Heart of Evil

Campaign

1850

Experience Points

Equipment

Item	WT.	Iterm	WT.
Scrub knife	3		
Whacking stick	1		
2 daggers	2		
Short bow	2		
20 arrows	3		
Light blanket	1		
10 fishhooks	--		
Seating pillow	2		
50' silk rope	5		
Traveller's outfit	5		
2 days trail rations	2		
Water gourd	4		
		Total Weight Carried	30

Wealth

LANGUAGES

	Kordo		

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)
- 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
- [X] 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
- 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 target is denied Dex bonus.

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

Fast move = +10 ft

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