Heart of Evil

Campaign

1850

Experience Points

Equipment

Item	WT.	Iterm	WT.
Woven backpack	2	Short bow	2
Blanket	1	19 arrows	3
Bottle calabash	4	Sap	3
Fire bow	0.5	Whacking stick	1
Game board (trinket)	2	Bola	2
Talking drum	3		
Sewing needles	--		
Fishhooks	--		
Whetstone	1		
Signal whistle	0.1		
Talking flute	3		
Lamp+ oil	2		
Torch	1		
3 days' rations	3		
		Total Weight Carried	33.6

Wealth

LANGUAGES

☐	Kordo	☐	
☐	Agogwe	☐	
☐	Talking drum	☐	

Check box if character is also literate in the language

Spells

Character Illustration

FEATS/SPECIAL ABILITIES

d20 Feats

- ☐ Alertness
- ☐ Ambidexterity
- ☐ Armor Proficiency (Light)
  - ☐ Armor Proficiency (Medium)
    - ☐ Armor Proficiency (Heavy)
- X Blind-Fight
- ☐ Combat-Casting
- ☐ Combat Reflexes
- ☐ 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
- X 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
- ☐ Keen Senses
- ☐ Musk
- ☐ Play Dead
- ☐ Prehensile Tail
- ☐ Scent
- ☐ Shadow Dodge
- ☐ Shadow Sight
- X Small Stature

Special Feats

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

NOTES

Sneak Attack: +1d6 Damage when flanking or when target is denied Dex bonus.

Proficient w/ sap, normal and composite shortbow, and all Small simple weapons.

Blind-Fight: Can reroll when % miss due to concealment; invisible attacker gets no bonus in melee; Only x3/4 speed penalty for darkness or poor visibility.

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