranger:* 1

Sorcerer: 6/6

Vigilant: 2

Feats/Special Power: Alertness, Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Endurance, Exotic Weapon Proficiency (Bastard Sword), Far Shot, Great Fortitude, Iron Will, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Concentration	7	5	2	Decipher Script	10	7	3
Diplomacy	8	5	3	Escape Artist	3	2	1
Gather Information	8	5	3	Handle Animal	8	5	3
Hide	8	7	1	Intuit Direction	8	4	4
Knowledge (nature)	7	4	3	Listen	17	7	10
Move Silently	16	5	11	Ride	8	5	3
Ritual Casting	9	5	4	Search	5	0	5
Spot	17	7	10				

Possessions:

Item	Qty	Item	Qty	Item	Qty
Arrow	200	Arrow (masterwork)	40	Arrow (silver)	20
Arrow +1	20	Backpack	1	Bedroll	1
Bit and bridle	1	Boots of Elvenkind	1	Dagger	4
Feed/day	14	Leather +5	1	Longbow +3	1
Outfit (cold weather)	1	Outfit (explorer's)	3	Potion (cure light wounds)	8
Potion (cure moderate wounds)	2	Potion (haste)	2	Potion (speak with animals)	1
Potion (water breathing)	1	Pouch (belt)	2	Quarterstaff	1
Rations/day	14	Rope (hemp)	500	Rope (silk)	100
Saddle (military)	1	Saddlebags	1	Short bow (composite/masterwork)	1
Simple house	1	Sunrod	5	Sword (bastard) +3	1
Sword (short) +2	1	Tent	1	Tindertwig	5
Warhorse (heavy)	1	Waterskin	2	Whetstone	1

Familiar: Nyzel (Toad)

Diminutive Animal

HD/HP	12d8 / 44
Initiative	+1
Speed	5'
AC	15
Attacks	
Damage	
Face/reach	1'x1' / 0'
Special Attacks	
Special qualities	Alertness, Empathic Link, Improved Evasion, Share Spells, Touch
Saves	Fort +13 Ref +4 Will +11
Abilities	Str 1 Dex 12 Con 11 Int 7 Wis 14 Cha 4
Skills	Hide +21, Listen +5, Spot +5
Feats	
Training	
Alignment	N

Animal Companion: Lynchor (Wolf)

Medium-sized Animal

HD/HP	2d8 + 4 / 13
Initiative	+2
Speed	50'
AC	14
Attacks	Bite +3 melee
Damage	Bite 1d6 + 1
Face/reach	5'x5' / 5'
Special Attacks	Trap
Special qualities	Scent
Saves	Fort +5 Ref +5 Will +1
Abilities	Str 13 Dex 15 Con 15 Int 2 Wis 12 Cha 6
Skills	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+4 when tracking by scent)
Feats	Weapon Finesse (bite)
Training	Attack, Come, Defend, Down, Heal, Track
Alignment	N

CR: 18 | Ranger 4/Sorcerer 3/Vigilant 10

Background:

Rasse continued in his service to the queen, rising in prominence amongst the Forest Protectors. In time, he was named as one of their Captains, and was given personal charge over a section of forest, which happened to have Tar'T'Nal in it. He spent much of his early years as a Captain trying to coax his villagers to help the queen in the kingdom's defense, but many of them were not interested...the ill-will between the Nevae and all other elven types still ran deep. Rasse was successful in recruiting several of the younger villagers, and they began their service, starting as huntsmen, as he did many years ago.

With being a Captain, Rasse did not wander as much as he did, and was able to spend time with his family. Oritullf was getting along in years, but still a powerful sorcerer. While he was slightly disappointed that his son did not devote his time to the sorcerer's ways, he was proud that his son had gained respect for himself, and thereby improving the esteem the Nevae were held by the other elves. During this time, Slimmare had also risen in prominence on her own right. She became a child of the forest, much like Rasse had, except she was a powerful Summoner, and had started a school to teach other aspiring Summoners.

STR	14	+2	HD/HP	4d10 + 3d4 + 10d12 + 40 / 135	Fort	+16	Deity	
DEX	18	+4	AC (normal/flat-footed/touch)	28/24/14	Ref	+11	Race / Gender	Nvae / Male
CON	14	+2	Melee	+17 / +12 / +7	Will	+13	Height	5'1"
INT	17	+2	Ranged	+19 / +14 / +9	Face	5'	Weight	116 lbs.
WIS	18	+4	Initiative	+4	Alignment	CG	Eyes	Green
CHA	16	+3	Speed	60'	Size	M	Hair	Predominantly silver, with streaks of black and white

Languages Known: Common, Draconic, Elven, Goblin, Undercommon

Racial Features: Immunity to sleep spells and similar magical effects; +2 saves against spells or spell-like effects; darkvision 60'; -3 to Cha based skill rolls when dealing with other Elves (except half-elves), with drow, increases to -6; Light Blindness (Ex): abrupt exposure to bright light (such as a daylight or fireball spell) has a chance to blind a Nevae for 1 round and the Nevae must roll a Fort save equal to the spell DC (even if the spell does not normally require a save). Nevae are not affected by normal occurrences of light, just sudden flashes; Spell-like abilities: 1/day dancing lights, darkness and faerie fire

Class Features: Favored enemy (goblinoids +1), Favored Enemy (hobgoblins +4), Ferocity, Natural Healing, Resist Massive Damage, Sprint (triple speed move 1/hr), Toad familiar (Nyzel), Wolf animal friend (Lynchor)

Spells Known:

Cantrips/Orisons: *Sorcerer:* Light, Mage Hand, Quick Sober, Read Magic, Steal Sleep

1st: *Ranger:* All Ranger

Sorcerer: Alarm, Magic Missile, Rabbit Feet

Vigilant: All Vigilant

2nd: *Vigilant:* All Vigilant

3rd: *Vigilant:* All Vigilant

4th: *Vigilant:* All Vigilant

Spells/Day: *Ranger:* 1

Sorcerer: 6/6

Vigilant: 3/3/2/1

Feats/Special Power: Alertness, Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Endurance, Exotic Weapon Proficiency (Bastard Sword), Far Shot, Great Fortitude, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Toughness (x2), Track, Two-Weapon Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Bluff	10	7	3	Concentration	7	5	2
Decipher Script	10	7	3	Diplomacy	19	12	7
Escape Artist	6	2	4	Gather Information	8	5	3
Handle Animal	8	5	3	Hide	11	7	4
Intimidate	5	0	5	Intuit Direction	12	8	4
Knowledge (nature)	7	4	3	Listen	17	7	10
Move Silently	19	5	14	Ride	11	5	6
Ritual Casting	9	5	4	Search	12	7	5
Sense Motive	15	11	4	Spot	17	7	10
Wilderness Lore	19	15	4				

Possessions:

Item	Qty	Item	Qty	Item	Qty
Amulet of Natural Armor +5	1	Arrow	200	Arrow +1	20
Arrow (masterwork)	40	Arrow (silver)	20	Backpack	1
Bedroll	1	Bit and bridle	1	Boots of Elvenkind	1
Chain shirt +5	1	Dagger	4	Feed/day	14
Firewood/day	5	Flint and steel	1	Gloves of Dexterity +6	1
Longbow +1	1	Outfit (cold weather)	1	Outfit (explorer's)	3
Potion (cure light wounds)	12	Potion (cure moderate wounds)	3	Potion (haste)	2
Potion (speak with animals)	1	Potion (water breathing)	1	Pouch (belt)	2
Quarterstaff	1	Rations/day	14	Rope (hemp)	500
Rope (silk)	100	Saddle (military)	1	Saddlebags	1
Shortbow (composite/masterwork)	1	Simple house	1	Sunrod	5
Sword (bastard) +5	1	Sword (short) +5	1	Tent	1
Tindertwig	5	Wand (cure moderate wounds)	1	Warhorse (heavy)	1
Waterskin	2	Whetstone	1		

Familiar: Nyzel (Toad)

Diminutive Animal

HD/HP	17d8 / 62
Initiative	+1
Speed	5'
AC	15
Attacks	
Damage	
Face/reach	1'x1' / 0'
Special Attacks	
Special qualities	Alertness, Empathic Link, Improved Evasion, Share Spells, Touch
Saves	Fort +13 Ref +4 Will +11
Abilities	Str 1 Dex 12 Con 11 Int 7 Wis 14 Cha 4
Skills	Hide +21, Listen +5, Spot +5
Feats	
Training	
Alignment	N

Animal Companion: Lynchor (Wolf)

Medium-sized Animal

HD/HP	2d8 + 4 / 13
Initiative	+2
Speed	50'
AC	14
Attacks	Bite +3 melee
Damage	Bite 1d6 + 1
Face/reach	5'x5' / 5'
Special Attacks	Trap
Special qualities	Scent
Saves	Fort +5 Ref +5 Will +1
Abilities	Str 13 Dex 15 Con 15 Int 2 Wis 12 Cha 6
Skills	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+4 when tracking by scent)
Feats	Weapon Finesse (bite)
Training	Attack, Come, Defend, Down, Heal, Track
Alignment	N

CR: 21 | Ranger 7/Sorcerer 3/Vigilant 10

Background:

Taking his role as a Captain very seriously, Rasse began to construct forts in his area. The first one went in Tar'T'Nal, and he surrounded it with a moat. He built another outpost closer to the forest's edge. Over the years, Rasse's fame spread. Now that he has settled into one set location, he has begun to acquire a following. His chief lieutenant is a fellow Forest Protector who was a druid beforehand

STR	14	+2		HD/HP	7d10 + 3d4 + 10d12 + 46 / 154		Fort	+17		Deity	
DEX	18	+4	AC (normal/flat-footed/touch)		28/24/14		Ref			Race / Gender	Nevae / Male
CON	15	+2		Melee	+20 / 15 / +10 / +5		Will	+14		Height	5'1"
INT	17	+3		Ranged	+22 / +17 / +12 / +7		Face	5'		Weight	116 lbs.
WIS	18	+4		Initiative	+4		Alignment	CG		Eyes	Green
CHA	16	+3			30'		Size	M		Hair	Predominantly silver, with streaks of black and white

Languages Known: Common, Draconic, Elven, Goblin, Undercommon

Racial Features: Immunity to sleep spells and similar magical effects; +2 saves against spells or spell-like effects; darkvision 60'; -3 to Cha based skill rolls when dealing with other Elves (except half-elves), with drow, increases to -6; Light Blindness (Ex): abrupt exposure to bright light (such as a daylight or fireball spell) has a chance to blind a Nevae for 1 round and the Nevae must roll a Fort save equal to the spell DC (even if the spell does not normally require a save). Nevae are not affected by normal occurrences of light, just sudden flashes; Spell-like abilities: 1/day dancing lights, darkness and faerie fire

Class Features: Favored enemy (goblinoids +2), Favored Enemy (hobgoblins +5), Favored Enemy (undead +1), Ferocity, Hawk animal friend (Dundar), Natural Healing, Resist Massive Damage, Sprint (triple speed move 1/hr), Toad familiar (Nyzel), Wolf animal friend (Lynchor)

Spells Known:

Cantrips/Orisons: *Sorcerer:* Light, Mage Hand, Quick Sober, Read Magic, Steal Sleep

1st: *Ranger:* All Ranger

Sorcerer: Alarm, Magic Missile, Rabbit Feet

Vigilant: All Vigilant

2nd: *Vigilant:* All Vigilant

3rd: *Vigilant:* All Vigilant

4th: *Vigilant:* All Vigilant

Spells/Day: *Ranger:* 2

Sorcerer: 6/6

Vigilant: 3/3/2/1

Feats/Special Power: Alertness, Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Endurance, Far Shot, Great Fortitude, Iron Will, Leadership, Lightning Reflexes, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Toughness (x2), Two-Weapon Fighting

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod
Animal Empathy	12	9	3	Bluff	10	7	3
Concentration	15	13	2	Decipher Script	10	7	3
Diplomacy	19	12	7	Escape Artist	6	4	2
Gather Information	8	5	3	Handle Animal	13	5	8
Hide	11	7	4	Intimidate	5	0	5
Intuit Direction	12	8	4	Knowledge (nature)	11	8	3
Listen	17	7	10	Move Silently	19	5	14
Ride	16	5	11	Ritual Casting	9	5	4
Search	12	7	5	Sense Motive	15	11	4
Spot	17	7	10	Wilderness Lore	19	4	4

Possessions:

Item	Qty	Item	Qty	Item	Qty
Amulet of Natural Armor +5	1	Arrow	200	Arrow +1	20
Arrow (masterwork)	40	Arrow (silver)	20	Backpack	1
Ballista	4	Bedroll	1	Bit and Bridle	1
Boots of Elvenkind	1	Catapult (heavy)	4	Catapult (light)	4
Chain shirt +5	1	Dagger	4	Feed/day	14
Firewood/day	5	Flint and steel	1	Gloves of Dexterity +6	1
Grand house	1	Horseshoes of speed	1	Keep	2
Longbow (composite) +5	1	Moat with bridge	1	Outfit (cold weather)	1
Outfit (explorer's)	3	Potion (cure light wounds)	12	Potion (cure moderate wounds)	3
Potion (cure serious wounds)	1	Potion (haste)	2	Potion (speak with animals)	1
Potion (water breathing)	1	Pouch (belt)	1	Quarterstaff	1
Rations/day	14	Rope (hemp)	500	Rope (silk)	100
Saddle of the Master Riders	1	Saddlebags	1	Shortbow (composite/masterwork)	1
Sunrod	5	Sword (bastard) +5	1	Sword (short) +5	1
Tent	1	Tindertwig	5	Wand (cure moderate wounds)	1
Warhorse (heavy)	1	Waterskin	2	Whetstone	1

Familiar: Nyzel (Toad)

Diminutive Animal

HD/HP	20d8 / 77
Initiative	+1
Speed	5'
AC	15
Attacks	
Damage	
Face/reach	1'x1' / 0'
Special Attacks	
Special qualities	Alertness, Empathic Link, Improved Evasion, Share Spells, Touch
Saves	Fort +13 Ref +4 Will +11
Abilities	Str 1 Dex 12 Con 11 Int 7 Wis 14 Cha 4
Skills	Hide +21, Listen +5, Spot +5
Feats	
Training	
Alignment	N

Animal Companion: Lynchor (Wolf)

Medium-sized Animal

HD/HP	2d8 + 4 / 13
Initiative	+2
Speed	50'
AC	14
Attacks	Bite +3 melee
Damage	Bite 1d6 + 1
Face/reach	5'x5' / 5'
Special Attacks	Trap
Special qualities	Scent
Saves	Fort +5 Ref +5 Will +1
Abilities	Str 13 Dex 15 Con 15 Int 2 Wis 12 Cha 6
Skills	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+4 when tracking by scent)
Feats	Weapon Finesse (bite)
Training	Attack, Come, Defend, Down, Heal, Track
Alignment	N

Animal Companion: Dundar (Hawk)

Tiny Animal

HD/HP	1d8 / 4
Initiative	+3
Speed	10'; fly 60' (average)
AC	17
Attacks	Claws +5 melee
Damage	Claws 1d4-2
Face/reach	2.5'x2.5' / 0'
Special Attacks	
Special qualities	
Saves	Fort +2 Ref +5 Will +2
Abilities	Str 6 Dex 17 Con 10 Int 2 Wis 14 Cha 6
Skills	Listen +6, Spot +6 (+14 in daylight)
Feats	Weapon Finesse (claws)
Training	Attack, Defend, Down, Guard, Protect, Seek
Alignment	N

Appendix I: Submission Template

Please use the template below for all submissions the NBoNPCs. If your NPC has more than one iteration, just copy and paste the table and the information below the table for each iteration of the NPC.

[NPC name]
[Level/Class]

Background:

STR	HD/HP:	Fortitude:	Deity:
DEX	AC (normal / flat-footed / touch):	Reflex:	Race/Gender:
CON	Melee:	Will:	Height:
INT	Ranged:	Face:	Weight:
WIS	Initiative:	Alignment:	Eyes:
CHA	Speed:	Size:	Hair

Languages Known:

Racial Features:

Class Features:

Spells Known:

Spells/Day:

Spells Typically Prepared:

Feats/Special Powers:

Skill	Total	Ranks	Mod	Skill	Total	Ranks	Mod

Possessions:

Item	Qty	Item	Qty	Item	Qty

Animals: (animal companions, mounts, familiars, etc.)

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Explanations:

- AC is broken down to normal, flat-footed (ignores DEX bonus but not armor) and touch (ignores armor but not DEX bonus).
- Please send in each character separately.

If sending in more than one incarnation of a character, copy and paste the template for each incarnation.

Appendix II: Non-trained skills

Name	Stat	Source	Name	Stat	Source
Appraise	Int	SRD	Balance	Dex	SRD
Bluff	Cha	SRD	Climb	Str	SRD
Concentration	Con	SRD	Craft	Int	SRD
Diplomacy	Cha	SRD	Disguise	Cha	SRD
Escape Artist	Dex	SRD	Forgery	Int	SRD
Gather Information	Cha	SRD	Heal	Wis	SRD
Hide	Dex	SRD	Intimidate	Cha	SRD
Jump	Str	SRD	Listen	Wis	SRD
Move Silently	Dex	SRD	Open Lock	Dex	SRD
Perform	Cha	SRD	Ride	Dex	SRD
Search	Int	SRD	Sense Motive	Wis	SRD
Spot	Wis	SRD	Swim	Str	SRD
Use Rope	Dex	SRD	Wilderness Lore	Wis	SRD

Appendix III: Skill Synergies

Existing Skill		Synergy Skill		
Skill	Ranks Skill	Skill	Bonus	Source
Animal Empathy	5	Handle Animal w/ animals	+2	SRD
Animal Empathy	9	Handle Animal w/ beasts	+2	SRD
Bluff	5	Disguise	+2	SRD
Bluff	5	Innuendo	+2	SRD
Bluff	5	Intimidate	+2	SRD
Bluff	5	Pick Pockets	+2	SRD
Bluff	5	Check to transmit message	+2	SRD
Bluff	5	Diplomacy	+2	SRD
Concentration	5	Ritual Casting	+2	Relics & Rituals
Decipher Script	5	Use Magic Device	+2	SRD
Escape Artist	5	Check to bind someone	+2	SRD
Handle Animal	5	Ride	+2	SRD
Intuit Direction	5	Wilderness Lore	+2	SRD
Jump	5	Tumble	+2	SRD
Profession (herbalist)	5	Heal	+2	SRD
Sense Motive	5	Check to receive a message	+2	SRD
Sense Motive	5	Diplomacy	+2	SRD
Spellcraft	5	Use Magic Device	+2	SRD
Tumble	5	Balance	+2	SRD
Tumble	5	Jump	+2	SRD
Use Magic Device	5	Spellcraft	+2	SRD
Use Rope	5	Climb w/ rope	+2	SRD
Use Rope	5	Escape Artist w/ rope	+2	SRD

Appendix IV: Racial Skill Bonuses

Race	Skill Name	Skill Bonus	Source
Dwarf	Appraise w/ stone or metal	+2	SRD
	Craft w/ stone or metal	+2	SRD
Elf	Listen	+2	SRD
	Search	+2	SRD
	Spot	+2	SRD
Gnome	Alchemy	+2	SRD
	Listen	+2	SRD
Half-Elf	Listen	+1	SRD
	Search	+1	SRD
	Spot	+1	SRD
Halfling	Climb	+2	SRD
	Jump	+2	SRD
	Listen	+2	SRD
	Move Silently	+2	SRD
Nevae	Listen	+2	Thunderhead Games
	Search	+2	Thunderhead Games
	Spot	+2	Thunderhead Games

Appendix V: Feats Used in the Netbook

RECHARGE [Item Creation]

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You can recharge your magical items rather than create new ones

Prerequisite: Item creation feat for the item in question

Benefit: You may spend 3/4 of the required time, experience, and money recharging an item. You may fully recharge the item or you may recharge the item on a charge-by-charge basis. To recharge a magical device, your recharging cost is 75% of the original item (for each element of creation). To determine the cost for a specific number of charges (if you don't want to fully recharge a device for whatever reason), take the recharging costs and divide them by the maximum number of charges the device can carry. This is your recharge cost per charge.

Special: This feat can only be used with items that have charges. They can only be recharged to the maximum number of charges allowed at the time it was originally created. This uses the optional rule that charged items can be recharged.

Example: Nimrod, the creator, designs a new wand that can make cheese. This wand uses a number of charges based on the kind of cheese made. Nimrod is a 9th level wizard with a 17 Intelligence (I use the alternate charges rule presented under Item Creation). His new wand is created with the ability to hold a maximum of 36 charges (level 9 x Intelligence bonus of +3) for a total of 9 x 4. Nimrod has been using his wand of cheese quite frequently (he's a were-mouse) and only has 6 charges left. Since creating his wand, he is now 10th level and also received a boost to his intelligence (now 18).... these have no impact on the wand, because it was created to hold 36 charges... that's all it will ever hold unless Nimrod goes through the initial creation process again (which I might discount slightly). Lets say this wand cost him 5,000gp and 800xp. The recharge cost for this wand

is 3,750gp and 600xp. Now lets say that Nimrod doesn't have the XP to spend, but really wants to recharge the wand. He is willing to settle for a smaller recharge, but can only spare 100xps. Now we need to determine the cost per charge. Our recharge cost is 3,750gp and 600xp, so we need to divide those by 36 (the maximum number of charges). The result is 104gp and 17xp for each charge. We said Nimrod had 100xp to spare, so he could add 5 charges (now he has 11 available). The cost of these 5 charges is 520gp and 85xp. Last I heard, Nimrod was working on a wand of wine to go with his cheese.

Balance: 3.50 (Purp 4.00, Pow 3.50, Port 3.80, Comp 3.40, Rule 2.80)

Comments: This is a big one. Whether you believe recharging should be allowed or not, this is an optional feat related to an optional system. I reduced the benefit from 1/2 to 75% to make it more balanced.

TRANSFERENCE [Item Creation]

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Allows a spellcaster to draw from the life force of another while using item creation feats

Prerequisite: Any item creation feat

Benefit: While touching another creature, use their XPs to fuel an item creation feat instead of your own.

Special: The creature touched must be a willing subject with an intelligence of 3 or greater. Any magic used to control the creature will cause the effort to fail.

Notes: Under no circumstances can another creature ever be forced (even through a wish spell) to succumb to the effects of this feat. It MUST be a voluntary action.

Balance: 4.52 (Purp 4.60, Pow 4.40, Port 4.20, Comp 4.80, Rule 4.60)

Comments: This feat takes the onus off the wizard to create items that he will never use.

Appendix VI: Magic Items used in this Netbook

Item Name: [Lucky Underwear](#)

Magic Item Type: Wondrous Item

Item Power: Minor

Item Description: These under garments, consist of a shirt and whatever passes as undergarments for the wearer. The clothing allows the wearer to, once per day, declare a lucky break. This supernatural power grants the wearer a +1 luck bonus to the next dice roll they have to make. The under garments must be made to order; using at least one existing piece of lucky (non-magical) clothing in addition the lucky break is non-transferable.

Weight: 1 lb

Caster Level: 3

Prerequisites: Create Wondrous Items, *divine grace*

Market Value: 600gp

Submitted By: COPYRIGHT 2001 Stefan J. Simons

Submission Member ID Number: 037

Saddle of the Master Riders

Powers: When placed on a horse, the *saddle of the master riders* grants the horse's rider a +3 competence bonus to Handle Animal tests and a +5 competence bonus to Ride rolls. The rider can never fall from his horse unless he chooses to do so. Riders who have proficiency receive a +3 circumstance bonus to attack rolls with heavy and light lances.

Caster level: 9th

Prerequisites: Craft Wondrous Items, *animal friendship*

Market Value: 5,800gp

Weight: 15 lb

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