Heart of Evil
Campaign

1850
Experience Points

Equipment

Item	WT.	Iterm	WT.
		Total Weight Carried	0

Wealth

LANGUAGES

	Kordo		Sylvan
	Daka-kara		
	Wakyambi		

Check box if character is also literate in the language

Spells

- Lv 0 - Detect Magic
- Lv 0 - Detect Poison
- Lv 0 - Light
- Lv 0 - Resistance (+1 to all saves)
- Lv 1 - Animal Friendship (pg. 166)
- Lv 1 - Endure Elements (pg. 166)
- Lv 1 - Entangle (pg. 166)
- Lv 1 - Good Berry (pg. 166)
- Lv 1 - Magic Stone (3 stones - +1/1d6+1)
- Lv 1 - Obscuring Mist (fog)
- Lv 1 - Pass w/o Trace

Character Illustration

FEATS/SPECIAL ABILITIES

d20 Feats

- [ ] Alertness
- [ ] Ambidexterity
- [ ] Armor Proficiency (Light)
  - [ ] Armor Proficiency (Medium)
    - [ ] Armor Proficiency (Heavy)
- [ ] Blind-Fight
- [ ] Combat-Casting
- [ ] Combat Reflexes
- [X] Dodge
  - [ ] Mobility
    - [ ] Spring Attack
      - [ ] Whirlwind Attack
- [ ] Endurance
- [ ] Exotic Weapon Proficiency
- [ ] Expertise
  - [ ] Improved Disarm
    - [ ] Improved Trip
- [ ] Great Fortitude
- [ ] Improved Critical
- [ ] Improved Initiative
- [ ] Improved Unarmed Strike
  - [ ] Deflect Arrows
  - [ ] Stunning Fist
- [ ] Iron Will
- [ ] Leadership
- [ ] Lightning Reflexes
- [ ] Martial Weapon Proficiency
- [ ] Mounted Combat
  - [ ] Mounted Archery
  - [ ] Trample
  - [ ] Ride-By Attack
    - [ ] Spirited Charge
- [ ] Point Blank Shot
  - [ ] Far Shot
  - [ ] Precise Shot
  - [ ] Rapid Shot
  - [ ] Shot on the Run
- [ ] Power Attack
  - [ ] Cleave
    - [ ] Great Cleave
  - [ ] Improved Bull Rush
  - [ ] Sunder
- [ ] Quick Draw
- [ ] Run
- [ ] Shield Proficiency
- [ ] Simple Weapon Proficiency
- [ ] Skill Focus ______
- [ ] Skill Focus ______
- [ ] Skill Focus ______
- [ ] Spell Focus ______
- [ ] Spell Focus ______
- [ ] Spell Focus ______
- [ ] Spell Penetration
- [ ] Toughness
- [ ] Track
- [ ] Two-Weapon Fighting
  - [ ] Improved Two-Weapon Fighting
- [ ] Weapon Finesse ______
- [ ] Weapon Finesse ______
- [ ] Weapon Focus ______
- [ ] Weapon Focus ______

Nyambe Feats

- [ ] Arcane Ward
- [ ] Cautious
- [ ] Chosen Animal
- [ ] Double-Jointed
- [ ] Dragonslayer
- [ ] Drum Dancer
- [ ] Elephant Warrior
- [ ] Equestrian
- [ ] Expert Tracker
- [ ] Fated
- [ ] Fearless
- [ ] Foreign Weapon Proficiency ______
- [ ] Impulsive
- [ ] Mountain Born
- [ ] Omen Reading
- [ ] Opportunist
- [ ] Orc-Slayer
- [ ] Parrying Shield
- [ ] Past Life
- [ ] Poetic Speech
- [ ] Poison Tolerance
- [ ] Rhetoric
- [ ] Ritual Cannibalism
- [ ] Ritualistic Action
- [ ] Ritualistic Combat
- [X] Sanguar
- [ ] Single-Minded
- [ ] Skill Mastery
- [ ] Slippery Mind
- [ ] Steadfast
- [ ] Strong-Arm
- [ ] Trailblazing
- [ ] Traps
- [ ] Uncanny Dodge (Retain Dex)
- [ ] Uncanny Dodge (No Flank)
- [ ] Uncanny Dodge (Trap Defence)
- [ ] Weapon Display

Item Creation Feats

- [ ] Create Gris-Gris
- [ ] Culinary Ashe

Racial Feats

- [ ] Arboreal
- [ ] Breath Weapon
- [ ] Energy Resistant
- [ ] Fire Blood
- [ ] Giant Fighting
- [X] Keen Senses
- [ ] Musk
- [ ] Play Dead
- [ ] Prehensile Tail
- [ ] Scent
- [ ] Shadow Dodge
- [ ] Shadow Sight
- [ ] Small Stature

Special Feats

- [ ] Analyze Unliving
- [ ] Astrological Magic
- [ ] Crippling Strike
- [ ] Defensive Roll
- [ ] Evasion
  - [ ] Improved Evasion
- [ ] Inquisitor

NOTES

Low-Light Vision (see twice as far as humans in low lighting conditions)
+2 saving throw vs. Enchantment spell or effects
Dodge: +1 AC against one designated opponent (see p. 81)

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