

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Peasant's Outfit		0	2 / 0.1	
This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.				
Peasant's Outfit	Equipped	1	2 / 0.1	
This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.				
Scale Mail	Equipped	1	30 / 50	
This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.				
Heavy Wooden Shield	Equipped	1	10 / 7	
Backpack	Equipped	1	2 / 2	
8 lbs., 1 Bedroll, 1 Flint and Steel, 1 Tindertwig, 1 Climber's Kit, 3 Rations (Trail/Per Day)				
Bedroll	Backpack	1	5 / 0.1	
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.				
Flint and Steel	Backpack	1	0 / 1	
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.				
Tindertwig	Backpack	1	0 / 1	
The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.				
Climber's Kit	Backpack	1	0 / 0	
A climber's kit includes special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.				
Rations (Trail/Per Day)	Backpack	3	1 (3) / 0.5 (1.5)	
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Waterskin (Filled)	Equipped	1	4 / 1	
A waterskin is a leather pouch with a narrow neck that is used for holding water.				
Greataxe	Carried	1	12 / 20	
This big, heavy axe is a favorite of barbarians and anybody else who wants the capability to deal out incredible damage.				
Pick (Miner's)	Carried	1	10 / 3	
Spade or Shovel	Carried	1	8 / 2	
TOTAL WEIGHT CARRIED/VALUE		84 lbs.	88.7gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MONEY	
Total= 0 gp [Unspent Funds = 417.9 gp]	

MAGIC

Languages
Common, Orc

Other Companions

Special Qualities	
Bonus Feats	[Wizards of the Coast - Players Handbook, p.38]
a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter	
Darkvision (Ex)	[Universal Rules, p.165]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Half-Orc Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]
Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all. For all effects related to race, a half-orc is considered an orc.	
Orc Blood	[Wizards of the Coast - Players Handbook, p.19]
For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs.	
Weapon and Armor Proficiency	[Wizards of the Coast - Players Handbook, p.38]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	

Feats	
Athletic	[Wizards of the Coast - Player's Handbook, p.89]
You have a knack for athletic endeavors. You get a +2 bonus on all Climb checks and Swim checks.	
Power Attack	[Book of Vile Darkness, p.98]

You can make exceptionally powerful melee attacks.	
On your action, before making attack rolls for a round, you may choose to subtract up to 2 from all melee attack rolls and add the same number to all melee damage rolls.	
Two-Weapon Fighting	[Book of Vile Darkness, p.102]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. -2 to all attacks (offhand weapon must be light)	

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Kull

Half-Orc

RACE

17

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 11"

HEIGHT

182 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: