

Name: Ix Balam Itztlacoliuhqui Race: Human Alignment: CG
Origin/Birthland: Xicalanca (Haasfiir) Religion: Uemac (Aghorrit)

Class: <u>Ranger</u>	Level: <u>1</u>	Gender: <u>M</u>	Age: <u>28</u>
Class: <u>Fighter</u>	Level: <u>2</u>	Height: <u>6' 5"</u>	Weight: <u>234</u>
Class: <u>Favoured Soul</u>	Level: <u>8</u>	Hair: <u>Black</u>	Eyes: <u>Brown</u>
Class: <u></u>	Level: <u></u>	Skin: <u>Tan</u>	Size: <u>Medium</u>

STRENGTH	20		5
DEXTERITY	11		0
CONSTITUTION	14		2
INTELLIGENCE	10		0
WISDOM	12		1
CHARISMA	17		3

HIT POINTS: 70 DR: /

HP Tally: /

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XP: 61,513

HP by Level:

10,11,8,7,4,4,6,4,8,5,3

ARMOUR CLASS:

Full AC: 19

Flat-Footed: 19

Touch: 10

SAVING THROWS:

Modifiers

Fortitude: 13

Reflex: 8

Will: 7

+1 vs enchantment spells and effects, +3
vs energy drain and inflict and death

MOVEMENT: Climb:

Base: 30 Fly:

Current: 20 Swim:

BASE ATTACK BONUS:

Modifiers

Melee: 14

Ranged: 9

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INITIATIVE: 0 = 0 + 0 + 0 + 0
Dex Feats Magic Other

Miss Chance: 0 %

Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
+1 Greatclub	2H	M	M	15/10	1d10+8	20 (x2)	-	B
Mwk Composite Longbow (+4 Str)	R	M	M	10/5	1d8+4	20 (x3)	110	P
Mwk Great Klanth (Greataxe)	2H	M	M	14/9	1d12+7	20 (x3)	-	S

SKILLS

[illegible]**Languages:**

Azotlan, Common

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
+1 Stone Platemail	Hv	7	0	1	-6	30%	Arm	
Amulet of Natural Armour +2	-	2	0	0	0	0	Nat	
				-				
				-				
				-				
				-				
				-				
<i>Totals</i>		9	0	1	-6	30%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	1	2	6		5			
Ranged	1	2	6		0			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	2	3	6		2				
Reflex	2	0	6		0				
Will	0	0	6		1				

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	0				
Wisdom-based	1				
Charisma-based	3				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	17	1		2	20
DEXTERITY	11				11
CONSTITUTION	13	1			14
INTELLIGENCE	10				10
WISDOM	11		1		12
CHARISMA	15			2	17

Racial Abilities:

Bonus feat at 1st level
+1 skill point per level

Class Abilities:

Favoured Enemy (serpentfolk +2)
Track
Wild Empathy +3
Deity's Weapon Focus
Energy Resistance - acid 10

Starting Proficiencies:

Simple and Martial Weapons, Heavy, Medium, and Light Armour, Shields (including tower shields)

Feats:

Extend Spell
Augment Healing
Power Attack
Powerful Charge
Practiced Spellcaster
Greater Powerful Charge
Weapon Focus (greatclub)
Leadership

Items for: Ix Balam Itztlacoliuhqui

[illegible]

(s) = carried for Savoi

** Focus for Hazuiancachtli's insignia spells

Encumbrance:

Light Load: 133 Medium Load: 266 Heavy Load: 400

POTIONS:

Spell	Lvl		Spell	Lvl
Water Breathing	5			

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
1	Raise Dead (divine)	9				
2	Protection from Evil (divine)	1				
2	Obscuring Mist (divine)	1				
2	Endure Elements (divine)	1				
3	Entropic Shield (divine)	1				
3	Magic Stone (divine)	1				
4	Bull's Strength (divine)	3				
4	Bull's Strength (divine)	3				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl
Cure Light Wounds	5	1				

OTHER MAGIC ITEMS:

+1 Feathered Stone Platemail (fly 5 minutes/day as spell) [AEG p93]
+1 Greatclub
Amulet of Natural Armour +2
Bracers of Great Collision (2/day when crit with bludgeon +2d6 dmg or +3d6 if 2-handed) [MIC p81]
Healing Belt (+2 to Heal checks, 3 chg/day: 1 = heal 2d8, 2 = heal 3d8, 4 = heal 4d8) [MIC p110]
Lesser Augment Crystal of Lifekeeping (+3 competence bonus on saves vs energy drain, inflict, death) [MIC p25]
Gauntlets of Ogre Power
Gem of Brightness (24 charges) (0 ch = hooded lantern, 1 ch = 50 ft ranged touch atk to blind 1d4 rd DC 14 Fort, 5 ch = 30 ft cone blind 1d4 rd DC 14 Fort)
Diadem of Charisma +2
+1 Phaerimm Bane Frost Handaxe
+1 Phaerimm Bane Flame Handaxe
Ring of Lightning Flashes (swift action, 3/day 5d6 electricity within 5ft [Ref DC 13 half], no save if creature in contact with you) [MIC p125]

Class: Favoured Soul

DC: 13 + Spell Level

Spells Per Day:

	Base		Bonus		Total
LVL 0	6	+	0	=	6
LVL 1	6	+	1	=	7
LVL 2	6	+	1	=	7
LVL 3	5	+	1	=	6
LVL 4	3	+	0	=	3
LVL 5		+		=	0
LVL 6		+		=	0
LVL 7		+		=	0
LVL 8		+		=	0
LVL 9		+		=	0

Spells Known:

	Base		Bonus		Total
LVL 0	8	+	0	=	8
LVL 1	6	+	0	=	6
LVL 2	5	+	0	=	5
LVL 3	4	+	0	=	4
LVL 4	3	+	0	=	3
LVL 5		+		=	0
LVL 6		+		=	0
LVL 7		+		=	0
LVL 8		+		=	0
LVL 9		+		=	0

Spells Known:

Spell	Lvl	Src	Cast	Spell	Lvl	Src	Cast
Create Water	0	PHB					
Cure Minor Wounds	0	PHB					
Detect Magic	0	PHB					
Detect Poison	0	PHB					
Guidance	0	PHB					
Light	0	PHB					
Purify Food and Drink	0	PHB					
Read Magic	0	PHB					
Bless	1	PHB					
Cure Light Wounds	1	PHB					
Detect Evil	1	PHB					
Divine Favour	1	PHB					
Lesser Vigour	1	SC					
Shield of Faith	1	PHB					
Bear's Endurance	2	PHB					
Brambles	2	SC					
Bull's Strength	2	PHB					
Close Wounds	2	SC					
Cure Moderate Wounds	3	PHB					
Magic Vestment	3	PHB					
Mass Aid	3	SC					
Mass Conviction	3	SC					
Spikes	3	SC					
Divine Power	4	PHB					
Freedom of Movement	4	PHB					
Greater Magic Weapon	4	PHB					

Description

Birthday:

Named "Alanilwi" and mark on forehead from killoren