

## Hall Stiefel aka Einzahn | Nappo

male, human, NG humanoid (human)

Fighter 5

**Gotttheit:** Valkur

**Region:** Swordcoast/Waterdeep

**Haarfarbe:** blond

**Augenfarbe:** braun

**Alter:** 23 years

**Größe:** 1,90 m

**Gewicht:** 116 kg

**Ini:** +3 **Senses:** Search +2, Listen +0, Spot +0

**Sprachen:** Common (Illuskan), Aquan, Ork

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### Defensiv

**AC** 18; **touch** 13; **flat footed** 15

(Dex: +3; Armor: +5)

**Hitpoints:** 44; **HD:** 5d10(10+4\*6)+5\*2(Con)

**Fort** +6=+4+2(Con)

**Ref** +4=+1+3(Dex)

**Will** +1=+1+0(Wis)

**Special:** Combat Expertise

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### Offensiv

**Spd:** 30ft (30ft Base), swim 15ft

**Base Attack:** +5

**Grapple:** +8=+5+3(Str)

**Attack Options:** Ranged: +8, Melee: +8

**Melee:** Living Chain, +9, 2d4+5, x2, P, 5-10ft,

or Heavy Flail, +8, 1d10+4, 19-20/x2, B

or Cutlass, +8, 1d6+3, 19-20/x2, S

**Ranged:** Composit Longbow MW [Str+2], +9, 1d8+2, x3, P

**Special:** Combat Expertise, Disarm +2 (chain & flail), Resist Disarm +2 (cutlass), Power Attack, Trip +4(+6 chain)

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### Attribute, Feats & Ausrüstung

Str 16, Dex 16, Con 14, Int 14, Wis 10, Cha 8

**Feats:** Combat Expertise<sup>B</sup>, Combat Reflexes<sup>B</sup>, Exotic

Weapon Proficiency Spiked Chain<sup>B</sup>, Improved Trip, Power Attack

**Gear:** *Living Chain*, *Mithril Chainshirt* +1, *Crystal of aquatic Action, lesser*, *Healing belt*, Composit Longbow MW [STR+2], *Everburning Torch*, Cutlass, Heavy Flail, Explorers Outfit, Rope, Silk (50ft), Arrows(40), Backpack, Pouch, Belt, Waterskin

**Other Gear:** Chest, Explorers Outfit

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**Weapon and Armor Proficiency:** Einzahn is proficient with all simple and martial weapons, the spiked chain and light armor.



**Skills:** Balance(x) +9, Bluff +4, Climb +7, Diplomacy +1, Gather Information +8, Heal +2, Hide(x) +7, Intimidate +8, Jump +10, Knowledge (local) +7, Move Silent(x) +9, Profession: Sailor (x) +3, Swim +11, Tumble +13

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### Power Attack:

-x to hit, +x (one-handed)|+2x (two-handed) Damage

**Combat Expertise:** -x to hit, +x AC (dodge)

**(Improved) Trip:** no AoO, as attack

1) melee touch attack

2) str vs (dex or str), +4 per size-category larger, defender +4 if more stable (legs),

3) failure → defender react, success → free attack

**Disarm:** AoO, as attack

1) Aoo damage → failure

2) Opposed weaponrolls (+4 2-handed, -4 light, +4 per size category larger, defender -4 if no weapon (wand etc))

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### *Crystal of aquatic action (lesser):*

Swim speed equal to one-half land speed

**Healing belt:** 3 charges, standard

1 charge: heals 2d8

2 charge: heals 3d8

3 charge: heals 4d8

### **Living Chain:**

Spiked Chain +1, +2 on Trip

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