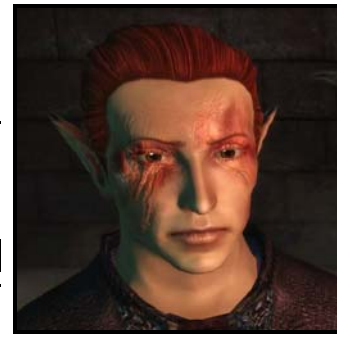


# Captain Andar Lotharvalis



Ftr2/DomWiz3/Bladesinger10/SpSword4/DrgRdr1		Elf, Sun		Neutral Evil			
CLASS		RACE		ALIGNMENT		DEITY	
20	Medium	229	Male	5' 5"	117 lbs.	Hazel	Red
LEVEL		AGE		HEIGHT	WEIGHT	EYES	HAIR
210000		210000		0			
Current XP		XP for Next Level		XP Remaining		In Game XP Gained	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES				
<b>STR</b>	19	+4			<b>HP POINTS</b> 150	2d10 +3d4 +10d8 +4d8 +1d8		<b>SPEED MOVE</b>	30			
<b>DEX</b>	25	+7			<b>AC ARMOR</b> 24	20 14 = 10 + 10 + 0 + 4 + 0 + 0 + 0			20	-1	+4	
<b>CON</b>	17	+3							% SPELL FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST
<b>INT</b>	27	+8			<b>FORTITUDE CON</b> 16	= 13 + 3 + 0 + 0 +						
<b>WIS</b>	17	+3			<b>REFLEX DEX</b> 18	= 11 + 7 + 0 + 0 +						
<b>CHA</b>	35	+12			<b>WILL WIS</b> 17	= 14 + 3 + 0 + 0 +						

<b>GRAPPLE</b> ATTACK BONUS	+21	= 17 + 4 + 0 + 0 +
<b>MELEE</b> ATTACK BONUS	+21/16/11/6	= 17 + 4 + 0 + 0 +
<b>RANGED</b> ATTACK BONUS	+24/19/14/9	= 17 + 7 + 0 + 0 +

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
+5 Mithral Rapier (M/P) Keen, Speed, Spell Storing	30/25/20/15	1d6+9	15-20/x2	1

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
+5 Elven Chain (M/L) Fortification, Moderate (75%), Called, Spell Storing	+10	+4	-1	20%	30 ft	20

SKILLS	MAX RANKS 23/11.5		
NAME (KEY ABILITY)	TOT	RNK	ABL MSC
♦ Appraise (Int)	8	=	+ 8
♦ Balance (Dex)*	6	=	+ 7 - 1
♦ Bluff (Cha)	12	=	+ 12
♦ Climb (Str)*	3	=	+ 4 - 1
♦ Concentration (Con)	26	=	23 + 3
♦ Control Shape (Wis)	3	=	+ 3
♦ Craft-Navigation (Int)	35	=	23 + 8 + 4
♦ Diplomacy (Cha)	12	=	+ 12
♦ Disguise (Cha)	12	=	+ 12
♦ Escape Artist (Dex)*	6	=	+ 7 - 1
♦ Forgery (Int)	8	=	+ 8
♦ Gather Information (Cha)	12	=	+ 12
♦ Heal (Wis)	3	=	+ 3
♦ Hide (Dex)*	6	=	+ 7 - 1
♦ Intimidate (Cha)	35	=	23 + 12
♦ Jump (Str)*	3	=	+ 4 - 1
Knowledge-Arcana (Int)	31	=	23 + 8
Knowledge-Space (Int)	17	=	5 + 8 + 4
♦ Listen (Wis)	5	=	+ 3 + 2
♦ Literacy ( )	0	=	+ 0
♦ Move Silently (Dex)*	6	=	+ 7 - 1
♦ Perform-Act (Cha)	12	=	+ 12
♦ Perform-Chant (Cha)	12	=	+ 12
♦ Perform-Comedy (Cha)	12	=	+ 12
♦ Perform-Dance (Cha)	35	=	23 + 12
♦ Perform-Keyboard Instruments (Cha)	12	=	+ 12
♦ Perform-Oratory (Cha)	12	=	+ 12
♦ Perform-Percussion (Cha)	12	=	+ 12
♦ Perform-Sexual Techniques (Cha)	12	=	+ 12
♦ Perform-Sing (Cha)	16	=	4 + 12
♦ Perform-Storytelling (Cha)	12	=	+ 12
♦ Perform-String Instruments (Cha)	12	=	+ 12
♦ Perform-Weapon Drill (Cha)	12	=	+ 12
♦ Perform-Wind Instruments (Cha)	12	=	+ 12
♦ Pilot-helm (Dex)	7	=	+ 7
Profession-Spacehand (Wis)	30	=	23 + 3 + 4
♦ Ride (Dex)	23	=	16 + 7
♦ Search (Int)	10	=	+ 8 + 2
♦ Sense Motive (Wis)	3	=	+ 3
Spellcraft (Int)	33	=	23 + 8 + 2
♦ Spot (Wis)	5	=	+ 3 + 2
♦ Survival (Wis)	3	=	+ 3
♦ Swim (Str)*	2	=	+ 4 - 2
♦ Use Rope (Dex)	7	=	+ 7
♦ Zero-Gravity Combat (Dex)*	17	=	11 + 7 - 1

♦ can be used untrained \* armor check penalty \*\* -1 per 5 lbs gear

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS
◆	+5 Elven Chain: Fortification, Moderate (75%), Called, Spell Storing	104,150 g	1	(20)
☒	Coin: Mk (530)	53,000 c	1	(10.6)
⚡	Rod of Splendor (epic)	297,400 g	1	(-)
⚔	+5 Mithral Rapier: Keen, Speed, Spell Storing	201,320 g	1	(1)
★	Belt of Magnificence +6	200,000 g	1	(1)

CARRIED WEIGHT	1-116	117-233	234-350	350 OVER HEAD	700 OFF GRND	1750 PUSH DRAG
<b>0.0 lbs</b>	<b>LIGHT</b>	MEDIUM	HEAVY			

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS							
◆	Armor	◇	Gem Art	☒	Goods	⌘	Potion	○	Ring	⚡	Rod
☒	Scroll	◇	Shield	⚔	Staff	⌘	Wand	⚔	Weapon	★	Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Proficient	Proficient	—	Proficient

- Combat Casting** — You get a +4 bonus to Concentration checks made to cast a spell while on the defensive (PH92).
- Combat Expertise** — You can take a penalty on attack and apply that number to your AC. (PH92).
- Dodge** — Receive a +1 dodge bonus to AC against attacks from one opponent. (PH93).
- Honor-Bound** — Keeping your word and upholding your honor is of great importance to you. (DLCS86)
- Improved Resist Dragonfear** — You are able to demonstrate great courage in the presence of dragons. (DLCS86)
- Leadership** — You attract loyal companions, devoted followers, and subordinates who assist you. (PH97).
- Mounted Combat** — When your mount is hit in combat, you may make a Ride check to negate the hit. (PH98).
- Resist Dragonfear** — You are able to show courage in the presence of dragons. (DLCS86)
- Scribe Scroll** — You can create scrolls, from which you can cast the scribed spells. (PH99).
- Tower Shield Proficiency** — You are proficient with Tower Shields.
- Weapon Finesse** — You can use Dex mod on melee attack rolls with light weapons, rapiers, whips, and spiked chains. (PH102).
- Weapon Focus: Longsword** — You add +1 attack bonus with a chosen weapon. (PH102).
- Weapon Focus: Rapier** — You add +1 attack bonus with a chosen weapon. (PH102).

PROTECTIVE ITEMS	BONUSES PROVIDED	LBS
<b>Belt of Magnificence +6</b>	Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6	1
<i>Adds a +6 enhancement bonus to Str, Dex, Con, Int, Wis, and Con scores. (MHB42)</i>		
<b>Rod of Splendor (epic)</b>	Unnamed +8	—
<i>This rod gives its wielder a +8 Charisma for as long as she carries the item. (ELH138)</i>		

### CLASS FEATURES

**FIGHTER**  
 Bonus Feat (2) – Proficiency: Armor, Heavy – Proficiency: Armor, Medium – Proficiency: Martial Weapons: All – Proficiency: Shields – Proficiency: Simple Weapons: All – Proficiency: Tower Shield

**WIZARD, DOMAIN**  
 Arcane Domain – Domain Access (1) – Evocation Domain (Evocation Domain (wizard)) – Proficiency: Wizard Weapons – Scribe Scroll – Spellbooks – Summon Familiar – Wizard spells known method

**BLADESINGER**  
 Bladesong – Bonus caster level (10) – Bonus Feat (3) – Canny Defense (Max: %d) – Greater Spellson – Lesser Spellson – Proficiency: Armor, Light – Song of Celerity – Song of Fury – Spellbooks

**SPELLSWORD**  
 Bonus caster level (2) – Bonus Feat – Channel Spell 3/day – Ignore Spell Failure 15% (Ex)

**DRAGON RIDER**  
 Dragon Cohort – Mounted Attack

**SPECIAL QUALITIES**  
 +2 Saves vs. Enchantment Spells and Effects  
 Immunity: Sleep Effects (Ex)  
 Low-light Vision (Ex)

**DOMAIN POWERS**  
 Evocation Domain (wizard) — Evocation Domain (wizard)

**LANGUAGES**  
 Common, Elven, Gnome, Goblin, Halfling, Sylvan

COINS	NEW COINS GAINED IN PLAY
	0 Pf
	0 Kr
	0 Tt
	0 Gu
	530 Mk
	0 IT
	0 Ctb
	0 Btb
	0 Stb
	0 Etb
	0 Gtb
	0 Ptb
	Total mark
	530 Mk equivalent
	(approximate)

### WIZARD, DOMAIN SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
<b>Known:</b>	0	10	4	4	4	4	4	4	2	—
<b>Per Day:</b>	4+1	6+1	6+1	6+1	6+1	5+1	4+1	3+1	2+1	—