

CG

ALIGNMENT

Moradin

DEITY

SPEED
30
2

CLASS	SKILLS	MAX RANKS	15/7.5
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ATTACK BONUS		TOTAL						STR	SIZE	MISC	TEMP
MELEE	20	15	10	5			1				
	RANGED	23	18	13	8		4				
		TOTAL						DEX	SIZE	MISC	TEMP

WEAPON					Mayelo Malati			DAMAGE		1d10+1d6		CRIT THT		19		CRIT X		3		PRM HND		
	STR		STR		1		2		1		19		2		F1 KEEN DWARVENCRAFT WARAXE, ICY BURST +1d6 COLD DAMAGE, +2d10 COLD DAMAGE ON CRITICAL HIT						OFF HND	
RANGE		HIT MOD		DAM MOD		STR X		2 WPN		WEAPON		HIT		DAMAGE								
		ABILITY		MOD		X		PNLTY		BONUS		BONUS		BONUS		2 HAND						

WEAPON				Pukól				DAMAGE				1d6		CRIT TH1 19		CRIT X 3		PRM HND		
	STR		STR		0.5		2		1		19		2		F1 KEEN DWARVENCRAFT HAND AXE: THROWING/RETURNING				OFF HND	
RANGE		HIT MOD		DAM MOD		STR X		2 WPN		WEAPON		HIT		DAMAGE						
		ABILITY		ABILITY		PENALTY		BONUS		BONUS		BONUS		BONUS		2 HAND				

WEAPON					Pukól				DAMAGE				1d6		CRIT THT		19		CRIT X		3		PRM		HND				
10		DEX		STR		0.5		2		1		22		2		F1 KEEN DWARVENCRYPT HAND AXE; THROWING/RETURNING										OFF		HND	
RANGE		HIT MOD		DAM MOD		STR X		2 WPN		WEAPON		HIT		DAMAGE												2 HAND		HND	
		ABILITY		ABILITY				PENALTY		BONUS		BONUS		BONUS															

WEAPON				Pukól				DAMAGE				1d6				CRIT THT				19				CRIT X				3				PRM		HND	
10		DEX		STR		0.5				1		24		2		F1 KEEN DWARVENCRAFT HAND AXE; THROWING/RETURNING												OFF		HND					
RANGE		HIT MOD		DAM MOD		STR X		2 WPN		WEAPON		HIT		DAMAGE														2 HAND		HND					
		ABILITY		MOD		PENALTY		BONUS		BONUS		BONUS		BONUS																					

WEAPON					DAMAGE			CRIT THt		CRIT X		PRM HND	
												OFF HND	
												2 HAND	
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE						
ABILITY	ABILITY			PENALTY	RONUS	RONUS	BONUS						

WEAPON					DAMAGE			CRIT THT		CRIT X		PRM HND
												OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE					2 HAND
	ABILITY	ABILITY		PENALTY	RONIUS	RONIUS	BONIUS					

PROTECT ITEM	Tahimik Paitaas		BONUS TYPE			Armor		AC BONUS	8	MAX DEX BONUS	8
	2	15%	30	20	L	NOTES DWARVENCRAFT CELESTIAL ARMOR; CONCEALABLE UNDER CLOTHING; ALLOWS CHARACTER TO FLY 1X/DAY; SILENT MOVES.					
CHECK PENALTY		SPELL FAILURE		SPEED		WEIGHT		CLASS			

PROTECT ITEM	BONUS TYPE			AC BONUS	MAX DEX BONUS
				NOTES	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS	

PROTECT ITEM					BONUS TYPE	AC BONUS		MAX DEX BONUS
						NOTES		
CHECK PENALTY	SPELL FAILURE		SPEED	WEIGHT	CLASS			

PROTECT ITEM					BONUS TYPE				AC BONUS	MAX DEX BONUS
									NOTES	
CHECK PENALTY	SPELL FAILURE		SPEED	WEIGHT	CLASS					

PROTECT ITEM			BONUS			AC	MAX DEX BONUS
			TYPE			BONUS	
						NOTES	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS			

SKILLS	SKILL NAME	KEY ABILITY	MODIFIER	RANKS	ABILITY	MISC
	APPRAISE	INT	4		4	
	BALANCE	DEX	4		4	
	BLUFF	CHA	1		1	
	CLIMB	STR	1		1	
	CONCENTRATION	CON	5		5	
	CRAFT	WEAPONSMITH	10	6	4	
		ARMORSMITH	10	6	4	
	DECIPHER SCRIPT	INT	5	1	4	
	DIPLOMACY	CHA	1		1	
	DISABLE DEVICE	INT				
	DISGUISE	CHA	1		1	
	ESCAPE ARTIST	DEX	4		4	
	FORGERY	INT	4		4	
	GATHER INFORMATION	CHA	1		1	
	HANDLE ANIMAL	CHA	6	5	1	
	HEAL	WIS	2		2	
	HIDE	DEX	12	3	4	5
	INTIMIDATE	CHA	1		1	
	JUMP	STR	1		1	
	KNWLDE (ARCANA)	INT	10	4	4	2
	KNWLDE (ARCHTCTR/ENGNRNG)	INT	10	6	4	
	KNWLDE (DUNGEONEERING)	INT	10	6	4	
	KNWLDE (GEOGRAPHY)	INT	10	6	4	
	KNWLDE (HISTORY)	INT	10	6	4	
	KNWLDE (LOCAL)	INT				
	KNWLDE (NATURE)	INT	10	6	4	
	KNWLDE (NBLTY & RYLTY)	INT	10	6	4	
	KNWLDE (THE PLANES)	INT	10	6	4	
	KNWLDE (RELIGION)	INT	10	6	4	
	LISTEN	WIS	9	5	2	2
	MOVE SILENTLY	DEX	13	4	4	5
	OPEN LOCK	DEX				
	PERFORM	CHA	1		1	
		CHA	1		1	
	PRFSSN	PROSPECTOR	10	8	2	
		MASON	10	8	2	
	RIDE	DEX	4		4	
	SEARCH	INT	9	5	4	
	SENSE MOTIVE	WIS	6	4	2	
	SLEIGHT OF HAND	DEX				
	SPK LANG	NONE				
		NONE				
		NONE				
		NONE				
	SPELLCRAFT	INT	10	6	4	
	SPOT	WIS	10	6	2	2
	SURVIVAL	WIS	10	8	2	
	SWIM	STR	1		1	
	TUMBLE	DEX	8	4	4	
	USE MAGIC DEVICE	CHA				
	USE ROPE	DEX	4		4	

SPECIAL ABILITIES/FEATS

ABILITY/FEAT
Racial Characteristics: Paragon
Class Characteristics: Wizard
Class Characteristics: Ranger
Non-Spellcasting Variant (CoW)
Feats: CoA
DMG
PH
PH II
PH II
PH
PH

DESCRIPTION/EFFECTS
+4 Con/-2 Cha; Base Speed 20'; Darkvision 90'; Stonecunning (+4 Search for Unusual Stonework; Notice Unusual Stonework w/in 30'; Search for Stonework Traps; Intuit Depth Underground and True North); +4 Checks vs. Bull-rush/Trip; +3 Saves vs. Poison/Spells/Spell Like Effects; +1 TH vs. Orcs/Goblinoids; +4 AC Bonus vs. Giant Type; +2 Appraise/+5 Craft Stone/Metal Items; Proficiency w/ all Armor/Shield (not Tower)
Arcane SpellCasting; Bonus Feats; Specialist: Transmutation (Cast +1 Trans Spell/Spell Level/Day); Prohibited Schools: Illusion/Evocation; Summon Familiar; Scribe Scroll; Permanent Tongues
Swift Tracker (Move normal speed while tracking/-5 for Double-Timing); Wild Empathy (d20+Rgr Lvl+Cha Bonus for 'Diplomacy' vs. Wild Animals); Improved 2 Wpn Fighting (+1 Attack w/ Offhand Wpn); Endurance (Sleep in Light or Medium Armor w/ no Fatigue; +4 Bonus to checks vs. Non-Lethal Damage); Animal Companion; Woodland Stride (Move through Undergrowth @ Normal Speed w/out Damage); Evasion (Save vs. Area Attack for No Damage/Full Damage); Favored Enemies (Human +6; Giant +2; Undead +2); Fast Movement (+10')
Collegiate Wizard - +2 Knowledge (Arcana) Checks; 6 + Int Mod Initial Spells; 4 Spells/Lvl After 1st Improved Familiar (<i>Kamunduhan</i> - Small Earth Elemental)
Improved Initiative - +4 Initiative
Companion Spellbond - Share Spells to 30'; Touch Spell Range 25'+5'/2 Lvl's if cast only on Animal Companion
Vatic Gaze - Detect Magic at will; Sense Motive (DC 5 + Target Caster Lvl) to determine other's highest spell level
(Wizard Bonus) Craft Magic Arms & Armor
(Wizard Bonus) Craft Wondrous Item

SPELLS/DAY:	0 Lvl:	5	1st Lvl:	6	2nd Lvl:	6	3rd Lvl:	6	4th Lvl:	5	5th Lvl:	3	6th Lvl:	2	7th Lvl:		8th Lvl:		9th Lvl:	
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GEAR	CST	WT
Explorer's Outfit		
Tahimik Paitaas	14635	20
DwarvenCraFt Celestial Armor of Silent Moves		
Mayelo Malati	16606	8
+1 Keen DwarvenCraFt Icy Blast WarAxe		
PukóI	16606	3
+1 Keen DwarvenCraFt Returning HandAxe		
Cloak of the Bat	13280	
MW DwarvenCraFt Knife	602	1

GEAR	CST	WT
Heward's Handy Haversack	1450	5
Rope (100', Silk)	20	
Rations (10 Days)	5	
WaterSkin (Full, 2)	2	
Climber's Kit	80	
Tanglefoot Bags (5)	250	
Thunderstones (5)	150	
SmokeSticks (5)	100	
TinderTwigs (10)	10	
Hammock/Bedroll	1	

GEAR	CST	WT
Haversack (Continued)		
Soap (2 Bars)	1	
Flint & Steel	1	
Caltrops	1	
Oil (10 Flasks)	1	
Grappling Hook	1	
Patents of Nobility:		
(1) Baron & (1) Baronet		
Masterwork Portable Smithy	1000	
w/ Tools/Materials		
	64802	37

ENCUMBRANCE	
LIGHT LOAD	OVER HEAD
43	130
MEDIUM LOAD	OFF GROUND
86	260
HEAVY LOAD	PUSH/DRAW
130	650

HISTORY/DESCRIPTION/NOTES
Tall and lanky for a Dwarf; Shaves head; Wears his black beard in a Van Dyke rather than long and plaited.
Outgoing/gregarious; Sense of humor tends to the self-deprecating; Impish but very good natured; Though somewhat bumbling in manner, he is actually physically quite graceful; He's amazingly self confident without being egotistical or overbearing.

Typically wears explorer's outfit in browns, greens, and grays. Always patting or searching through his pockets as though uncertain where all of his gear/spell components/etc. are located.
Hámak - Wolf Companion (HD 4 (46 HP); Init +2; Spd 50'; AC: 16; AtB: 7/2; Dmg: 1d8+5 (Bite); Special Attacks/Qualities: Trip (+1 Auto when Bite hits, no AoO or Return Trip), Low-Light Vision, Scent; Skills: Hide +3, Listen +3, Move Silently +3, Spot +4, Survival +1 (+4 Tracking by Scent); Feats: Track, Weapon Focus (Bite), Evasion, Lightning Reflexes; Link w/ Pandak; Share Spells; Saves: R 7, F 7, W 2; Stats: S 21, D 13, C 20, I 2, W 12, C 6; Size L - 3'6" Shoulder, 175 lbs; Tricks: Attack, Defend, Down, Heel, Guard, Seek, Stay, Track)

Kamunduhan - Small Earth Elemental Familiar (HD: 12 (69 HP); Init -1; Spd 20'; AC: 23; AtB: 17/12/7; Dmg: 1d6+4; Special Attacks/Qualities: Earth Mastery (+1 TH/Dam if he and opponent touch Earth, -4 Air/Waterborn Opp), Push (Bull Rush doesn't provoke AoO), Darkvision 60', EarthGlide, Elemental Traits); Saves: R 7, F 11, W 7; Skills: Listen +3, Spot +2; Feats: Alertness (Shared), Improved Evasion, Power Attack; Shared Spells; Empathic Bond w/ Pandak; Deliver Touch Spells; Spell Resistance 16; Stats: S 17, D 8, C 13, I 11, W 11, C 11; Size: M)

LANGUAGES
Common/Dwarvish
Draconic
Giantish
Terran
Undercommon

MONEY	
C.P.:	GEMS/JEWELRY
S.P.: 39950	
G.P.:	MISCELLANEOUS
P.P.:	Nascent Co. for Develop. 100 Silver (voting) Shares 50 Gold (dividend) Shares Brwry/Dstlly: 12.5/25 Shares

Male
GENDER
Black
HAIR COLOR
Jade Green
EYE COLOR
57
AGE
4'6"
HEIGHT
150
WEIGHT
M
SIZE

Wizard Spells

Zero Level

1	Acid Splash	Conj	PH
1	Arcane Mark	Univ	PH
	Daze	Ench	PH
	Detect Magic	Div	PH
	Detect Poison	Div	PH
	Disrupt Undead	Necro	PH
	Mage Hand	Trans	PH
1	Mending	Trans	PH
1	Message	Trans	PH
	Open/Close	Trans	PH
	Prestidigitation	Univ	PH
	Read Magic	Div	PH
1	Resistance	Abjur	PH
	Touch of Fatigue	Necro	PH

First Level

	Animate Rope	Trans	PH
	Burning Rage	Trans	PH II
1	Endure Elements	Abjur	PH
	Enlarge Person	Trans	PH
	Erase	Trans	PH
	Expeditious Retreat	Trans	PH
1	Feather Fall	Trans	PH
1	Identify	Div	PH
1	Jump	Trans	PH
	Magic Weapon	Trans	PH
	Reduce Person	Trans	PH
	Rouse	Ench	PH II
2	Shield	Abjur	PH
	Whelm	Ench	PH II

Second Level

	Animalistic Power	Conj	PH II
1	Cloud of Knives	Conj	PH II
1	Knock	Trans	PH
1	Share Talents	Trans	PH II
	Spider Climb	Trans	PH
1	Touch of Idiocy	Ench	PH
1	Whelming Blast	Ench	PH
1	Whispering Wind	Trans	PH

Third Level

1	Blink	Trans	PH
1	Curse of Arrow Attraction	Trans	PH II
1	Dispel Magic	Abjur	PH
1	Evard's Menacing Tentacles	Trans	PH II
	Fly	Trans	PH
	Keen Edge	Trans	PH
2	Scattering Trap	Conj	PH II
	Tongues	Div	PH

Fourth Level

1	Baleful Blink	Trans	PH II
1	Call of Stone	Trans	PH II
	Doom Scarabs	C/N	PH II
1	Explosive Rune Field	Conj	PH II
	Remove Curse	Abjur	PH
1	Stone Shape	Trans	PH
	Trollshape	Trans	PH II
1	Whelm, Mass	Ench	PH II

Fifth Level

1	Animal Growth	Trans	PH
1	Break Enchantment	Abjur	PH
	Mordenkainen's Private Sanctum	Abjur	PH
	Passwall	Trans	PH
	Permanency	Univ	PH
1	Prying Eyes	Div	PH
	Transmute Mud to Rock	Trans	PH
	Transmute Rock to Mud	Trans	PH

Sixth Level

	Overwhelm	Ench	PH II
	Chasing Perfection	Trans	PH II
1	Move Earth	Trans	PH
1	Guards and Wards	Trans	PH

Pandak is the only son of Kawal and Réyna Kaswitikan. His parents are renowned warriors, Dwarven Defenders of the StoneSoul Clan deep in the heart of the Eastland Mountains. Given their immense physical strength and extraordinary prowess, they were quite surprised when Pandak was born slightly below average size and apparently frail of constitution. Through his formative years, the son of the Clans most famous warrior couple proved to be more inclined to 'bookish' ways than to physical pursuits.

This began to change when he entered adolescence. In what proved to be typical Pandak style – that is to say, different from most any other example of his race – the young Dwarf actually became more graceful during these 'awkward' years rather than less. Though they wished him to follow in their footsteps and become a mighty warrior, Pandak's intelligence continued to astound his parents, as did his insight.

Well aware of his parents desires for him (though they took care to express their pride in his strengths), Pandak decided he could best serve his Clan as a scout – using his agility and intelligence to survive rather than brute strength. He entered training as an irregular in the Clan military, honing his survival and scouting skills. Still, he was determined to live up to his parents' reputation, and trained ceaselessly to improve his toughness as well.

His love of reading remained, and he spent much of his free time in the small Clan library. Here he came across a few Arcane texts, describing magical pursuits and spells. Many of these texts were gibberish even to the StoneSoul Elders, so there was much surprise when Pandak proved able to read every magical text in the library.

The elders met and debated, and consulted with Kawal and Réyna, and it was decided that Pandak should be apprenticed to a Wizard who had long ago taken up a hermetic existence in these mountains to escape persecution by the Church of the Light. And so Pandak began the second phase of his training – as a wizard. He proved as adept and assiduous a student of Wizardry as he was of military pursuits. Soon his hard work began paying off, and after only a few years of study the old hermit declared him a Wizard in truth.

Pandak returned to his Clan, eager to return to his Scouting duties. But the Elders had other plans for him. In his absence, they had determined that Pandak's gregarious nature and native good humor combined with his determination would make him an ideal representative of the StoneSoul Clan to the 'Outside.' They decided to make him an emissary, a conduit of goodwill and information with the dual missions of improving relations and understanding between Dwarf and Human and of bringing in fresh ideas and trade to enrich the Clan.

He has spent the last 17 years doing exactly that – travelling the Four Lands, working tirelessly to be a representative of all that is good in the Dwarven race. He's worked with city planners and engineers, helped as a scout with the Human armies against the D'Shai empire as well as against enemies in the Northlands, mucked out stables . . . whatever was needed wherever he was, Pandak worked to fill that need.

When the rulers of the Four Lands approached him to help lead a colonization effort, Pandak jumped at the chance. He sent letters home to his parents explaining where he was going and immersed himself in the efforts to make himself useful to the colonization team.