

Hall Stiefel aka Einzahn | Nappo

male, human, NG humanoid (human)

Fighter (Thug UA, Skilled City-Dweller) 5

Gottheit: 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

Defensiv

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

(Dex: +3; Armor: +5) +2 Shield?

Hitpoints: 52; **HD:** 6d10(10+5*6)+6*2(Con)

Fort +7=+5+2(Con)

Ref +5=+2+3(Dex)

Will +2=+2+0(Wis)

Special: Combat Expertise

Offensiv

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

Base Attack: +6/+1

Grapple: +9=+6+3(Str)

Attack Options: Ranged: +9, Melee: +9

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

or Heavy Flail, +9/+4, 1d10+4, 19-20/x2, B

or Cutlass, +9/+4, 1d6+3, 19-20/x2, S

or Longsword, silver, +9/+4, 1d8+2, 19-20/x2

Ranged: Composit Longbow MW [Str+2], +10/+5, 1d8+2, x3, P

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

Attribute, Feats & Ausrüstung

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

Feats: Combat Expertise^B, Combat Reflexes^B, Deft Opportunist, Exotic Weapon Proficiency Spiked Chain^B, Expert Tactican, Improved Trip, Power Attack

Gear: *Living Chain*, *Mithril Chainshirt +1*, *Christal 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, Longsword, silver, Shield, large, wood

Other Gear: Chest, Explorers Outfit

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



Skills: Balance(x) +10, Bluff +4, Climb +7, Diplomacy +1, Gather Information +8, Heal +2, Hide(x) +8, Intimidate +8, Jump +10, Knowledge (local) +7, Move Silent(x) +9, Profession: Sailor (x) +3, Spot(x) +4, Swim +11, Tumble +14

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))

Deft Opportunist: +4 toHit on AoO

Expert Tactican: +2 ToHit & Damage 1 Round to me & Allys after I hit with AoO

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
