| Treebane | / 21,000 |
|---|---|
| CAMPAIGN | EXPERIENCE POINTS |

## GEAR

### ARMOR/PROTECTIVE ITEM

| | TYPE | ARMOR BONUS | MAX DEX BONUS |
|---|---|---|---|
| Studded Leather | Light | +3 | +5 |

| ACP | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|---|
| –1 | 15% | 30 | 20 | |

### SHIELD/PROTECTIVE ITEM

| | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|---|---|---|---|---|
| | | | | |

SPECIAL PROPERTIES

### OTHER POSSESSIONS

| ITEM | Wgt | ITEM | Wgt |
|---|---|---|---|
| Traveller's Outfit x 2 | 10 lb | | |
| Backpack | 2 lb | | |
| Rations, trail (per day) x 10 | 10 lb | | |
| Bedroll | 5 lb | | |
| Waterskin | 4 lb | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | **Magic Items Equipped by Slot** | |
| | | **Ring Slot (RH)** | |
| | | (none) (0 GP) | |
| | | **Ring Slot (LH)** | |
| | | (none) (0 GP) | |
| | | **Hand Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Arm Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Head Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Face Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Shoulder Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Neck Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Body Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Torso Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Waist Slot** | |
| | | (none) (0 GP) | 0 |
| | | **Feet Slot** | |
| | | (none) (0 GP) | 0 |
| | | **TOTAL WEIGHT CARRIED** | 20 |

## NOTES

## LANGUAGES

Human Ranks: 3
Dwarven Ranks: 2
Sylvan Ranks: 1
Terran Ranks: 1
Feline Ranks: 2
Illumian Ranks: 3
Dead Language Ranks: 1
North Human Ranks: 2

## SPECIAL ABILITIES

— RACIAL ABILITIES —
× Base land speed of 30 feet.
× Luminous Sigils (Su): The sigils that orbit your head glow softly, providing illumination equal to that of a candle.
× Glyphic Resonance (Ex): You interact strangely with symbol-based spells.
× Power Sigils (Su): One or more of your sigils glows brightly and provides certain bonuses.
× Illumian Words (Su): Combinations of power sigils make an Illumian word of great power granting extra abilities.
× Final Utterance (Ex): At death your body releases the stored Illumian language for 1 round per Hit Die.
× +2 racial bonus on saves vs spells with the shadow descriptor.
× Superior Literacy: Illumians are always literate. Speak Language is always a class skill.
× Favored Class: Any
— CLASS ABILITIES —
× Proficient in all armor, and all shields (except tower shields)
× Proficient with all simple and martial weapons.
× Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
× Quick to act(Ex): Initiative bonus +1.
× Discipline Focus: (Diamond Mind)
  × Weapon Focus(Ex): Pick a discipline you have at least one maneuver in. Each time you have Discipline focus, gain weapon focus for discipline related weapons, +2 Martial Lore checks for discipline that has discipline focus (does not stack).
× Battle Clarity(Ex): Unless flat-footed, you gain a +3 insight bonus to your Reflex saves.
× Weapon Aptitude(Ex): You are considered a level 2 fighter for purposes of qualifying for feats. Further, each morning you may spend 1 hour in weapon training to change the designated weapon for any feat that applies to a single weapon (such as Weapon Focus).
× Battle Ardor(Ex): You gain a +3 insight bonus on rolls made to confirm critical hits.
— FEATS —
× Power Attack(PH 98) : Trade attack bonus for damage (up to base attack bonus).
× Weapon Focus(PH 102) (Rapier; Shortspear; Sword, Bastard; Trident) : +1 bonus on attack rolls with selected weapon.
× Able Learner(RD 150) : Cross-class skills cost less per rank
× Adaptive Style(ToB 28) : Change readied maneuvers in 1 round instead of 5 minutes.
× DM Bonus: Extra Skill Points(CUST): 1st level only. 4 extra skill points.
× DM Bonus: Lingual Conversion to Skill(CUST): 1st level only. INT bonus for languages converted to two times INT bonus for purposes of skill points. Can be used for Speak Languages.
— MANEUVERS —
× Swordsage - Initiator Level: 4 Known: 7 Readied: 4 Stances: 2
  × Burning Blade (R) (Desert Wind) (Boost Level 1) (Pg 52) : Deal 1d6+4 fire damage.
  × Distracting Ember (R) (Desert Wind) (Boost Level 1) (Pg 52) : Fire elemental appears, flanks enemy.
  × Emerald Razor (R) (Diamond Mind) (Strike Level 2) (Pg 63) : Turn melee strike into touch attack.
  × Wall of Blades (R) (Iron Heart) (Counter Level 2) (Pg 70) : Replace AC with attack roll result.
  × Shadow Blade Technique (Shadow Hand) (Strike Level 1) (Pg 78) : Roll two attacks, use lower result to deal bonus cold damage.
  × Cloak of Deception (Shadow Hand) (Boost Level 2) (Pg 76) : Turn invisible until the end of your turn.
  × Douse the Flames (White Raven) (Strike Level 1) (Pg 91) : Target cannot make attacks of opportunity for 1 round.
  × Child of Shadow (Shadow Hand) (Stance Level 1) (Pg 76) : You gain concealment as long as you move.
  × Bolstering Voice (White Raven) (Stance Level 1) (Pg 90) : Allies gain +2 bonus on Will saves, +4 against fear.
× Warblade - Initiator Level: 5 Known: 5 Readied: 3 Stances: 2
  × Moment of Perfect Mind (R) (Diamond Mind) (Counter Level 1) (Pg 64) : Use Concentration check in place of Will save.
  × Insightful Strike (R) (Diamond Mind) (Strike Level 3) (Pg 63) : Use

## CARRYING INFO

| LIGHT LOAD | MED LOAD | HEAVY LOAD |
|---|---|---|
| 76 | 153 | 230 |

| LIFT OVER | LIFT OFF GROUND | PUSH DRAG |
|---|---|---|
| 230 | 460 | 1,150 |

### MONEY

| | |
|---|---|
| PP | |
| GP | 6 |
| SP | 49 |
| CP | |
| Art | |
| Gems | |
| Other (GP) | |

## TURN/REBUKE ATTEMPTS

Times/Day ☐ Used ☐ Turning/Rebuking Check Modifier ☐

| Turning/Rebuking | Most Powerful Undead Affected(Max HD) |
|---|---|
| Up to 0 | |
| 1-3 | |
| 4-6 | |
| 7-9 | |
| 10-12 | |
| 13-15 | |
| 16-18 | |
| 19-21 | |
| 22+ | |

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.