

Ashrem

NAME	
Rog7 Asn9	122987
CLASS	EXPERIENCE
16	136000
Character Level	NEXT LEVEL

Manuel

PLAYERNAME	
Human	Medium
RACE	SIZE
36	Male
AGE	GENDER

DEITY	
5' 9"	185 lbs.
HEIGHT	WEIGHT
Brown	Brown, Reaches
EYES	lower back
	HAIR

Chaotic Evil
ALIGNMENT
Normal
VISION
-1
POINTS



Rapier		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	18-20/x2
TOTAL ATTACK BONUS		DAMAGE			
+17/+12/+7		1d6+2			
Special Properties					

Rapier (+2 (Enhancement to Weapon or Ammunition)/Masterwork)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	18-20/x2
TOTAL ATTACK BONUS		DAMAGE			
+19/+14/+9		1d6+4			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Acid (Flask)	Handy	2	1.0	10.0	
	Haversack		(2.0)	(20.0)	
Heartstone (Spell Effect (Use Activated) (SPELLNAME[Remove Disease] CASTER[Druid] SPELLTYPE[Divine] SPELLLEVEL[3] CASTERLEVEL[5])/Spell Effect (Command Word) (SPELLNAME[Etherealness] CASTER[Sorcerer] SPELLTYPE[Arcane] SPELLLEVEL[9] CASTERLEVEL[18]))	Equipped	1	0.0	351600.0	
<small>(Periap (Spell Effect (Use Activated) (SPELLNAME[Remove Disease] CASTER[Druid] SPELLTYPE[Divine] SPELLLEVEL[3] CASTERLEVEL[5])/Spell Effect (Command Word) (SPELLNAME[Etherealness] CASTER[Sorcerer] SPELLTYPE[Arcane] SPELLLEVEL[9] CASTERLEVEL[18])))</small>					
Antitoxin (Vial)	Carried	1	0.0	50.0	
Assassin's Armor (AC Bonus (Insight) (+4)/Shadow (Improved)/Silent moves (Improved)/Masterwork/+4 (Enhancement to Armor))	Equipped	1	15.0	86160.0	
<small>Insight bonus to armor class of +4, +10 competence bonus to wearer's Hide checks, +10 competence bonus to wearer's Move Silent checks</small>					
Assassin's Dagger	Carried	1	1.0	10302.0	
<small>Adds +1 to the DC of a death attack</small>					
Assassin's Quickloading (Light/+4 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	4.0	32335.0	
<small>0 lbs.</small>					
Assassin's Quickloading (Light/+4 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	0.0	32300.0	
<small>0.0 lbs.</small>					
Assassin's Spellbook (Masterwork)	Handy Haversack	1	3.0	65.0	
Backpack	Carried	1	2.0	2.0	
<small>0 lbs.</small>					
Belt, Monk's	Equipped	1	1.0	13000.0	
Blue Dragon Bracers of Health +4	Equipped	1	0.0	16000.0	
Bolt, Crossbow	Handy Haversack	9	0.1	0.1 (0.9)	
<small>0.9</small>					
Bolt (Crossbow/Alchemical Silver)	Handy Haversack	2	0.1	2.1 (4.2)	
<small>10hp/inch and 8 hardness</small>					
Bolt of Voices (Crossbow/Masterwork/+1 (Enhancement to Weapon or Ammunition))	Handy Haversack	7	0.1	47.0 (329.0)	
<small>0.7</small>					
Bolts, Crossbow (10)	Handy Haversack	4	1.0	1.0 (4.0)	
<small>4.0</small>					
Bolts, Crossbow (50)	Handy Haversack	1	5.0	5.0	
Bolts (Crossbow/50/+4 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	5.0	32050.0	
Boots of Elvenkind	Handy Haversack	1	1.0	2500.0	
Bracers of Armor +2	Handy Haversack	1	1.0	4000.0	
Candle	Carried	1	0.0	0.01	
Carpet of Flying (5x10)	Portable Hole	1	15.0	35000.0	
TOTAL WEIGHT CARRIED/VALUE			46 lbs	847084.21 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Cloak of Elvenkind	Handy Haversack	1	1.0	2500.0	
Cloak of Resistance +3	Equipped	1	1.0	9000.0	
Dagger of Venom	Carried	1	1.0	8302.0	
<small>Inflct a poison spell effect 1/day, fortitude save (DC14)</small>					
Flint and Steel	Carried	1	0.0	1.0	
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Grappling Hook	Handy Haversack	1	4.0	1.0	
Handy Haversack	Equipped	1	5.0	2000.0	
<small>38.8 lbs., 1 Ring (Energy Resistance/Fire/Major), 2 Acid (Flask), 4 Bolts (Crossbow/10), 7 Bolt of Voices (Crossbow/Masterwork/+1 (Enhancement to Weapon or Ammunition)), 2 Bolt (Crossbow/Alchemical Silver), 9 Bolt (Crossbow), 1 Assassin's Spellbook (Masterwork), 1 Bracers of Armor +2, 1 Rope (Hempen/50 Ft.), 1 Thieves' Tools, 1 Bolts (Crossbow/50), 1 Grappling Hook, 2 Rapier, 1 Oil (1 Pt. Flask), 1 Cloak of Elvenkind, 1 Boots of Elvenkind</small>					
Ink (1 Oz. Vial)	Carried	2	0.0	8.0 (0.0) (16.0)	
Ioun Stone (Deep Red)	Equipped	1	0.0	8000.0	
Laser Rifle	Carried	1	4.0	335.0	
<small>0 lbs.</small>					
Oil (1 Pt. Flask)	Handy Haversack	1	1.0	0.1	
Explorer's Outfit	Equipped	1	8.0	10.0	
Bloodroot	Carried	1	0.0	100.0	
<small>Injury DC 12, Init.:0, Sec.:1d4 CON + 1d3 WIS</small>					
Blue whinnis	Carried	1	0.0	120.0	
<small>Injury DC 14, Init.:1 CON, Sec.:unconsciousness</small>					
Giant wasp poison	Carried	1	0.0	210.0	
<small>Injury DC 18, Init.:1d6 DEX, Sec.:1d6 DEX</small>					
Shadow essence	Carried	1	0.0	250.0	
<small>Injury DC 17, Init.:1 STR (permanent), Sec.:2d6 STR</small>					
Terinav root	Carried	1	0.0	750.0	
<small>Contact DC 16, Init.:1d6 DEX, Sec.:2d6 DEX</small>					
Portable Hole	Equipped	1	0.0	20000.0	
<small>15 lbs., 1 Carpet of Flying (5x10)</small>					
Potion of Cure Light Wounds	Carried	8	0.0	50.0 (0.0) (400.0)	
Potion of Cure Moderate Wounds	Carried	6	0.0	300.0 (0.0) (1800.0)	
Potion of Cure Serious Wounds	Carried	6	0.0	750.0 (0.0) (4500.0)	
Potion of Fly	Carried	2	0.0	750.0 (0.0) (1500.0)	
Potion of Haste	Carried	1	0.0	750.0	
Potion of Sonic Protection from Energy	Carried	1	0.0	750.0	
Profane Unholy Boots (Save Bonus (Profane) (+5))	Equipped	1	0.0	62500.0	
<small>Profane bonus to all saving throws of +5</small>					
Rapier	Handy Haversack	2	2.0	20.0 (4.0) (40.0)	
Rapier (+2 (Enhancement to Weapon or Ammunition)/Masterwork)	Carried	1	2.0	8320.0	
Major Ring of Energy Resistance (Fire)	Handy Haversack	1	0.0	28000.0	
<small>Absorbs 20 points of Fire damage</small>					
Ring of Force Shield	Equipped	1	0.0	8500.0	
Ring of Protection +2	Equipped	1	0.0	8000.0	
Rope (Hempen/50 Ft.)	Handy Haversack	1	10.0	1.0	
Signet Ring	Carried	1	0.0	5.0	
Thieves' Tools	Handy Haversack	1	1.0	30.0	
Ulfgar's Buckler (AC Bonus (Other) (+3)/Masterwork/+4 (Enhancement to Shield))	Equipped	1	5.0	38665.0	
<small>Other bonus to armor class of +3</small>					
Waterskin	Carried	1	0.0	1.0	
<small>0 lbs.</small>					
Wise Shirt (WIS +6)	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			46 lbs	847084.21 gp	

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Enhancement bonus to ability WIS+6				
TOTAL WEIGHT CARRIED/VALUE			46 lbs	847084.21 gp

WEIGHT ALLOWANCE

Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY

Poison bolts in ED space
Ashrem's Room contains the following heads of monsters he has encountered and collected.
Orc head
Black Dragon head
Mind Flayer head
Medusa head
Grimlock head
Hobyah head
Osyluth head and tail
Tifling head and tail
Girallon head and 2 lower arms
Red Flesh Golem head "Stitches"
Desmoduo head
broken Beholder parts
Beholder body
Vrock head
Half-dragon/Half-orc head
Unicorn horn
Bear skin
Effretti head
Salamander head
Hawk head
Black "Death" Slaad head
Green Slaad head
Axiomatic Fire Giant head
Grey Render head
Steel Predator head (mother head)
mature adult blue dragon head
Total = 0.0 gp

MAGIC

Unholy Boots +5 Will Save
50 +4 magic crossbow bolts
26 +3 magic crossbow bolts
Poison

SPECIAL ABILITIES

+4 save against poisons
Death Attack (DC 22)
Evasion (Ex)
Hide in Plain Sight (Su)
Improved Uncanny Dodge (can't be flanked except by a rogue of 20 level)
Poison Use
Sneak Attack +9d6
Trap Sense (Ex) +2
Trapfinding

FEATS

Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Improved Critical (Crossbow (Light))	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES

Brass Knuckles, Claw (Fighting), Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Dagger, Dagger (Punching), Dart, Flask Launcher, Gauntlet, Gauntlet (Spiked), Gladius, Gutblade, Hammer (Golden Melon), Iron Comb, Iron Flute, Iron Pipe, Javelin, Knife (Throwing), Kukri, Ladies Chain, Longspear, Mace (Chained), Mace (Heavy), Mace (Light), Machete, Master's Hand, Morningstar, Push Knife, Quarterstaff, Rake, Rapier, Razor (Fixed), Sap, Shortbow, Shortspear, Sickle, Sling, Sling (Sand), Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Staff (Lashing), Sword (Short), Unarmed Strike, Wire (Strangling)

LANGUAGES

Common, Elven, Low Coryani, Orc

Assassin Spells

LEVEL	0	1	2	3	4
KNOWN	0	5	5	5	3
PER DAY	0	4	4	4	2

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Detect Poison	14	None	1 standard action	Instantaneous	Close (45')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐☐ Disguise Self	14	None	1 standard action	90 minutes [D]	Personal	V, S	No	Illusion (Glamour)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Changes your appearance.					<i>Target:</i> You				
☐☐☐☐☐ Feather Fall	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds	Close (45')	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
☐☐☐☐☐ Rogue's Stab	14	None	1 action, 1 standard action	1 round/level	Touch	V, S	Yes	Transmutation	BoEM3: Chapter Three: Pool of Glenmisis
<i>Effect:</i> Target gains +1d6 sneak attack damage					<i>Target:</i> One creature				
☐☐☐☐☐ True Strike	14	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Alter Self	15	None	1 standard action	90 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Assume form of a similar creature.					<i>Target:</i> You				
☐☐☐☐☐ Cat's Grace	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 9 minutes.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Pass without Trace	15	Will negates (harmless)	1 standard action	9 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 9 subjects leaves no tracks.					<i>Target:</i> 9 creatures touched				
☐☐☐☐☐ Spider Climb	15	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours	Close (45')	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object				

LEVEL 3

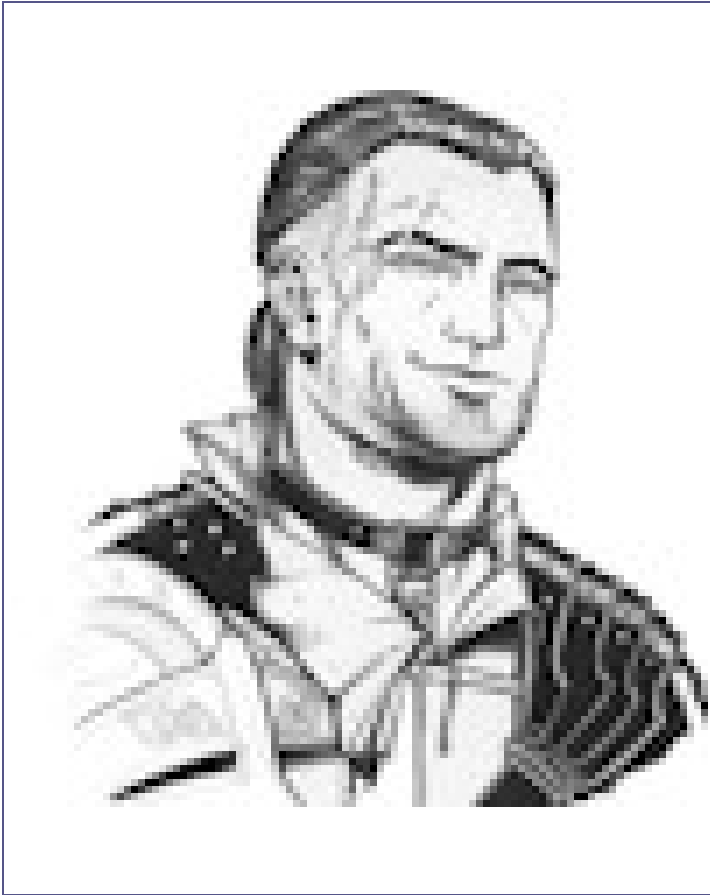
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Deeper Darkness	16	None	1 standard action	9 days [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched				
☐☐☐☐☐ Devlin's Venomblade	16	None	Standard action	9 minutes	Personal	V, S	No	Conjuration (Creation)	BoEMC: p.118
<i>Effect:</i> Creates poisoned blade that inflicts 1d4 points of Constitution damage					<i>Target:</i> One poisoned slashing weapon				
☐☐☐☐☐ False Life	16	None	1 standard action	9 hours or until discharged; see text	Personal	V, S, M	No	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Gain 1d10+9 temporary hp					<i>Target:</i> You				
☐☐☐☐☐ Misdirection	16	None or Will negates; see text	1 standard action	9 hours	Close (45')	V, S	No	Illusion (Glamour)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Misleads divinations for one creature or object.					<i>Target:</i> One creature or object, up to a 10-ft. cube in size				
☐☐☐☐☐ Nondetection	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Dimension Door	17	None and Will negates (object)	1 standard action	Instantaneous	Long (760')	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures				
☐☐☐☐☐ Freedom of Movement	17	Will negates (harmless)	1 standard action	90 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched				
☐☐☐☐☐ Invisibility, Greater	17	Will negates (harmless)	1 standard action	9 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched				

* =Domain/Speciality Spell

Ashrem



Human
RACE
36
AGE
Male
GENDER
Normal
VISION
Chaotic Evil
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
185 lbs.
WEIGHT
Brown
EYE COLOUR
Tanned
SKIN COLOUR
Brown, Reaches lower back
HAIR
Fire Elementals
PHOBIAS
Individualist, Cruel
PERSONALITY TRAITS
Collector of Trohpy Kills
INTERESTS
Clear, I want the head.
SPOKEN STYLE
Brindinford
RESIDENCE
World of Greyhawk
LOCATION
None
REGION

Description:

member of the Zintalar Shadows

Biography:

Home Community
Ashrem grew up in a large city which had more than 25,000 residents.
Climate
Whether it's a tangled jungle or sparser pines, trees are the dominant feature of the landscape, that makes Ashrem feel at home. Ashrem grew up with cold winters, but warm summers.
Education
Ashrem was curious about government and how officials wielded power. In his youth Ashrem was exposed to an unusual skill ... the secret art of assassination. Ashrem spent time on the street which taught him minor thievery and con games. He desired to become an assassin.
Events
Ashrem lost both parents and other significant family members to an assassin. Ashrem broke the law and got caught and suffered many years of punishment, from this Ashrem learned how to dodge the consequences and survive. As a result of his ways, Ashrem was forced to become a displaced person.
Family
For some reason, Ashrem's family's economic status was difficult to measure. Perhaps Ashrem lived a solitary life on the streets with frequent retreats to the surrounding wood. Ashrem's was family is lead by an outsider; to whom the family has sworn support. Ashrem's family has no ability to defend themselves considering they are all dead. Ashrem's family took actions detrimental to the community. Regardless of Ashrem's family's actual ethics, public opinion is so ingrained about his family that it's essentially unchangeable. Public opinion is accurate, his family deserved its fate. Ashrem's family hid this commitment from the public. Ashrem's family has no specific political stance.. Ashrem's family has inconsistent family religious direction. Ashrem's family is treated in general with contempt, but occasionally a family member has demonstrated positive qualities and earned respect. Members of Ashrem's family may be guilty of crimes, or wrongly convicted of them. Either way, other members of the community treat Ashrem poorly as a result. Ashrem's family's ancestors of note are unknown or forgotten. Information about them could be revealed in a future adventure, however.
Relationships
Ashrem's parents are deceased. Ashrem may learn more about them in a future adventure, of course. Ashrem is an only child Ashrem does not remember his grandparents, since they were executed as well. Ashrem does not believe that he has other relatives out there. Ashrem is a loner by circumstance. Ashrem has angered or otherwise alienated an instructor of note. A person of an opposed alignment has a philosophical beef with Ashrem, Meldor of Kuhl, although Ashrem has never harmed the sorcerer. Ashrem's believes his ways of dealing with enemies unsettles Meldor. Ashrem has often stolen things for Meldor that Meldor could not get the courage to acquire for himself. Ashrem has entrusted Lysander with knowledge of a secret ritual and he feels close to Lysander because Lysander and he were both inflicted with Lycanthropy of the were-rat kind..
Meldor doesn't trust Ashrem, but it is only based on sneaking suspicions that Ashrem killed Horken's grandmother. Horken is totally oblivious to this fact and only Lysander knows the truth.
Misc
Ashrem has a strange affinity for collecting body parts of those enemies he has found formidable. He has a collection of mounted pieces in his room. Visit Ashrem' Room No one has yet to ask Ashrem why he decapitates his enemies, but it is believed that he is searching for the beasts who murdered his family. Ashrem has collected many heads of defeated foes. Ashrem also likes to collect exotic poisons, this only enhances his abilities as an assassin.
Ashrem has an affinity for platinum, and eagerly gives away all gold and silver, especially silver, he finds. Ashrem was never one amass wealth since he figured he can always gather, in the loosest sense, what he needs.

Notes:

Character Sheet Notes:

Action Points: 75