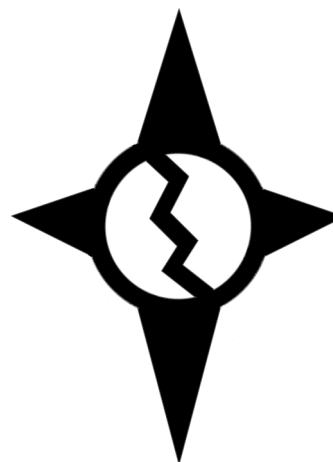


**Ysaabel Desmene Arcadial Joyeux
Rogue 6 Champion/Defiant 5**

Score	Stat	Bonuses	Adjusted	Languages
16 (+4=20)	Strength	+3 (+5)	+1 (level)	common
12	Intelligence	+1	+1 (treant)	elven
11	Wisdom	0	+1 (level)	draconic
18	Dexterity	+4		gnoll
13	Constitution	+1	+1 tome, defiant	gnome
15	Charisma	+2	+1 seed	goblin
ALIGN:	chaotic good			orc
20/23tumble 26fulldef*	Armor Class +2 ch (df)	+4 dex/+4 mithral	+3 tumble +6 total def	sylvan
78	HIT POINTS			dwarven
+14/+9	Attack Bonus	+5 str/+9/4	+2 sword	halfling
+7	Damage Bonus	+5 str/+2sd	+3d6 sneak	celestial
55,000	XP			+1
6	Fortitude	+6	+2r/+3d/ +1con	
11	Reflex	+4 dx	+5r/+2d	
4/6 (6/8ch)	Willpower	+4	+2venchant	
+8	Initiative	+4dx/+4ft		
	Speed			



Roll	Statistic Adjust.	Synr.	Rank	Pts. Spent	Skill	Page #	Feat/ Ability	Page #
13	+4 dex	+2	7	7	Balance (tumble)	63	Improved Initiative	83
15	+3 str /+2	+2	8	8	Climb (rope)	64	Run	84
5	+1 int		4	4	Disable Device	67	Leadership (DMG)	45
8	+4 dex	+2	2	2	Escape Artist (rope)	67	(this was free)	
7	+4 dex		3	3	Hide	69	Blindfight	80
16	+3 str /+2	+2,+2	7	7	Jump (+2, feat)	70	Acrobatic	SS38
5	+0 wis	(+2)	3	3	Listen (elf)	71	lo-light vision (elf)	16
7	+4 dex		3	3	Move Silently	71	special search (elf)	16
7	+4 dex		3	3	Open Lock	71		
7	+4 dex		3	3	Pick Pocket	72	Evasion: ref 1/2 or 0	48
3	+0 wis		3	3	Profession, Mate	72	Uncanny Dodge	48
8	+1 int	(+2)	5	5	Search (elf)	73	(no flat-foot,no flank)	
	n/a			4	Speak Language	73		
2	+1 int		1	1	Spellcraft	74	Improved Critical (shsd)	82
5	+0 wis	(+2)	3	3	Spot (elf)	74		
8	+3 str /+2		3	3	Swim	74		
17	+4 dex	+2,+2	9	9	Tumble (jump) +2 feat	75		
9	+4 dex		5	5	Use Rope	76	+2 if silk, +2 to tie up	
11	+2 ch		9	9	Intimidate	70		
8	+4 dex		4	4	Ride pegasus	72		
2	+1 int		1	1	Knldge, Defiance			

***-4 to hit when fighting defensively**

Weapon	+ Attk Total	+ Dam	Critical	Range
Shortsword +2, Wounding (1/rd)	+16/+11 (+2 le)	+9 (1d6) (+3d6*)	17-20/x2	-
Shortbow	+13/+8 (+2 le)	+2 (1d6)	-	60'
Dagger of Venom +1	+15/+10 (+2le)	+6 (1d4) Poi. Fort DC 14 1/day p. 236		1d10 con
* versus lawful evil, Defiance		+2, ch (def)		

Item <i>All items fastened</i>	Location	Weight
+2 Short Sword, Wounding	belt	3 lb
Ring of Water Breathing	right hand, middle finger - s2chg	-
Ring of Prot. from Fire 10/1	secured into boot flap - s2chg	-
Ring of Change Self (16 chg)	bracelet (long) - subject to change	
Dagger of Venom	Boot, left	
Belt of Giant Strength +4	Waist	
Pouchbelt	around waist, normally	3 lb
Thieves picks & tools	in pouchbelt	1 lb
Spyglass	Potion Mod. Wounds 1d8+6	1 lb
Magnifying Glass (leather case)	"	-
Small Metal Mirror	"	.5 lb
Potion, Neutralize Poison		2 lb (?)
Chalk, 5 pieces	"	-
Sap		
Manacles (handcuffs)	on pouchbelt	2 lb
Whistle	chain, around neck, inside shirt	-
50' silk rope & grappling hook		
Backpack	only carried on adventures	2 lb
Flint & Steel	in backpack	-
Dry rations 1 week	"	7 lb
Waterskin, full	"	4 lb
Book of Defiance		
Armor: mithral shirt (worn), +1		
Shortbow, 24 arrows (6)	back, in quiver, adventuring	2 lb/1 lb (?)
	TOTAL	

Gold	Silver	Gems	Other	Special
			79 gp of jewelry	2 jumper earring 40 gp moonstone in Defiant symbol (30 gp setting) Signet ring, Arcadial/Joyeux Signet ring, Windloft

Hreehrehem: 34 hp pegasus (gone)

Chip cheat: white 5/ red 10/ blue 25/ green 50/ yellow 100/ maroon 500/

Current Chips: 371

CHAMPION SKILLS:

Serving the Cause: +2 to any roll that forwards cause; normally not saving throws or attack rolls.

- (1) Does success in the roll DIRECTLY promote the cause?
- (2) Would all other members of the cause be in favor of success?
- (3) Are the benefits of success greater for the cause than the Champion themselves?

Bastion of the Cause: Immobile defensive stance. +2 AC as dodge, no penalty to attacks, +2 to all saves while serving as a Bastion, +2 to morale for allies within 20 feet. Takes effect first round that the character does not move. Used at will.

Righteous Might: +2 attack + CH bonus to damage versus lawful evil.

Conviction: Apply Charisma to Will saving throws.

Defender of the Cause: Ch to dam, AC+HP (1 lvl) 1 feat. Can be summoned.