|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Character  | Sula (human male) Darunite | Level | 6th | Max HP | 37 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Strength | Intelligence | Wisdom | Dexterity | Constitution | Charisma |
| 16 | / | 3 | 13 | / | 1 | 14 | / | 2 | 18 | / | 4 | 15 | / | 2 | 10 | / | 0 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Fortitude | Reflex | Will | Initiative | Move | BAB |
| 7 (5) | 9 (5) | 7 (5) | 4 | 6 | 7 / 3 |

|  |  |  |
| --- | --- | --- |
| Proficiencies | CMD | CMB |
| Ranged Martial, Unarmed, 1H Martial, 1H Simple | 10 | 24 |
|  |
| Attack | Attack Bonus | Damage | Critical | Range | Type |
| Comp. LB | 13 / 9 | 1d8+3 | 20/3x | 33 | Pierce |
| S Spear (melee) | 10 / 6 | 1d6+3 | 20/2x | -- | Pierce |
| S Spear (thrown) | 11 / 7 | 1d6+3 | 20/2x | 8 | Pierce |
| Fist | 10 / 6 | 1d3+3 | 20/2x | -- | Crush |
|  |  |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Armor Class (Normal / Flat-footed / Touch) |  |  |  |
| Check Penalty / Max Dexterity Bonus |  |  |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Acrobatics | Dex | 1 | Man. Device | Dex | N/A | Prof: |  |  |
| Alchemy | Int | N/A | Perception | Wis | 7 | Prof: |  |  |
| Appraise | Int | -2 | Perform | Cha | -3 |  |  |  |
| Athletics | Str | 9 | Ride | Dex | 6 |  |  |  |
| Bluff | Cha | -3 | Science | Int | N/A |  |  |  |
| Concentration | Con | 6 | Sense Motive | Wis | 3 |  |  |  |
| Decipher | Int | 3 | Sleight of Hand | Dex | N/A |  |  |  |
| Diplomacy | Cha | 1 | Spellcraft | Int | N/A |  |  |  |
| Disguise | Cha | -3 | Stealth | Dex | 8 |  |  |  |
| Forgery | Dex | -2 | Survival | Wis | 5 |  |  |  |
| Gather Information | Cha | -3 | Use Magic Device | Cha | N/A |  |  |  |
| Handle Animal | Cha | 1 | Craft:  |  |  |  |  |  |
| Heal | Wis | 8 | Craft: |  |  |  |  |  |
| Intimidate | Cha | -3 | Know: Religion | Int | 3 |  |  |  |
| Language | Int | N/A | Know: |  |  |  |  |  |

## Mundane Feats / Powers / Notes

|  |
| --- |
| Blind Fighting: -2 to hit / damage when fighting blind, half-movement |
| Dodge: +2 Dodge bonus vs. one foe |
| Point Blank Shot: +1 to hit and damage with ranged weapons at short range (6 squares with bow) |
| Weapon Focus + Weapon Specialist: Ranged Martial +1 to hit, +2 damage (included above) |
| Note: Full action allows 2 attacks in a round (using the given attack bonuses) |
|  |
|  |
|  |
| Great Fortitude / Iron Will / Lightning Reflexes: +2 save bonuses (included above) |
| Multi-attack: 2 attacks with full action |
| Natural Athlete: Additional skill points (allocated) |

## Equipment

|  |  |
| --- | --- |
| Studded leather armor | Light Warhorse, tack and harness |
| Buckler |  |
| Composite long bow |  |
| Short spear | **Great Healing Potion** – 2 doses |
| Backpack | **Stagger Time Pendant** |
| Bedroll | **Sun Globe** |
| Spare Clothing, 2 sets | **Temporal Pendant** |
| Belt pouch |  |
| Holy water, 2 vials |  |
| Quiver, 40 arrows |  |
| 50’ hemp rope |  |
| Tinderbox |  |
| Mess kit | At Villa |
| Rations, 10 days | 8 sets fine clothes |
| Small bronze mirror |  |
| Holy symbol – Sarvata |  |
| Quill and ink |  |
| Scroll case |  |
| Water skin, 2 |  |
| Papyrus, 5 sheets |  |
|  |  |
|  |  |
| Wealth: 3506 GP, 200 GP in assorted gems |
|  |

## How to Play (avoid melee, stay close for heal support, shoot arrows)

* **Round One** – Cast **Regenerating Aura**, prepare weapons / adjust position
* **Round Two** – Use **Power Surge**, standard attack with bow
* **Round Three** – Use **Deadeye**, standard attack with bow
* **Round Four** – Use **Multishot**, standard attack with bow
* **Subsequent Rounds**
	+ **Power Surge** / **Multishot** / **Deadeye** as available.
	+ **Cure Touch** or **Healing Circle** as needed.

### Martial Adept 4th – 5 Chi, 8 kata

* Deadeye (move, 2 Chi) – 6 bow attacks at +2. Hits do maximum damage plus Dex bonus.
* Diehard – Conscious to minus one-half Con, dead at minus Con (7 / 15).
* Farshot – 50% range bonus for missile weapons (included in attack table).
* Multishot (move, 3 Chi) – Fire 3 arrows per attack for 2 attacks.
* Power Surge (move, 1 Chi) – Gain 4 Chi at the end of the round instead of 1.
* Precise Shot – Fire into melee without penalty.
* Second Wind (move, 2 Chi) – Heal 3d6 HP of damage incurred in the current battle.
* Weapon Master - +1 to hit and damage (included in attack table).

### Priesthood 2, 6th level caster, 7 Boon Points, 3 – 1st, 2 – 2nd spell slots

Memorize one spell per slot from the lists. Spell slots are not consumed on casting.

### How to Cast

* Cast any memorized spell by spending 1 boon point per spell level.
* **Casting requires a Saving Throw** (spell corruption).

### Spells – 1st Purification (DC 6 WILL save to cast)

**Create Holy Water – 1st Purification, Touch Range, One Minute Casting, Permanent Effect**

Create 1 dose of holy water per 2 caster levels from any natural water source. This spell requires appropriate containers for the created holy water.

**Purify Food/Water – 1st Purification, Touch Range, Full Round Casting, Permanent Effect**

Purify 1 cubic foot of food/water per caster level, reversing decay and removing any disease causing organisms or poison present.

**Strengthen Resistance – 1st Purification, Touch Range, Full Round Casting, Instant Effect**

Grant the target an additional saving throw against a previously inflicted poison or disease, with a +1 per 2 caster level bonus.

### Spells – 1st Healing (DC 6 FORT save to cast)

**Cure Touch – 1st Healing, Touch Range, Standard Action Casting, Instant Effect**

Heal the target of 2d4 physical damage.

**Mend – 1st Healing, Touch Range, Standard Action Casting, Instant Effect**

Permanently repair minor structural damage to an inanimate organic object size M or smaller.

**Regeneration – 1st Healing, Self, Standard Action Casting, Combat Effect**

The caster gains a minor regeneration effect; healing 1 point of damage at the end of each round.

### Spells – 2nd Healing (DC 9 FORT save to cast)

**Healing Circle – 2nd Healing, 2 square radius, Standard Action Casting, Instant Effect**

Cure 2d4+2 physical damage to all creatures within a 2 square radius.

**Regenerating Aura – 2nd Healing, 4 square radius, Standard Action Casting, Combat Effect**

The caster and all allies within a 4 square radius of the caster regenerate 2 points of damage at the end of each round.

**Vitality – 2nd Healing, Touch Range, Full Round Casting, 1 hour per caster level**

The target is imbued with a temporary increase in life energy. This provides 1d4 temporary hit points and +1 Fortitude save bonus. Every four caster levels provides an additional 1d4 hit points and +1 Fortitude save bonus.

## Magic Items

### Great Healing Potion

Each dose heals 6d6 damage, but requires a Fort DC 16 save or the subject falls into a coma-like slumber. Repeat Fort DC 16 save with a +1 each hour to awaken.

### Stagger Time

This pendant is a single large multifaceted crystal in a simple gold setting. The crystal is clear, but trapped within are a series of looping, spiraling lines of golden metal that seem to shimmer and twist. Stagger Time is obviously magical. When worn the bearer can invoke the following powers:

* **Replay Time** - Twice per day the wearer can invoke a 'do over' for a round of action, re-rolling any dice or adjusting the means used to carry out the action. The base action cannot be altered, just the conditions of the test.
* **Time Stop** - Once per day the wearer can freeze time for one round, carrying out a free round of activity. Any foes are treated as immobilized for this round. If the wearer was the focus of enemy attention and moves, their foes will suffer a one round action penalty of -2 due to confusion if they move a significant distance.
* The pendant also acts as a **Temporal Pendant**.

### Sun Globe

This magical object is a three-inch globe of polished amber, shot through with twisting veins of some deep blue stone. It emits a faint radiance at all times, and once its secret is unlocked it can be commanded to do any of the following:

* Emit bright golden light equivalent to sunlight in a 12 square radius. At will.
* If released while lit the globe will hover in the air, slowly moving to keep within 3 squares of its owner.
	+ Moves at 3 fly, AC 14 to knock to the ground, goes out if this occurs.
* Once per day emit a blinding flash of white light that covers a 12 square radius.
	+ Blind - Reflex DC 16 to avoid effect, DC 8 if warned
	+ Fort DC 16 ends blindness
	+ Inflicts 1d6 damage on undead within the area of effect

### Temporal Pendant

A protective pendant that negates the random time shifts of the Chamber of Time. The pendants are simple iron chains with a golden spiral of metal attached. Effects:

* Grants a +6 save bonus versus time-altering magic.
* Stabilizes timeline around wearer, allowing them to interact with non-time zones.
* Allows wearers to leave bubbles at the end of the bubble's loop.
* During random shifts, returns the wearer to their original timeline (or the nearest approximation available).