

Ashrem

NAME	
Rog7 Asn8	120000
CLASS	EXPERIENCE
15	120000
Character Level	NEXT LEVEL

Manuel

PLAYERNAME	
Human	Medium
RACE	SIZE
36	Male
AGE	GENDER

Ragoth-Rhyx

DEITY	
5' 9"	185 lbs.
HEIGHT	WEIGHT
Brown	Brown, Reaches
EYES	Lower Back
	HAIR

Chaotic Evil

ALIGNMENT	
Normal	
VISION	
-1	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	15	+2	15	+2	15	+2
DEX Dexterity	17	+3	23	+6	23	+6
CON Constitution	18	+4	22	+6	22	+6
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	13	+1	19	+4	19	+4
CHA Charisma	13	+1	13	+1	13	+1

HP hit points	167	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	35	35	28	10	0	7	6	0	0	12	10	+0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+10	+6	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+11/+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+18	+4	+6	+10	-2	+0		
REFLEX (dexterity)	+25	+11	+6	+10	-2	+0		
WILLPOWER (wisdom)	+16	+4	+4	+10	-2	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	
RANGED attack bonus	+17/+12/+7	+11/+6/+1	+6	+0	+0	+0	
GRAPPLE attack bonus	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4/-1	1d3+2	20/x2

Assassin's Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	T	19-20/x2	
TOTAL ATTACK BONUS	DAMAGE				
+15/+10/+5	1d4+4				
	10'	20'	30'	40'	50'
To Hit	+20/+15/+10	+18/+13/+8	+16/+11/+6	+13/+8/+3	+11/+6/+1
Dam	1d4+5	1d4+5	1d4+5	1d4+4	1d4+4
Special Properties	Adds +1 to the DC of a death attack				

Assassin's Light Crossbow	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	S	17-20/x2	
Ammunition: Bolts (Crossbow/10/Masterwork/+4 (Enhancement to Weapon or Ammunition))					
	30'	80'	160'	240'	320'
To Hit	+23/+18/+13	+22/+17/+12	+20/+15/+10	+18/+13/+8	+16/+11/+6
Dam	1d8+6	1d8+5	1d8+5	1d8+5	1d8+5
Special Properties					

Assassin's Light Crossbow [Rapid Shot]	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Temp Bonus	P	S	17-20/x2	
	30'	80'	160'	240'	320'
To Hit	+17/+17/+12/+7	+16/+16/+11/+6	+14/+14/+9/+4	+12/+12/+7/+2	+10/+10/+5/+0
Dam	1d8+2	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties					

Dagger of Venom	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Not Carried	P	T	19-20/x2	
TOTAL ATTACK BONUS	DAMAGE				
+14/+9/+4	1d4+3				
	10'	20'	30'	40'	50'
To Hit	+19/+14/+9	+17/+12/+7	+15/+10/+5	+12/+7/+2	+10/+5/+0
Dam	1d4+4	1d4+4	1d4+4	1d4+3	1d4+3
Special Properties	Inflict a poison spell 1/day				

Rapier	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	M	18-20/x2	
TOTAL ATTACK BONUS	DAMAGE				
+13/+8/+3	1d6+2				
Special Properties					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Assassin's Armor (ARMOR, LIGHT, MAGIC/AC Bonus (Insight) (+4)/Shadow (Improved)/Silent moves (Improved)/Masterwork/+4 (Enhancement to Armor))	Light	+10	+6	+0	10
(Leather (Masterwork/+4 (Enhancement to Armor))), (Leather (ARMOR, LIGHT, MAGIC/AC Bonus (Insight) (+4)/Shadow (Improved)/Silent moves (Improved)/Masterwork/+4 (Enhancement to Armor))), Insight bonus to armor class of +4, +10 competence bonus to wearer's Hide checks, +10 competence bonus to wearer's Move Silent checks					
*Ulfgar's Buckler	Shield	+7	+0	+0	0
Deflection bonus to armor class of +3, 30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness					
Bracers of Armor +2		+2	+0	+0	0
*Ring of Force Shield		+2	+0	+0	0
Ring of Protection +2		+2	+0	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9 MISC MODIFIER
✓ Appraise	INT	3	= 3	+ +	
✓ Balance	DEX	17	= 6	+ 9.0	+ 2
✓ Bluff	CHA	18	= 1	+ 17.0	+ +
✓ Bluff (Flattery)	CHA	1	= 1	+ +	
✓ Climb	STR	8	= 2	+ 6.0	+ +
✓ Climb (Swarm Huge Monster)	STR	2	= 2	+ +	
✓ Concentration	CON	6	= 6	+ +	
✓ Craft (Poison)	INT	4	= 3	+ 1.0	+ +
✓ Craft (Trapmaking)	INT	4	= 3	+ 1.0	+ +
✓ X Craft (Untrained)	INT	3	= 3	+ +	
X Decipher Script	INT	5	= 3	+ 2.0	+ +
✓ Diplomacy	CHA	4	= 1	+ 1.0	+ 2
✓ Diplomacy (Dragon Protocol)	CHA	3	= 1	+ +	+ 2
✓ Disable Device	INT	20	= 3	+ 17.0	+ +
✓ Disguise	CHA	8	= 1	+ 7.0	+ +
✓ Escape Artist	DEX	8	= 6	+ 2.0	+ +
✓ Forgery	INT	4	= 3	+ 1.0	+ +
✓ Gather Information	CHA	2	= 1	+ 1.0	+ +
✓ Heal	WIS	4	= 4	+ +	
✓ Hide	DEX	30	= 6	+ 14.0	+ 10
✓ Innuendo	WIS	5	= 4	+ 1.0	+ +
✓ Intimidate	CHA	3	= 1	+ +	+ 2
✓ Intuit Direction	WIS	5	= 4	+ 1.0	+ +
✓ Jump	STR	14	= 2	+ 10.0	+ 2
✓ Jump (Leap into the Saddle)	STR	4	= 2	+ +	+ 2
✓ Knowledge (Arcana)	INT	3	= 3	+ 0.5	+ +
✓ Knowledge (Poison)	INT	3	= 3	+ 0.5	+ +
✓ Knowledge (The Planes)	INT	3	= 3	+ 0.5	+ +
✓ Knowledge (Traps)	INT	3	= 3	+ 0.5	+ +
✓ Knowledge (Undead)	INT	3	= 3	+ 0.5	+ +
✓ Listen	WIS	18	= 4	+ 14.0	+ +
✓ Literacy		0	= 0	+ 0.5	+ +
✓ Mimic Voice	CHA	1	= 1	+ +	
✓ Move Silently	DEX	24	= 6	+ 8.0	+ 10
✓ Open Lock	DEX	17	= 6	+ 11.0	+ +
✓ Perform	CHA	2	= 1	+ 1.0	+ +
✓ Pick Pocket	DEX	10	= 6	+ 2.0	+ 2
✓ Ride	DEX	6	= 6	+ +	
✓ Search	INT	19	= 3	+ 16.0	+ +
✓ Search (Stash Item)	INT	3	= 3	+ +	
✓ Sense Motive	WIS	5	= 4	+ 1.0	+ +
✓ Speak Language(Elven, Orc, Dwarven)		3	= 0	+ 3.0	+ +
✓ Spot	WIS	20	= 4	+ 16.0	+ +
✓ Survival	WIS	4	= 4	+ +	
✓ Swim	STR	-7	= 2	+ 1.0	+ -10
✓ Tumble	DEX	17	= 6	+ 9.0	+ 2
✓ Urban Lore	WIS	4	= 4	+ +	
X Use Magic Device	CHA	2	= 1	+ 1.0	+ +
✓ Use Rope	DEX	7	= 6	+ 1.0	+ +
✓ Wilderness Lore	WIS	4	= 4	+ +	
			= +	+ +	
			= +	+ +	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Acid (Flask)	Backpack	2	1.25 (2.5)	10.0 (20.0)
Assassin's Armor (ARMOR, LIGHT, MAGIC/AC Bonus (Insight) (+4)/Shadow (Improved)/Silent moves (Improved)/Masterwork/+4 (Enhancement to Armor))	Equipped	1	15.0	86160.0
<small>(Leather (Masterwork/+4 (Enhancement to Armor))), (Leather (ARMOR, LIGHT, MAGIC/AC Bonus (Insight) (+4)/Shadow (Improved)/Silent moves (Improved)/Masterwork/+4 (Enhancement to Armor))), (Insight bonus to armor class of +4, +10 competence bonus to wearer's Hide checks, +10 competence bonus to wearer's Move Silent checks</small>				
Antitoxin (Flask)	Carried	1	0.06	49.0
Assassin's Dagger	Carried	1	1.0	10302.0
<small>Adds +1 to the DC of a death attack</small>				
Backpack	Carried	1	2.0	2.0
<small>2.5 lbs., 2 Poison (Bloodroot), 2 Poison (Blue whinnis), 2 Poison (Giant wasp poison), 1 Poison Ivy, 1 Poison (Shadow essence), 1 Poison (Terinav root), 2 Acid (Flask)</small>				
Belt, Monk's	Equipped	1	1.0	9000.0
<small>Monk can Haste themselves once a day. Non monks gain one stunning attack per day plus Ambidexterity and Two-Weapon Fighting feats when fighting unarmed.</small>				
Blue Dragon Bracers of Health +4	Equipped	1	0.0	0.0
<small>Enhancement bonus to ability of CON+4</small>				
Bolt, Crossbow	Handy Haversack	1	0.1	0.1
<input type="checkbox"/>				
Bolt, Silvered	Handy Haversack	2	0.15 (0.3)	1.0 (2.0)
<input type="checkbox"/>				
Bolt of Voices	Handy Haversack	7	0.1 (0.7)	0.1 (0.7)
<input type="checkbox"/>				
Bolts, Crossbow (10)	Handy Haversack	8	1.0 (8.0)	1.0 (8.0)
<input type="checkbox"/>				
Bolts (Crossbow/10/Masterwork/+4 (Enhancement to Weapon or Ammunition))	Assassin's Light Crossbow	1	1.0	6410.0
<input type="checkbox"/>				
Bolts (Crossbow/10/Masterwork/+4 (Enhancement to Weapon or Ammunition))	Handy Haversack	3	1.0 (3.0)	6410.0 (19230.0)
<input type="checkbox"/>				
<input type="checkbox"/>				
Book of Planes	Handy Haversack	1	3.0	10400.0
Boots of Elvenkind	Handy Haversack	1	1.0	2000.0
Bracers of Armor +2	Handy Haversack	1	1.0	4000.0
Camouflage Makeup	Equipped	1	1.0	10.0
<small>+1 circumstance bonus to Hide for 1d4 hours on successful Disguise (DC 15) (see text)</small>				
Candle	Carried	1	0.0	0.01
Carpet of Flying (4x6)	Equipped	1	8.0	29000.0
Cloak of Elvenkind	Handy Haversack	1	1.0	2000.0
Cloak of Resistance +3	Equipped	1	1.0	9000.0
Assassin's Light Crossbow	Carried	1	6.0	0.0
<small>1 lbs., 1 Bolts (Crossbow/10/Masterwork/+4 (Enhancement to Weapon or Ammunition))</small>				
Assassin's Light Crossbow	Carried	1	0.0	0.0
<small>0.0 lbs.</small>				
Dagger of Venom		1	1.0	9302.0
<small>Inflict a poison spell 1/day</small>				
Flint and Steel	Handy Haversack	1	0.0	1.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Grappling Hook	Handy Haversack	1	4.0	1.0
Handy Haversack	Carried	1	5.0	2000.0
<small>40.1 lbs., 1 Boots of Elvenkind, 1 Rope (Hemp/50 Ft.), 7 Bolt of Voices, 1 Flint and Steel, 1 Grappling Hook, 1 Thieves' Tools, 1 Signet Ring, 2 Bolt (Crossbow/Silvered), 1 Bolt (Crossbow), 8 Bolts (Crossbow/10), 3 Bolts (Crossbow/10/Masterwork/+4 (Enhancement to Weapon or Ammunition)), 1 Cloak of Elvenkind, 2 Potion (Fly), 1 Potion (Haste), 1 Potion (Hiding), 1 Potion (Protection from Elements/Sonic), 1 Potion (Sneaking), 1 Book of Planes, 1 Bracers of Armor +2, 2 Ink (1 Oz. Vial), 2 Oil (1 Pt. Flask), 8 Potion (Cure Light Wounds), 6 Potion (Cure Moderate Wounds), 5 Potion (Cure Serious Wounds), 5 Rations (Trail/Per Day)</small>				
Heartstone	Equipped	1	0.0	0.0
<small>Instantly cures any Disease of holder, grants Ethereality to Evil</small>				
TOTAL WEIGHT CARRIED/VALUE			52.06379869.0	lbs. gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<small>characters, 10 uses max for Good characters</small>				
Ink (1 Oz. Vial)	Handy Haversack	2	0.0 (0.0)	8.0 (16.0)
Ioun Stone (Deep Red)	Equipped	1	0.0	8000.0
Oil (1 Pt. Flask)	Handy Haversack	2	1.0 (2.0)	0.1 (0.2)
Outfit (Explorer's)	Equipped	1	8.0	0.0
Bloodroot	Backpack	2	0.0 (0.0)	100.0 (200.0)
Blue whinnis	Backpack	2	0.0 (0.0)	120.0 (240.0)
Giant wasp poison	Backpack	2	0.0 (0.0)	210.0 (420.0)
Shadow essence	Backpack	1	0.0	250.0
Terinav root	Backpack	1	0.0	750.0
Poison Ivy	Backpack	1	0.0	0.5
Portable Hole	Equipped	1	0.0	14000.0
<small>0 lbs.</small>				
Potion of Cure Light Wounds	Handy Haversack	8	0.0 (0.0)	50.0 (400.0)
<input type="checkbox"/>				
Potion of Cure Moderate Wounds	Handy Haversack	6	0.0 (0.0)	300.0 (1800.0)
<input type="checkbox"/>				
Potion of Cure Serious Wounds	Carried	1	0.0	750.0
<input type="checkbox"/>				
Potion of Cure Serious Wounds	Handy Haversack	5	0.0 (0.0)	750.0 (3750.0)
<input type="checkbox"/>				
Potion of Fly	Handy Haversack	2	0.0 (0.0)	750.0 (1500.0)
<input type="checkbox"/>				
Potion of Haste	Handy Haversack	1	0.0	750.0
<input type="checkbox"/>				
Potion of Hiding	Handy Haversack	1	0.0	150.0
<input type="checkbox"/>				
Potion of Sonic Protection from Elements	Handy Haversack	1	0.0	750.0
<input type="checkbox"/>				
Potion of Sneaking	Handy Haversack	1	0.0	150.0
<input type="checkbox"/>				
Profane Unholy Boots	Equipped	1	0.0	62500.0
<small>Profane bonus to all saving throws of +5</small>				
Rapier	Carried	2	3.0 (6.0)	20.0 (40.0)
Rations (Trail/Per Day)	Handy Haversack	5	1.0 (5.0)	0.5 (2.5)
Ring of Elemental Resistance, Major	Equipped	1	0.0	24000.0
Ring of Force Shield	Equipped	1	0.0	8500.0
Ring of Protection +2	Carried	1	0.0	8000.0
Rope (Hemp/50 Ft.)	Handy Haversack	1	10.0	1.0
Shirt of Wisdom +6	Equipped	1	0.0	0.0
<small>Enhancement bonus to ability of WIS+6</small>				
Signet Ring	Handy Haversack	1	0.0	5.0
Thieves' Tools	Handy Haversack	1	1.0	30.0
Ulfgar's Buckler	Equipped	1	2.5	28015.0
<small>Deflection bonus to armor class of +3, 30hp/inch and 15 hardness. Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness</small>				
Waterskin	Carried	1	0.0	1.0
<small>0 lbs.</small>				
TOTAL WEIGHT CARRIED/VALUE			52.06379869.0	lbs. gp

WEIGHT ALLOWANCE			
Light	66	Medium	133
Heavy	200	Push / Drag	1000
Lift over head	200	Lift off ground	400

MONEY

Ashrem's Room contains the following heads of monsters he has encountered and collected.

Orc head
Black Dragon head
Mind Flayer head
Medusa head
Grimlock head
Hobayah head
Osyluth head and tail
Tifling head and tail
Girallon head and 2 lower arms
Red Flesh Golem head "Stitches"
Desmoduo head
broken Beholder parts
Beholder body
Vrock head
Half-dragon/Half-orc head
Unicorn horn
Bear skin
Effretti head
Salamander head
Hawk head
Black "Death" Slaad head
Green Slaad head
Axiomatic Fire Giant head
Grey Render head
Steel Predator head (mother head)
mature adult blue dragon head

Total = 0.0 gp

MAGIC

Unholy Boots +5 Will Save
50 +4 magic crossbow bolts
26 +3 magic crossbow bolts
Poison
Type doses
black widow 15
cobra 13
curare 12
cyanide 10
fungus toxin 13
poison dart frog 12
salamander 11
shellfish toxin 14
stonefish 10
tarantula 14
angel kiss 1
blackrot 0
demon's blood 2
mummy dust 0
blue whinis 1
giant wasp 8
poison ivy 5
blood root 2
hobayah poison 4
death blade 1
shadow essence 0
collosal spider 1
sword of god vs lawful 4
sword of god vs evil 9
sword of god vs good 3
sword of god vs chaos 1
taint of shadow 0
bantuvi 0
chuinack 0
haskspell 6
mutuko 7
y'vrix 2

SPECIAL ABILITIES

Death Attack (DC 21)
Evasion (Ex)
Poison Use
Save vs. Poison +4
Sneak Attack 8d6
Uncanny Dodge (+2 against traps)
Uncanny Dodge (can't be flanked)
Uncanny Dodge (Dex bonus to AC)

FEATS

Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Improved Critical (Crossbow (Light))	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.
Weapon Finesse (Crossbow (Light))	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Exotic Weapon Proficiency	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

PROFICIENCIES

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Mace, Mace (Heavy), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortbow (Composite), Sword (Short)

LANGUAGES

Common, Dwarven, Elven, Literacy, Orc

Assassin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	3	2	2	1

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Change Self <i>Effect:</i> Changes the caster's appearance.	14	Will negates	1 action	80 minutes [D]	Personal	V, S	No	Illusion (Glamer)	SRD: srdspellsc.rtf
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 action	Instantaneous/10 minutes per target HD	Close (45')	V, S	No	Divination	SRD: srdspellsd.rtf
□□□□□ Devlin's Barb <i>Effect:</i> See text	14	None	1 action	1 minute/level	Personal	V, S	No	Conjuration (Creation)	BoEM1: p.12
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief	1 action	8 rounds [D]	Close (45')	V, S, M	No	Illusion (Figment)	SRD: srdspellsj.rtf
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds the caster.	14	None	1 action	8 minutes	30 feet	V, S	No	Conjuration (Creation)	SRD: srdspellsno.rtf
□□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	14	Will negates (Harmless)	1 action	80 minutes	Touch	V, S, M	Yes (Harmless)	Transmutation	SRD: srdspellsr.rtf

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Self <i>Effect:</i> As change self, plus more drastic changes.	15	None	1 action	80 minutes [D]	Personal	V, S	No	Transmutation	SRD: srdspellsa.rtf
□□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural darkness.	15	None	1 action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	SRD: srdspellsd.rtf
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 80 min. or until it attacks.	15	Will negates (Harmless)	1 action	80 minutes [D]	Personal or Touch	V, S, M/DF	Yes (Harmless)	Illusion (Glamer)	SRD: srdspellsi.rtf
□□□□□ Pass without Trace <i>Effect:</i> 8 subjects leave no tracks.	15	Will negates (Harmless)	1 action	80 minutes	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellsr.rtf
□□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	15	Will negates (Harmless)	1 action	80 minutes	Touch	V, S, M	Yes (Harmless)	Transmutation	SRD: srdspellsr.rtf
□□□□□ Undetectable Alignment <i>Effect:</i> Conceals alignment for 24 hours.	15	Will negates (object)	1 action	24 hours	Close (45')	V, S	Yes (object)	Abjuration	SRD: srdspellsuvwxyz.rtf

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Deeper Darkness <i>Effect:</i> Object sheds absolute darkness in 60-ft. radius.	16	None	1 action	8 days	Touch	V, S	No	Evocation [Darkness]	SRD: srdspellsd.rtf
□□□□□ Devlin's Venomblade <i>Effect:</i> See text	16	None	1 action	1 minute/level	Personal	V, S	No	Conjuration (Creation)	BoEM1: p.12
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 80 min. or until it attacks.	16	Will negates (Harmless)	1 action	80 minutes [D]	Personal or Touch	V, S, M/DF	Yes (Harmless)	Illusion (Glamer)	SRD: srdspellsi.rtf
□□□□□ Misdirection <i>Effect:</i> Misleads divinations for one creature or object.	16	Will negates (object)	1 action	8 hours	Close (45')	V, S	No	Illusion (Glamer)	SRD: srdspellsm.rtf
□□□□□ Nondetection <i>Effect:</i> Hides subject from divination, scrying.	16	Will negates (Harmless object)	1 action	8 hours	Touch	V, S, M	Yes (Harmless object)	Abjuration	SRD: srdspellsno.rtf

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dimension Door <i>Effect:</i> Teleports the caster and up to 500 lb.	17	None and Will negates	1 action	Instantaneous	Long (720')	V	Special	Transmutation [Teleportation]	SRD: srdspellsd.rtf
□□□□□ Freedom of Movement <i>Effect:</i> Subject moves normally despite impediments.	17	None	1 action	80 minutes	Personal or touch	V, S, M, DF	No or Yes (Harmless)	Abjuration	SRD: srdspellsf.rtf
□□□□□ Improved Invisibility <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	17	Will negates (Harmless)	1 action	8 minutes [D]	Touch	V, S	Yes (Harmless)	Illusion (Glamer)	SRD: srdspellsi.rtf
□□□□□ Poison <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 min.	17	Fortitude negates	1 action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	SRD: srdspellsr.rtf

* =Domain/Speciality Spell

Ashrem



Human
RACE
36
AGE
Male
GENDER
Normal
VISION
Chaotic Evil
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
185 lbs.
WEIGHT
Brown
EYE COLOUR
Tanned
SKIN COLOUR
Brown, Reaches Lower Back
HAIR
Fire Elementals
PHOBIAS
Individualist, Cruel
PERSONALITY TRAITS
Collector of Trophy Kills
INTERESTS
Terse, "I want the head."
SPOKEN STYLE
Brindinford
RESIDENCE
World of Greyhawk
LOCATION
None
REGION

Description:

member of the Zintalar Shadows

Biography:

Home Community</para><para>Ashrem grew up in a large city which had more than 25,000 residents.</para><para>Climate</para><para>Whether it's a tangled jungle or sparser pines, trees are the dominant feature of the landscape, that makes Ashrem feel at home. Ashrem grew up with cold winters, but warm summers.</para><para>Education</para><para>Ashrem was curious about government and how officials wielded power. In his youth Ashrem was exposed to an unusual skill ... the secret art of assassination. Ashrem spent time on the street which taught him minor thievery and con games. He desired to become an assassin.</para><para>Events</para><para>Ashrem lost both parents and other significant family members to an assassin. Ashrem broke the law and got caught and suffered many years of punishment, from this Ashrem learned how to dodge the consequences and survive. As a result of his ways, Ashrem was forced to become a displaced person.</para><para>Family</para><para>For some reason, Ashrem's family's economic status was difficult to measure. Perhaps Ashrem lived a solitary life on the streets with frequent retreats to the surrounding wood. Ashrem's was family is lead by an outsider; to whom the family has sworn support. Ashrem's family has no ability to defend themselves considering they are all dead. Ashrem's family took actions detrimental to the community. Regardless of Ashrem's family's actual ethics, public opinion is so ingrained about his family that it's essentially unchangeable. Public opinion is accurate, his family deserved its fate. Ashrem's family hid this commitment from the public. Ashrem's family has no specific political stance.. Ashrem's family has inconsistent family religious direction. Ashrem's family is treated in general with contempt, but occasionally a family member has demonstrated positive qualities and earned respect. Members of Ashrem's family may be guilty of crimes, or wrongly convicted of them. Either way, other members of the community treat Ashrem poorly as a result. Ashrem's family's ancestors of note are unknown or forgotten. Information about them could be revealed in a future adventure, however.</para><para>Relationships</para><para>Ashrem's parents are deceased. Ashrem may learn more about them in a future adventure, of course. Ashrem is an only child Ashrem does not remember his grandparents, since they were executed as well. Ashrem does not believe that he has other relatives out there. Ashrem is a loner by circumstance. Ashrem has angered or otherwise alienated an instructor of note. A person of an opposed alignment has a philosophical beef with Ashrem, Meldor of Kuhl, although Ashrem has never harmed the sorcerer. Ashrem's believes his ways of dealing with enemies unsettles Meldor. Ashrem has often stolen things for Meldor that Meldor could not get the courage to acquire for himself. Ashrem has entrusted Lysander with knowledge of a secret ritual and he feels close to Lysander because Lysander and he were both inflicted with Lycanthropy of the were-rat kind.. </para><para>Meldor doesn't trust Ashrem, but it is only based on sneaking suspicions that Ashrem killed Horken's grandmother. Horken is totally oblivious to this fact and only Lysander knows the truth.</para><para>Misc</para><para>Ashrem has a strange affinity for collecting body parts of those enemies he has found formidable. He has a collection of mounted pieces in his room. Visit Ashrem' Room No one has yet to ask Ashrem why he decapitates his enemies, but it is believed that he is searching for the beasts who murdered his family. Ashrem has collected many heads of defeated foes.</para><para>Ashrem also likes to collect exotic poisons, this only enhances his abilities as an assassin.</para><para>Ashrem has an affinity for platinum, and eagerly gives away all gold and silver, especially silver, he finds. Ashrem was never one amass wealth since he figured he can always gather, in the loosest sense, what he needs.

Notes:

Character Sheet Notes: