

**Kelendril Shadowbow
(Kel)**

EQUIPPED ITEMS

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
Ent Breaker		+9	1d10+4	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	10 lb.	Bludgeoning	Large	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
Gauntlet, spiked		+7	1d4+2	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	2 lb.	Piercing	Tiny	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
The Shadowbow		+8	1d8+2	x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft	3 lb.	Piercing	Large	

ARMOR		TYPE	ARMOR BONUS	MAX DEX BONUS
Leather		Light	+2	6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	10%	30 ft.	15 lb.	

PROTECTIVE ITEM	WEIGHT
Wondrous: Salve Slug	0 lb.
A hand sized creature which when applied to poison wounds does 1 hp dmg/hr but restores 1 ability pt/hr. Must be kept moist & fed 1x wk.	

PROTECTIVE ITEM	Deflection	WEIGHT
Ring: Protection +1	+1	0 lb.
The wearer receives a +1 deflection bonus to AC (DMG194).		

Kelendril Shadowbow (Kel): Male Elf, Wild Rog3/Bbn3; Medium Humanoid ; HD 3d6+9 (Rogue) , 3d12+9 (Barbarian) ; hp 46; Init + 7; Spd 40; AC 16; Atk + 7 base melee, + 8 base ranged; +9 (1d10+4, Ent Breaker); +7 (1d4+2, Gauntlet, spiked); +8 (1d8+2, The Shadowbow); SQ: Elven traits (Ex), Immunity: Sleep (Ex), Low-light vision (Ex); Class Features: Rogue: Traps, Medium Rogue weapon proficiencies, Rogue weapon proficiencies, Light armor proficiency, Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC); Barbarian: Shield proficiency, Medium armor proficiency, Light armor proficiency, Martial weapon proficiency: all, Simple weapon proficiency, Barbarian Fast Movement, Rage (1x/day), Uncanny Dodge (Dex bonus to AC); Racial Features: +2 Will bonus to Enchantment spells; AL CG; SV Fort + 7, Ref + 7, Will + 1; STR 15, DEX 16, CON 16, INT 12, WIS 8, CHA 8.

Possessions:

Weapons: Ent Breaker ; The Shadowbow; Gauntlet, spiked.

Armor: Leather.

Goods: Cheese, hunk of; Backpack; Bedroll; Chalk, 1 piece; Fishhook; Flint and steel; Mirror, small steel; Pouch, belt; Sack; Signal whistle; Waterskin (full); Arrows (20); Hammock; Thieves' tools; Trapmaker's tools; Sewing needle.

Magic: Wondrous: Salve Slug; Ring: Protection +1.

Skills: Craft (Trapmaking) + 3, Disable Device + 7, Escape Artist + 7, Hide + 9, Intuit Direction + 0, Jump + 7, Listen + 9, Move Silently + 9, Open Lock + 5, Search + 9, Speak Language + 1, Spot + 10, Swim -4, Tumble + 10, Wilderness Lore + 2.

Feats: Improved Initiative, Power Attack, Weapon Focus: Greatclub.