

I could do what you requested or I could do for you what I did for Garret only with fire blindsight 2x per day for 100 minutes whenever you use it and fire walking 2x per day for 200 minutes.


0,880,000 gp - Wealth by Level  
 1,100,000 gp - Wealth by Level x 1.25 (Crafting Increase)

335,038.00 gp - Weapons and Armor  
 638,835.50 gp - Other Gear (full value crafted items)  
 018,000.00 gp - WLA Fees  
 002,525.00 gp - Permanent GMF  
 000,250.00 gp -Potions  
 051,800.00 gp - Scrolls  
 1,046,448.50 gp - WBL  
 0,053,551.50 gp - Gold to spend  
 11,000gp - Not yet added (extend rod)

gp - Total Spent  
 215,330.77 gp - Items crafted myself or by others (grandfathered in)  
 gp - Total Equipment (full value crafted items)

### [Group Information Contacts](#)

HP AC Attacks Saves Weapons Skills Feats [Spells](#) Gear Background Wealth Hero Points XP  
 Accounting for [Lotto Items](#) [Goblin Seals](#) [Giggling Ghost Prizes](#)

<p><b>Player</b> James Dietz  <b>Email</b> Boskdeox@yahoo.com  <b>Last Updated</b> June 30, 2015</p> <hr/> <p><b>Character</b> <a href="#">Bosk DeOx</a>  <b>Campaign</b> <a href="#">Hook City</a>  <b>Race</b> <a href="#">Minotaur</a>  <b>Classes</b> <a href="#">Cleric 4</a>/<a href="#">Avenger10</a>/<a href="#">Grim6</a>  <b>Favored Class</b> <a href="#">Cleric</a>  <b>Spells</b> <a href="#">Spells</a>  <b>Gender</b> Male  <b>Age</b> 20  <b>Height</b> 9'6"  <b>Weight</b> 1400  <b>Hair</b> Dark Blond  <b>Eyes</b> Ice Blue  <b>Skin</b> Fair  <b>Experience</b> Lvl 20 xp  <a href="#">Medium Progression</a></p> <p><b>Alignment</b> <a href="#">Chaotic Good</a>  <b>Base Speed</b> 50 Ft. (+10domain+10boots)  <b>Patron Deity</b> <a href="#">Gargul</a> and <a href="#">Jancassis</a>  <b>Hero Points</b> 5  <b>Start Date</b> June 2009</p>	
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## Ability Scores:

Stat	Start	Cost	Race	Other Bonuses	Total	Mod
<a href="#">Str</a>	15	7	<a href="#">+2</a>	+3 Lvl 4,8,20 <a href="#">+6 Belt of Might</a>	26	<b>+8</b>
<a href="#">Dex</a>	15	7		+2 <a href="#">Eye of Gargul</a> +1 Lvl 12, +2 belt	20	<b>+5</b>
<a href="#">Con</a>	13	3	<a href="#">+2</a>	<a href="#">+1 Ishgaran (Does Not Stack)</a> <a href="#">+6 Belt of Might</a> +1 lvl 16	22	<b>+6</b>
<a href="#">Int</a>	11	1	<a href="#">-2</a>	<a href="#">+1 Ishgaran</a>	10	<b>0</b>
<a href="#">Wis</a>	15	7	<a href="#">-2</a>	<a href="#">+1 Ishgaran</a>	14	<b>+2</b>
<a href="#">Cha</a>	10	0	<a href="#">-2</a>		8	<b>-1</b>

## Hit Points:221 (+ False Life)

Level	*1	*2	*3	*4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Roll	8	4	8	7	5	5	6	7	4	4	3	6	2	2	5	8	3	3	3	8
<a href="#">Con</a>	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
<a href="#">Toughness</a>	3	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
<a href="#">Gargul's Eye</a>	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
<a href="#">Favored</a>	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>Total</b>	<b>16</b>	<b>25</b>	<b>37</b>	<b>51</b>	<b>62</b>	<b>73</b>	<b>85</b>	<b>98</b>	<b>108</b>	<b>118</b>	<b>127</b>	<b>139</b>	<b>147</b>	154	166	180	189	198	207	221

## Armor Class: 45/20/40

	Total	Base	<a href="#">Armor</a>	<a href="#">Shield</a>	<a href="#">Dex</a>	<a href="#">Deflect</a>	<a href="#">Dodge</a>	<a href="#">Size</a>	<a href="#">Natural</a>	Other	Total
<a href="#">AC</a>	<b>45</b>	10	12	7	5	5	0	<a href="#">-1</a>	<a href="#">+1</a> <a href="#">+5</a>	<a href="#">+1</a>	<b>45</b>
<a href="#">Touch</a>	<b>20</b>	10	0	0	5	5	0	<a href="#">-1</a>	0	<a href="#">+1</a>	<b>20</b>
<a href="#">Flat</a>	<b>40</b>	10	12	7	0	5	0	<a href="#">-1</a>	<a href="#">+1</a> <a href="#">+5</a>	<a href="#">+1</a>	<b>40</b>

## Combat Statistics:

	<u>BAB</u>	<u>Ability</u>	<u>Size</u>	<b>Other</b>	<b>Total</b>
<u>Melee</u>	+14 / +9/ +4	+8	<u>-1</u>		<b>+21</b>
<u>Ranged</u>	+14	+5	<u>-1</u>		<b>+19</b>
<u>CMB</u>	+14	+8	<u>+1</u>		<b>+23</b>
<u>CMD</u>	+14	+(8+5)	<u>+1</u>	+10 (part of formula) +3 Deflection	<b>+41</b>

## Saving Throws:

	<b>Class</b>	<u>Ability</u>	<b>Other Enhancements</b>	<b>Total</b>
<u>Fortitude</u>	+12	+6	+5 <u>Cloak of Resistance</u> +1 <u>Eye of Gargul</u>	+24
<u>Reflex</u>	+8	+5	+5 <u>Cloak of Resistance</u>	+18
<u>Will</u>	+12	+2	+5 <u>Cloak of Resistance</u> +2 <u>Iron Will</u>	+21

(+2 When using Dark Walk) (Bonus equal to ½ lvl (+5) on mind effecting saves for Resolute Will)

## Damage Reduction

<b>Damage Reduction:</b>	<b>Spell Resistance</b>
10/magic	+5 <u>Electric (Steelgrass Armor)</u>
	SR 20

## Armor

<b>Full Plate</b>	<b>Type</b>	<b>AC Bonus</b>	<b>Max Dex Bonus</b>	<b>ACP</b>	<b>Speed</b>	<b>Special</b>
<u>Full Plate+5 (Glammed)</u>	<u>Steel Grass</u>	12 (+9+5-2)	+5	-1	50ft = 40ft	Electrical Resistance +5 Treated as medium weight Can run at 4x speed

<b>Full Plate</b>	<b>Type</b>	<b>AC Bonus</b>	<b>Max Dex</b>	<b>ACP</b>	<b>Speed</b>	<b>Special</b>
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			<b>Bonus</b>			

Shield	Type	AC Bonus	Max Dex Bonus	ACP	Speed	Special
<a href="#">Heavy Steel Shield +5</a>	Metal	+7	----	-1	---	

### Weapons:

Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Unarmed</a>	Bludgeoning	+17 +15 if <a href="#">TWF</a>	1d4+6	x2	+4d6 on a sneak attack

Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Horn Gore</a>	Piercing Bludgeoning	+22 (+5 <a href="#">GMF</a> )	1d8+11	x2	+4d6 on a sneak attack -2 on full round ATK

Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Steel Grass Bastard Sword +4</a>	Slashing Bludgeoning	+21/16/11 +19 if <a href="#">TWF</a>	2d8+10	19-20/x2	+4d6 on a sneak attack

Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Sun Blade Bastard Sword +2</a>	Slashing Bludgeoning	+21/16/11 +19 if <a href="#">TWF</a>	2d8+10	19-20/x2	+4d6 on a sneak attack

Weapon Name	Type	Attack	Dam.	Critical	Special

<a href="#">Steel Grass Guisarm</a>	Slashing Two Handed	+19 +17 if <a href="#">TWF</a>	2d6+8	x3	+4d6 on a sneak attack Reach & Trip
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Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Steel Grass Spiked armor</a>	Piercing Bludgeoning	+17 +15 if <a href="#">TWF</a>	1d8+6	x2	+4d6 on a sneak attack

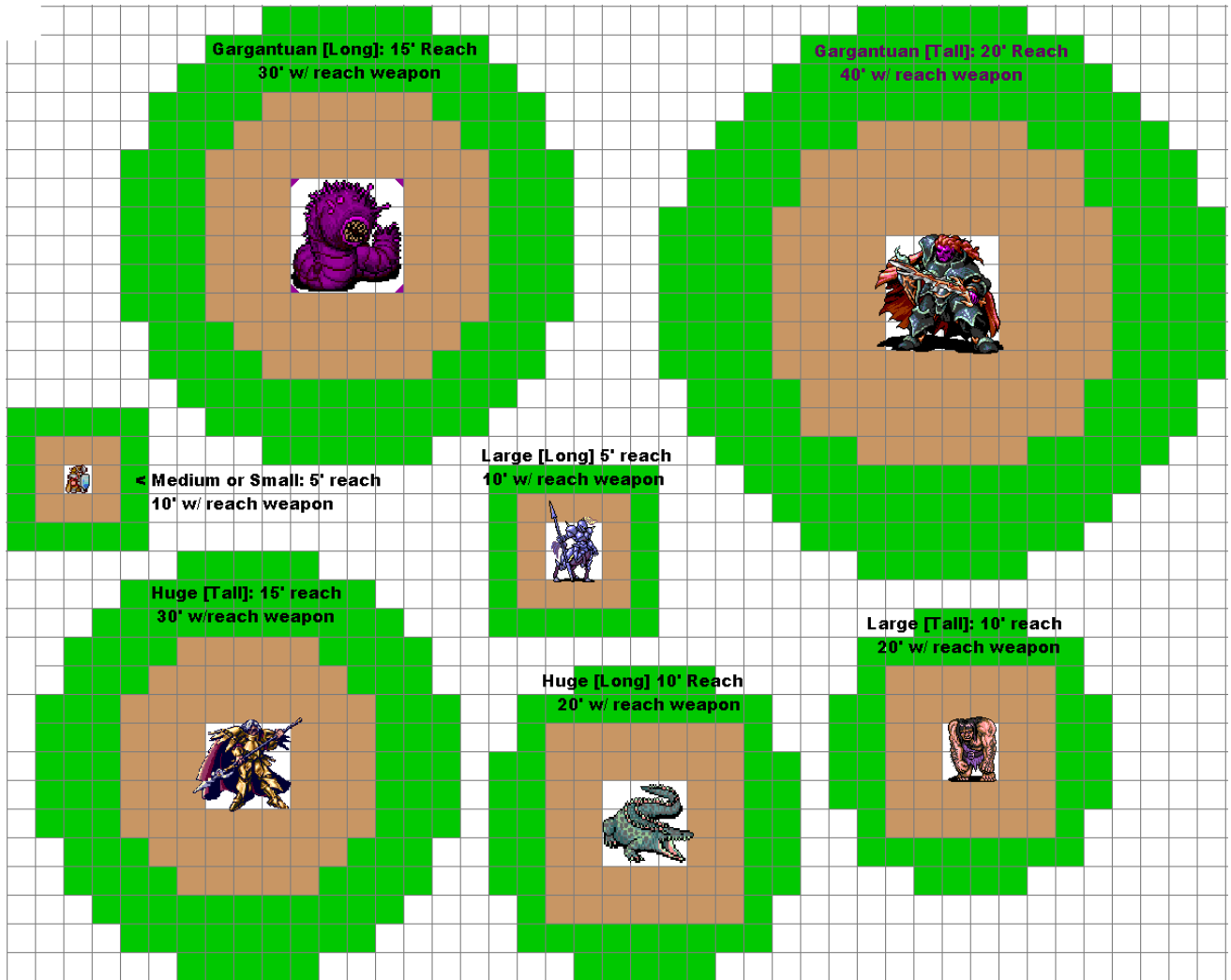
Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Steel Grass Flail</a>	Bludgeoning	+16 +14 if <a href="#">TWF</a>	1d8+6	x2	+4d6 on a sneak attack Disarm & Trip

Weapon Name	Type	Attack	Dam.	Critical	Special
<a href="#">Crossbow, Heavy x2</a>	Piercing	+13	2d8	19-20 x2	+4d6 on a sneak attack

Weapon Name	Type	Attack	Dam.	Critical	Special
Fruit Cake ( <a href="#">Club</a> )	Bludgeoning	+17	1d6+5	x2	No proficiency needed

Weapon Name	Type	Attack	Dam.	Critical	Special
Frying Pan <a href="#">Mace, light</a>	Bludgeoning	+17	1d6+5	x2	No proficiency needed

## Large Size Reference Chart:



## Squeezing

**(Abbreviated)** You can squeeze through or into a space that is at least half as wide as your normal space. Each space counts as if it were 2 squares, and while squeezed, you take  $-4$  penalty on attack rolls and to [AC](#).

If less than half your space's width, you must use [Escape Artist](#). You can't attack while using [Escape Artist](#) to squeeze through or into a narrow space, you take a  $-4$  penalty to [AC](#), and you lose any [Dexterity](#) bonus to [AC](#). Takes at least a minute.

# Feats:

<b>Race</b>	<a href="#">Toughness</a>
	<b>Benefit:</b> You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die.
<b>Class</b>	<a href="#">Blind Fight</a>
	<b>Benefit:</b> In melee, every time you miss because of concealment (see <a href="#">Combat</a> ), you can reroll your miss chance percentile roll one time to see if you actually hit. You do not need to make <a href="#">Acrobatics</a> skill checks to move at full speed while blinded
<a href="#">WLA I</a>	<a href="#">Run</a>
	<b>Benefit:</b> When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see <a href="#">Acrobatics</a> ), you gain a +4 bonus on your <a href="#">Acrobatics</a> check. While running, you retain your <a href="#">Dexterity</a> bonus to your Armor Class.
<a href="#">WLA II</a>	<a href="#">Exotic Weapon Proficiency Bastard Sword</a>
	<b>Benefit:</b> You make attack rolls with the weapon normally.
<a href="#">WLA III</a>	<a href="#">Combat Casting</a>
	<b>Benefit:</b> You get a +4 bonus on <a href="#">concentration</a> checks made to cast a spell or use a spell-like ability when <a href="#">casting on the defensive</a> or while <a href="#">grappled</a> .
<a href="#">WLA IV</a>	<a href="#">Heroic Recovery</a>
	<b>Benefit:</b> Once per day as a <a href="#">standard action</a> you may attempt a new <a href="#">saving throw</a> against a harmful <a href="#">condition</a> or <a href="#">affliction</a> requiring a <a href="#">Fortitude</a> save that is affecting you.
<a href="#">WLA V</a>	<a href="#">Leadership</a>
<b>Level-1</b>	<a href="#">Iron Will</a>
	<b>Benefit:</b> You get a +2 bonus on all <a href="#">Will</a> saving throws.
<b>Level-3</b>	<a href="#">Multiattack</a>



	<b>Benefit:</b> The creature's secondary attacks with natural weapons take only a –2 penalty
<b>Level-5</b>	<b><a href="#">Two-Weapon Fighting</a></b>
	<b>Benefit:</b> Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See <a href="#">Two-Weapon Fighting</a> .
<b>Level-7</b>	<b><a href="#">Craft Wondrous Item</a></b>
	<b>Benefit:</b> You can create a wide variety of magic <a href="#">wondrous items</a> . Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price.
<b>Level-9</b>	<b><a href="#">Improved Two-Weapon Fighting</a></b>
	<b>Benefit:</b> In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.
<b>Lvl-11</b>	<b><a href="#">Combat Reflexes</a></b>
	<b>Benefit:</b> You may make a number of additional <a href="#">attacks of opportunity</a> per round equal to your <a href="#">Dexterity</a> bonus. With this feat, you may also make <a href="#">attacks of opportunity</a> while <a href="#">flat-footed</a> .
<b>Lvl-13</b>	<b><a href="#">Improved Iron Will</a></b>
	<b>Benefit:</b> Once per day, you may reroll a <a href="#">Will</a> save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.
<b>Lvl-15</b>	<b><a href="#">Quicken</a></b>
	Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.
<b>Lvl-17</b>	<b><a href="#">Critical Focus (Combat)</a></b>
	<b>Benefit:</b> You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

## Special Abilities

### [Minotaur](#)

- Minotaur: +2 Str, +2 Con, -2 Wis, -2 Int, -2 Cha and +1 Natural Armor Class Bonus
- Minotaur: Racial feat: Toughness
- Minotaur: Natural Attacks: one horn gore for 1d8 damage (piercing, crit 20, x2)
- Minotaur: +1 racial bonus on Spot checks and Intimidate skill checks
- Minotaur: Large in size (see below)

- Minotaur: Speed: 30 feet (10ft added due to cleric domain)
- Free Languages: Minotaur, Tauric (pre-Sundering language) Common must be bought with Int slots or skill points.
- Fearsome: Minotaurs suffer a -2 penalty on Diplomacy checks.
- Minotaurs have cloven hooves and cannot wear boots - (Bosk won special MW taur boots as a lotto item).
- Minotaur: As a full round attack, minotaurs can make usual weapon attacks and a secondary horn attack at -5 to hit. Minotaurs can take the [Multiattack](#) feat to reduce this secondary attack penalty from -5 to -2.

### [Large Size](#)

- Large Size: AC: -1, To Hit: -1, CMB/CMD +1
- Large Size: Hide: -4
- Large Size: Special attacks and intimidate checks: a size bonus is generally given.
- Large Size: AC: Carrying Capacity is doubled for minotaurs
- Large Size: AC: Minotaurs have a 10-foot natural reach and occupy a 10x10 space.
- Large Size: AC: Armor for minotaurs weighs double and costs twice normal (costs for magic enhancements are not doubled)
- Large Size: Weapons for minotaurs are large. If a minotaur uses a weapon sized for a medium creature, the taur suffers a -2 penalty using the weapon. Weight and price for large-size versions of weapons is double normal. Damage for large-size versions is greater.

### [Cleric](#)

- Cleric: Proficient with all [simple weapons](#), with all types of armor ([light](#) and [medium](#)), and with [shields](#) (except [tower shields](#)).
- Cleric: Spontaneous Casting: A good cleric can channel stored spell energy into [healing spells](#) that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any [cure](#) spell of the same spell level or lower (a [cure](#) spell is any spell with “cure” in its name).
- Cleric: [Channel Energy](#): A cleric can release a wave of energy by channeling the power of their faith through their holy symbol.
- Cleric [Insight Domain](#): Priests with this domain gain [Blind-Fight](#) as a free feat
- Cleric [Insight Domain](#): Gain Search, Sense Motive, and Perception as class skills.
- Cleric [Insight Domain](#): Greater Insight (Sp): Pick one of these senses: Darkvision 120 ft, Scent, Tremorsense 20 ft. You have this sense for one minute per cleric level. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.
- Cleric [Travel Domain](#): Increase your base speed by 10 feet.
- Cleric [Travel Domain](#): *Agile Feet (Su)*: As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.
- Cleric [Travel Domain](#):: Dimensional Hop (*Sp*): At 8th level, you can teleport up to 10 feet per [cleric](#) level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

### [Avenger](#)

- Avenger: first level Avenger gains a complete immunity to snake, scorpion, and spider venom.
- Avenger: first level Avenger gains a complete immunity to fear.
- Avenger: Proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, short bow (normal and composite), short sword, and whip. Avengers are proficient with light armor but not with shields.
- Avenger: Access to Avenger exclusive spells: [Detect Victim](#) (0), [Nemesis Insight](#) (2), [Nemesis Scrying](#) (4), [Nemesis Divination](#) (6), [Greater Nemesis Scrying](#) (8)
- Avenger: [Sneak Attack](#) +1d6- If an Avenger can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.
- Avenger: Second level Avenger gains **Poison Use**: Avengers are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon. They know all the poisons listed in the DMG and how to use them.
- Avenger: **Resolute Will**: The avenger attains great control over his emotions. He gains a bonus equal to his level when making Bluff, Concentration, and Intimidate checks. He also gains a bonus equal to half his level on saves vs. all mind-affecting magic. And as noted above, at first level the avenger is immune to fear.
- Avenger: **Sacred Tattoo**: A black and red tattoo appears on the avenger. Once per hour, the tattoo can crawl off the avenger as a free action and become a magical beast, exactly like a tiny familiar. In crawling form, a tattoo's poison torments its victims with pain. A tattoo on an avenger gives a blessing when it is not crawling around -- the location of the tattoo determines the blessing. A tattoo can move to a new location on the body only after returning from a crawl.
  - Location: Blessing
  - Hands: Toxic -- +2 DC using nonmagic poison that damages Con (snake, scorpion) or Str (spider).
  - Face: Aware -- scent (snake) or 60 ft darkvision (scorpion) or 20 ft tremorsense (spider).
  - Feet: Careful -- +3 Climb (snake) or +3 Stealth (scorpion) or +3 Acrobatics (spider).
  - Chest/Heart: -- Commanding: turn snakes, scorpions, and spiders
  - Back: -- Watchful: avenger cannot be flanked.
- Avenger: **Death Attack**: If an avenger studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (avenger's choice). Studying the victim is a standard action. The death attack fails if the target detects the avenger or recognizes the avenger as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked).

## [Grim](#)

- Grim: **Nail shadow** (SU): The grim's shadow is bound into the Realm of Shadow, so he or she casts no shadow in the Wold. However, the grim now exists in both planes, and therefore gains [Ghost Touch](#) as a permanent ability for self and any items carried. Thus, the grim's attacks and spells affect incorporeal opponents as effectively as they affect corporeal opponents. The grim can also see into the Realm of Shadows as a free action at will in a 60 foot radius.
- Grim: **Sense Spirit** (SU): The grim can sense the direction and distance to any disembodied spirit or soul in long range (400 ft. + 40 ft./level), even through material objects. This could let the grim target the spirit's square, but not see it (unless it is within 60 feet). Sense spirit is a supernatural ability that takes a full round action to initiate and lasts for so long as the grim concentrates.
- Grim: **Darkwalk** (SU): The grim can partly or completely enter the Realm of Shadow, for a duration of one minute per level per day. This duration may be used all at once or in separate blocks, though any use rounds up to the nearest full minute. To do this, a Grim must make a DC 10 check, adjusted up by +2 for every person that the grim brings along, using either their Concentration Check (including Combat Casting), or 2x their Grim Levels as a modifier. Only willing people can be brought along, and

only if they are all holding hands; those with the grim must make a Will save vs DC 20 or take 1d6 points of temporary Con damage as they enter the Realm of Shadows. Those accompanying the grim automatically return to the Wold when the grim does. A failed check uses up a one-minute block for the day.

At 2nd level, the grim can partly enter the Realm of Shadows, gaining concealment, a 20% miss chance, a +2 resistance bonus to saves, and a +8 bonus to Stealth checks.

# Skills

Skill Points = 66 (16 of these are to Spell Craft from Belt of Int Bonus, 1 per lv)

8 Cleric

6 Grim

4 Favored Class

48 Avenger

16 WLA

\* cs = class skills

UT=Untrained

ACP=Armor Check Penalty

Skill	Total	Rank	Stat	Mod	CS	Misc
<a href="#">Acrobatics</a> * Avg	13	8	<a href="#">Dex</a>	4	3	ACP -3 WLA +1
<a href="#">Appraise</a> * Cler	0	0	<a href="#">Int</a>	0	0	
<a href="#">Bluff</a> * Avg	9	1	<a href="#">Cha</a>	-1	3	+6 Resolute Will
<a href="#">Climb</a> * Avg	7/9	2	<a href="#">Str</a>	4	3	ACP -3 (+2 w/ climber's kit) +1 WLA
<a href="#">Craft</a> Cooking * Cler / Avg	2	0	<a href="#">Int</a>	0	0	+2 MW Frying Pan
<a href="#">Diplomacy</a> * Cler / Avg	1	1	<a href="#">Cha</a>	-1	3	-2 Racial +1 WLA
<a href="#">Disable Device</a> * Avg	UT	0	<a href="#">Dex</a>	4	0	ACP -3 (+2 MW Thieve's tools)
<a href="#">Disguise</a> * Avg	-1/1	0	<a href="#">Cha</a>	-1	0	(+2w/ disguise kit)
<a href="#">Escape Artist</a> * Avg	0	0	<a href="#">Dex</a>	4	0	ACP-3
<a href="#">Fly</a>	3	4	<a href="#">Dex</a>	4	0	-2 Large Size ACP-3 +2 WLA
<a href="#">Handle Animal</a>	-1	0	<a href="#">Cha</a>	-1	0	
<a href="#">Heal</a> * Cler	2/4	0	<a href="#">Wis</a>	2	0	(+2 w/ healer's kit)
<a href="#">Intimidate</a> * Avg/Grim	25/29	14	<a href="#">Cha</a>	-1	3	+1 Racial +4 against smaller +6 Resolute Will +2 WLA
<a href="#">Knowledge</a>	5	1	<a href="#">Int</a>	0	3	+1 WLA

<u>(Arcana)* Cler/Grim</u>									
<u>Knowledge (Dungeoneering)</u>					<u>Int</u>	0			
<u>Knowledge (Engineering)</u>					<u>Int</u>	0			
<u>Knowledge (Geography)</u>					<u>Int</u>	0			
<u>Knowledge (History)* Cler</u>	4		1		<u>Int</u>	0		3	
<u>Knowledge (Local)</u>					<u>Int</u>	0			
<u>Knowledge (Nature)</u>					<u>Int</u>	0			
<u>Knowledge (Nobility)* Cler</u>					<u>Int</u>	0			
<u>Knowledge (Planes)* Cler</u>					<u>Int</u>	0			
<u>Knowledge (Religion)* Cler</u>	4		1		<u>Int</u>	0		3	
<u>Linguistics* Cler / Avg</u>	4		1		<u>Int</u>	0		3	
<u>Perception* Cler / Avg / Grim</u>	21		14		<u>Wis</u>	2		3	+1 Racial +1 Eye of Gargul +2 WLA
<u>Perform</u>	-1		0		<u>Cha</u>	-1		0	
<u>Profession* Avg</u>	UT		0		<u>Wis</u>	2		0	
<u>Ride</u>	—				<u>Dex</u>	4			No mount big enough ACP -3
<u>Sense Motive* Cler / Avg</u>	5				<u>Wis</u>	2		3	
<u>Sleight of Hand* Avg</u>	5		1		<u>Dex</u>	4		3	ACP -3
<u>Spellcraft* Cler / Avg / Grim</u>	25/27		21		<u>Int</u>	0		3	+2 MW Tools when crafting +1 WLA
<u>Stealth* Avg / Grim</u>	14/22		14		<u>Dex</u>	4		3	-4 Large Size ACP -3 (+8 w/ Dark Walk)

									+2 WLA
<a href="#">Survival</a> * Avg	7		1		<a href="#">Wis</a>	2		3	+1 WLA
<a href="#">Swim</a> * Avg	7		1		<a href="#">Str</a>	4		3	WLA +1 ACP -3
<a href="#">Use Magic Device</a> * Avg	1		1		<a href="#">Cha</a>	-1		3	WLA +1

### Known [Languages](#):

<b>Common (Skill Point)</b>			
<b>Minotaur</b>	<b>Tauric</b>		

# Equipment

## \*\*\*Weapons and Armor\*\*\*

Name	Location	Qty	Lbs	Cost
<a href="#">Steel Grass Bastard Sword +4</a>	Sheath on Back	1	4	32,440
<a href="#">Sun Blade +4</a>	Sheath on Back	1	4	50,335
+5 Vorpall Great Sword				(50,000)
<a href="#">Steel Grass Full Plate+5 Glammered</a>	Worn	1	33.33	28,600
<a href="#">Steel Grass Guisarme</a>	Sheath on back	1	4	336
<a href="#">Heavy Steel Shield +5</a>	Worn	1	10	4,180
<a href="#">Studded leather</a>	BOH	1	40	50
<a href="#">Steel Grass Armor spikes</a>	On Steel Grass Full Plate	1	6.67	300
<a href="#">Steel Grass Flail</a>	Belt Holster	1	3.33	332
<a href="#">Steel Grass Scythe</a> Given to Mara the weaver	Sheath on back	1	20	336
<a href="#">Crossbow, Heavy x2</a>	Back	2	32	800

141,373 gp total

## \*\*\*Adventuring Gear\*\*\*

Name	Location	Qty	Lbs	Cost
<a href="#">Magical Gifts</a>				
<a href="#">Non-Magical Gifts and Trinkets</a>				
<a href="#">Alcohol</a>		11	32	59
<a href="#">Amulet of Natural Armor +5</a> Some upgrades crafted myself	Neck	1	x	34,000 (wbl 50,000)
<a href="#">Anvil</a> Large	BOH	1	80	16
<a href="#">Artisan's tools, MW</a> Large	Backpack	1	10	110



<a href="#">Bag of Holding Type I</a>	On belt	1	15	2,500
<a href="#">Bag of Holding Type II</a>	On Back	1	25	4,750
<a href="#">Bellows</a> Large	BOH	1	6	2
<a href="#">Belt of Physical Might +6</a> Some upgrades crafted myself	Belt	1	1	85,000 (WBL 90,000)
<a href="#">Blanket, Winter</a> , Large	BOH	1	6	1
<a href="#">Bedroll, Large</a>	Backpack	1	10	0.2
Boots of striding and springing		1		5,500
<a href="#">Brooch of Shielding</a>	Cloak	1		1,500
<a href="#">Caltrops</a>	Pocket	2	2	3.8
<a href="#">Cask</a> filled with water, 2 gal. Received from Jimbim	Tower	1	16	1.0
<a href="#">Case, Scroll/Map</a>	Backpack	1	.5	.95
<a href="#">Chain</a>	Backpack	1	10	28.5
<a href="#">Cleric's vestments</a> Large	Worn	1	12	10
<a href="#">Climber's Kit</a>	Backpack	1	10	152
<a href="#">Cloak of Resistance +5</a> (Some upgrades done myself)	Worn	1	1	20,500 (25,000)
<a href="#">Cold weather outfit</a> Large	Backpack	1	14	16
<a href="#">Crowbar</a> Large	BOH	1	4	1
Diamond Dust				7,500
<a href="#">Disguise Kit</a>	Backpack	1	16	95
Dust of Appearance		1		1,800
<a href="#">Dust of Disappearance</a>	Belt pouch	1		3,500
Dusty Rose Ionu Stone (Crafted myself)	Circling	1		2,500 (5,000)
Documents: Deed to Tower,	Backpack	x	x	x

Letter of Recommendation, Registration as a Free Company (IA) Registration as a Hook City Citizen Writ of Passage to Hook City Temporary Letter of Marque				
Elixir of Fire Breath	Backpack	1	x	1,100
Elixir of Hiding		4		1,000
Elixir of Swimming		2		500
Elixir of Tumbling		4		1,000
Elixir of Vision		4		1,000
<a href="#">Emberyon's Tear</a> +1 (Crafted myself)	Fur	1	x	1,250 (2,500)
<a href="#">Explorer's outfit</a> Large	Tower	1	16	0.0
<a href="#">Gargul's Eye</a>	Goggle Slot	1	x	4,916
Garlic, (Bought 2 strings)	BOH	2	x	1.0
<a href="#">Feather Token, Anchor</a>		1	x	47.5
<a href="#">Feather Token, Swan Boat</a>		1	x	427.5
<a href="#">Fishing Tackle</a> Large	Backpack	1	10	40
<a href="#">Flint and steel</a> Large	Backpack	1	x	2.0
<a href="#">Flour</a> (1lb bags)	Sack	5	5	.1
<a href="#">Grappling hook</a> Large	Tied to rope	1	8	2
<a href="#">Hand of Glory (slotless)</a>	Belt	1		16,000
<a href="#">Healer's Kit</a>	BOH	1	2	95
<a href="#">Holy symbols</a>	Pocket	15	x	28.5
<a href="#">Iron Bands of Binding</a>				26,000
<a href="#">Ishgaran Belt of of Con</a> - Slotless Crafted 7.10.13	-	1	1	1,900 (4,000)
<a href="#">Ishgaran Headband of Int</a>	Headband	1	1	1,900

<a href="#">Ishgaran Headband of Wisdom</a> - Slotless Crafted Myself		1	1	1,900 (4,000)
<a href="#">Ladder</a> , 10-foot x2 (Large)	BOH	1	40	.4
<a href="#">Ladder</a> , 10-foot x2 (Medium) (Found in pit on 02.22.11)	BOH	1	20	.2
Lead Pocket Liner	Right Pocket	1	x	G.G.
<a href="#">Lock, Simple</a>	BOH	1	1	19
Map of Catacombs	Belt Pouch	1	-	0.0
<a href="#">Necklace of Fireballs Type 7</a>	Neck	1		8,700
<a href="#">Oil</a> (2-pint flask) Large	Backpack	5	10	1
<a href="#">Pearl of Power lvl 1-7</a>	Pocket	1	1	140,000
Phalyactry of faithfulness				1,000
<a href="#">Poison</a>	6 Lead Pocket Liner 2 On weapon	8		600
Pole, 10ft (hinged in the middle)	BOH	1	8	G.G.
<a href="#">Potions</a>				169.23 (250 wbl)
<a href="#">Portable Hole</a>				20,000
<a href="#">Pouch, belt</a> Large	Belt	1	1	
<a href="#">Pulley</a> Large	Backpack	1	20	4
<a href="#">Puzzle Box</a> From Black's Shop	BOH	1	1	5.0
<a href="#">Ram, portable</a> Large	Strapped below Backpack	1	40	20
<a href="#">Rations, trail</a> (per day) Large	Sack	7	14	7
<a href="#">Rations, Trail</a> with Sting Root	Sack	10	20	10
Recipe, Stingroot From Holly at Heranmar	-	-	-	-
Red & Black Gem	BOH	1	x	0.0

(Magic Compass, in game significance)				
<a href="#">Ring of Protection</a> +5 Upgraded from +2 to +3 by Restlin	On Finger	1	x	44,350 (50,000 wbl)
<a href="#">Ring of Blinking</a>	On Finger	1	x	27,000
<a href="#">Ring of Invisibillity</a>	On Hand of Glory	1	x	20,000
Rod - Extend				11,000
<a href="#">Rope, silk</a> (50 ft.) Large	Hooked to backpack lasso on one end grappling hook on the other	1	10	20
<a href="#">Sack</a> Large	Hooked to Backpack, Left Side	2	2	0.4
Scarab of Protection		1		38,000
<a href="#">Scrolls</a> (Link to list of scrolls)	Belt Pouch			1,330
<a href="#">Slings</a> (10 medium & 10 Large)	BOH	15	x	x
<a href="#">Soap</a> Large	Backpack	1	1	.02
Spatula of Corpse Retrieval (not for cooking, rp fun)	BOH	1	x	.2
<a href="#">Spell component pouch</a> Large	Belt	1	4	10.0
Spices many basic herbal leaves, dried and in glass pots, all of which are in a leather-and-wood case for only 50gp. The herbs include Sage, Mint, Basil, Rosemary, Oregano, Salt, Black Pepper, Hot Pepper, Dill, Nutmeg, Sesame, and Poppy	BOH	1	1	50
8 Skeletal Sword Hands from the ring Decorative, no value, feint evil aura	Tower	8	x	x
Staff of the Unblinking Eye (Contingency and Elf Vision)	Back			7,220
Staff of Sundered Blood (False Life and Detect Victim)	Back			7,200

<a href="#">Tauric Totem Bag</a> (Crafted myself)		1	x	1,000 (2,000)
<a href="#">Thieve's Tools, (MW)</a>	BOH	1	4	190
<a href="#">Waterskin</a> Large 1 Gal.	Tower	4	40	4
Wickedly Curved Daggers (Fate Items from Sargrass, no value)	Backpack	2	2	x

16,924.00 gp weapons

554.835.5 gp gear

0,000 eye of Gargul lvl 12 (under 10%wbl)

11,000 (WLA)

## Body Slots

Slot	Item(s)
Armor: suits of armor.	<a href="#">Steel Grass Full Plate +5 glammered</a>
Belts: belts and girdles.	<a href="#">Belt of Str +6</a>
Body: robes and vestments.	<a href="#">Cloak of Resistance +5</a>
Chest: mantles, shirts, and vests.	<a href="#">Cleric's vestments</a>
Eyes: eyes, glasses, and goggles	<a href="#">Gargul's Eye</a>
Hands: gauntlets and gloves.	
Head: circlets, crowns, hats, helms, and masks.	
headbands and phylacteries.	<a href="#">Ishgaran Headband of Int</a>
Neck: amulets, brooches, medallions, necklaces, periapts, and scarabs.	<a href="#">Amulet of Natural Armor +5</a>
Ring (up to two): rings.	<a href="#">Ring of Protection +5, Ring of blink</a>
Shield: shields.	<a href="#">Heavy Steel Shield +5</a>
Shoulders: capes and cloaks.	<a href="#">Cloak of Resistance +5</a>
Wrist: bracelets and bracers.	Spring Loaded Wrist Sheath Spring Loaded Wrist Sheath
Feet:	MW taur boots

### \*\*\***Special / Charged Magical Items**\*\*\*

Name	Location	Ability	Uses

### \*\*\***Goblin Seals**\*\*\*

Name	Location	Ability	Uses

**\*\*\*Equipment Stats\*\*\***

Carrying Capacity

Light:	0 - 612
Medium:	612.5 - 1226
Heavy:	1226 - 1840

**Total Weight Carried**

Current Load	
Current load:	Total Weight = lbs Equipment lbs Weapons / Armor lbs in BOH lbs in Tower lbs total
Current Capacity:	lbs more - Medium load

**Lifting and Dragging**

A character can lift as much as his or her maximum load over his or her head. **1840 lbs**

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a [full-round action](#)). **3,680 lbs**

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less. **9,300 lbs**

## Awarded Items

**Magically-Authenticated Reference**

Monday November 16th, 2009 8:09:40 PM

Out of the belt pouch he had previously pulled his floating cushion and umbrella from, Penn takes out

and gives two pouches to each person, except Beri--he only receives one pouch. Beri's pouch contains 100gp, whereas the rest of the pouches contain 500gp each. Also Venbolio presents to the party a signed parchment that is a magically-authenticated reference from him to any future employers. "Good luck to you all until we meet again."

## 1/7 ownership of Black Harris' Shop

Friday December 4th, 2009 9:38:21 PM

(shop forumla info) Tuesday December 29th, 2009 5:25:36 PM

"You know," Sanji begins to suggest, "If we can hold this place for the next few days, we could claim it as our headquarters. We could sell off all this stuff for half price in a day and with a little spiffing up, it could be a nice place. The front door looks to be quite sturdy with it's five locks and the back could use a little work to reinforce it against any further break-in's. What'cha think?"

### **Daily Operation:**

*This shop is owned by Bosk, Valla, Xeron, Maikill, Grendel, Beriothian, and Sanji. The Daily operations are run by Sanji, Lilly, Hemust.*

### **Burned Down**

## Greendale's Luck Charm

Friday December 25th, 2009 6:01:48 AM

Sanji spoke up about her new find, "Hey guys, look what I found!" It was a small wooden box, intricately carved on it's exterior and lined with red velvet on the inside. "I found it amongst some of the stuff on the shelf, most likely forgotten because of all the dust covering it. Well, I opened it up and found these inside, along with a note." Showing the group, inside were seven small round golden charms, about 1/2" in diameter, with a small golden ring piercing the top of the charm. On one side of the charm was a rune, possibly denoting luck, and on the other side a bas-relief of a rabbit. The note explained that the charms were made by the halflings of Greendale and would bring the bearer luck once a week when needed. The charm must be worn or held as an earring with the proper fastener, on a necklace or on a charm bracelet. It could even be fastened to a sword or dagger pommel, or on a musical instrument, but simply carrying it around in your pocket would not suffice. The note wishes the bearers many happy tidings and good luck on their travels.

### **In-game terms:**

*This magical charm (fate item) allows you to reroll one roll, per in-game week, that you have just made before the game master declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.*

### **Offered Up to Chaos Bell**

## Jacob's Writ of Passage- Fate Item

Tuesday April 20th, 2010 12:11:06 PM

After breakfast, which consists of boulder bacon and prairie bird eggs, the group is rewarded by Master Halfdane for the rescue of his son. "I don't have much to give, ever since Hook City went away, but I hope this will help you in your endeavors." Master Halfdane hands over Jacob's Writ of Passage to the group--having signed all it's rights over to the group. The Mudders know they'll have to go to the Hook City administration complex and have it legally transferred over to them after they register themselves at same said building as a Protection Group for Hire.

### **In game terms (stated 04.22.10):**

*Jacob's Writ of Passage allows the group future access to Hook City whenever desired, unless we have cargo.*

## Haunted Tower in Hook City

The tale is a grim one as Valla learns that a family of seven were murdered in the tower and their killer has never been found. When Valla and Zeoll arrived at the tower, they saw the real estate agent standing out side it and his demeanor is not a happy one. When Valla inquired about the tower, he was in fact told that a family was murdered within, making the sale of said tower very hard to make. He also lets Valla know that even though the price of the tower is 1gp, the processing fees come up to 1000gp and are non-refundable. (04.26.10) Registration details. (01.24.11)

## Power of the Edge



~~Having undergone an experience of all things, the group has has gotten a unique glance at true balance. In one evening evening Bosk, Beri, Zeoll, Restlin, Beltrin, and Kyan ate and were eaten, died and gave birth. They felt the sensations of desire, lust, pain, and rage. By the morning, they understood the wisdom of a volcano and what it must endure for thousands of years, before it can finally have it's release and rest. As a result, each of the party members now can do either one of these options, whenever they want: They can read the spirit of any one creature, once. If they know the creatures real name, the duration of the conversation is much extended. The questions will be answered by the spirit in a neutral manner, despite the alignment of the creature and ones weakness can be discovered as well as other things, but the spirits knowledge is limited to what the creature being read would know normally. (Six rounds or six minutes if the creatures true name is known.)~~

~~OR~~

~~The characters spirit will transcend their body and travel to The Edge in a flash of an instant. There, they can over look the cosmos of time and balance and ask any one question, as profound or mundane as they desire and receive an immediate answer, that is as correct as possible, depending on how the question was asked.~~

Offered up to the Chaos Bell

### **Sacred Gift**

~~Each character has received a Sacred Gift. The next time your character fails a saving throw, it will automatically be passed thanks to saving the souls of all these children. One use only and on the first failed saving throw.~~

Used

## **Character Description**

**Appearance-** Well travelled, Bosk has become used to the stares of his peers. Standing nearly ten feet tall with two large horns on the side of swords on his head is certain to make the blond taur stand out in any crowd, but his unusual attire draws as many stares as he does. In the center of his forehead is a large silver Eye of Gragul, leaving viewers no doubt that he is a cleric of one of the most misunderstood gods of the Wold. He is almost always found dressed from head to toe in armor and wielding weapons woven of steelgrass, items that can only be obtained from the [Manfri](#) of the Sargrass, and which cannot be bought in any store in the Wold. Despite their appearance, the armor is exceptionally hard and allows for great maneuverability. Those who are particularly observant will notice that despite his size, he casts no shadow in the wold.

**Sayings-** "Every life hangs by a thread, I am that thread.", "Death is no longer my enemy... You are!", "Prepare to meet Gargul", "Gargul's Eye!", "Pity for the guilty is treason to the innocent."

**Personality-** Bosk is very proud, even among minotaur standards. He places much value on honor and has striven to bring honor back to his families name ever since his father was wrongfully accused of his wife's murder. After his father was put to death for a crime he didn't commit, it has become his goal to become a Grim Avenger, seeking to help the dead who are bound to this plane cross over by clearing their names and carrying out their revenge. He seeks to one day rise to the highest ranks in the WLA, gaining rank equivalent to that of minor nobility.

**History-** Bosk grew up on Minotaur Isle, the son of Cenoios and Adatia. He was very close to his family. His father was was known across the island for his talents at wine making, and it had always been Bosk's dream to follow in his foot steps and take over the vineyard when he reached adult hood. One night he was awakened by the panicked screams of his mother. When he arrived outside his parents room he could already smell the blood, neither his father nor the murder were to be found. His

father claimed to have been out tending the vines when the tragic event occurred, however the community did not believe him. That week his father was put to death by the community for his mother's murder.

Having not yet reached adulthood yet, nor having been trained enough to take over his father's work, Bosk was adopted by the community. He lived in his families house from this point, and was looked after and brought food by neighbors. A few weeks after his father's death both his father's and mother's spirits were seen throughout the community, and the town believed it to be a bad omen. His father forever seeking out his mother. It was not until some months later that a wandering halfling grim came upon their town and spoke to the spirits and laid them to rest. His mother's spirit would not leave because she was weighed down with the guilt of his death for her murder. His father, a proud man, was outraged by the injustice of his death and could not cross over until his family name was cleared. By talking to his mother's ghost he learned that she was killed by a Lich for refusing to reveal the location of the hidden cellars containing the sacred blue wine of Imod. The halfling was able to not only clear his father's name, but was also able to help their souls to cross over. These are things that no man in his village had been able to do. Although Bosk was glad that his family's name was clear he forever was resentful of the fact that a small halfling was able to achieve that which none of his clan could do. Since that time Bosk has had mixed feelings towards the small ones. Although he is resentful of them, he also admires their determination and bravery and never underestimates them. Furthermore, this experience has caused him to dedicate his life to Gargul in hopes to one day attain the title of Grim so that he too may help those poor souls crossover and avenge their injustices. Furthermore, he hopes that his journey will one day lead him to the Lich responsible for his parents' deaths. To help accomplish this goal he has since become a follower of Jancassis and works as her Avenger in those joint missions with Gargul to help the spirits of those trapped on the Physical Plane to cross over by getting their much longed for revenge. Although he follows both deities, if they were ever to contradict one another he would follow the will of Gargul over that of Jancassis. (His role as an Avenger is limited to those situations that overlap the missions of Gargul and Jancassis).

## RECORD OF WEALTH, XP & HERO POINTS

### Gold to Chit Conversion

Gold	Chit	Chit	Spell
100 gp	1 White Chit	---	1 Cantrip
500 gp	5 White Chits	1 Red Chit	1st Lvl Spell
1,500 gp	3 Red Chits	1 Orange Chit	2nd Lvl Spell
3,000 gp	2 orange chits	1 Yellow Chit	3rd Lvl Spell
6,000 gp	2 Yellow Chits	1 Green Chit	4th Lvl Spell
12,000 gp	2 Green Chit	1 Blue Chit	5th Lvl Spell

24,000 gp	2 Blue Chits	1 Indigo Chit	6th Lvl Spell
48,000 gp	2 Indigo Chits	1 Violet Chit	7th Lvl Spell
96,000 gp	2 Violet Chits	1 Black Chit	8th Lvl Spell
192,000 gp	2 Black Chit	1 Clear Chit	9th Lvl Spell

### Accounting for Wealth

DATE	Accounting for WEALTH	AMOUNT	TOTAL
6.29.09	Character Creation	+200.0 gp	200.0 gp
6.29.09	Purchased Starting Gear	-111g 8s 3c	88g 1s 7c
7.6.09	Purchased Drink for Rain	-.1	88g 7c
10.12.09	1/8 of 289 Gold gotten from Iron Band	+36g 1s 2c	124g 1s 9c
10.26.09	1/8 of money from selling Iron Band Loot	+884g 16s 11c	1034g 9s 0c
11.16.09	Payment from Penn	+1000g	2034g 9s 0c
11.19.09	Payment for room at the Cold Comfort Inn	-10	2024g 9s 0c
11.23.09	Payment for MW Banded Mail & Shield	-814	1210g 9s 0c
12.08.09	Bosk Finds keys to Blacks House Later determined to be warehouse key	0.0g	1210g 9s 0c
12.25.09	Sanji finds Luck Charms for the group. (Fate Item)	0.0g	1210g 9s 0c
01.29.10	Warehouse Key is stuck	1211g 0s 0c	1210g 9s 0c
04.07.10	Borrowed 500gp each from Valla, Maikill, Xeron and 2gp from Beri	+1502g	2712.9g owe 1503g
04.07.10	Spent 2712g on Steel Grass half-plate, scythe, bastard sword, spiked chain	-2712g	owe 1503g
04.27.10	Money for selling armor and share of group loot	+5,869.10	owe 1503g 5869.1g
04.27.10	Paid back Maikill, Beri, and Valla. Xeron's share was placed into group loot	-1503	4366.1g
04.27.10	Money spent joining the WLA	-2000	2366.1g

05.06.10	Added 10x10 room to shop and got shoes shod	-202	2105.1g
05.10.10	Bought a drink at the a Madrigal	-.5 gp	2104.6
08.31.10	Sold Group Loot after Illithad fight, 2,322.82	+2,322.82 gp	4427.42
09.29.10	1/5th of 5 scrolls of contingency	+1485 gp	5912.42
10.21.10	Recieved 2 Wt. Chit for clearing out a basement	+1 Wt. Chit (200 gp)	5912.42 1 wt Chit
10.25.10	Paid the group 1800gp for Amulet of Natural Armor	-1800	4112.42 1 Wt. Chit
10.25.10	Recieved 1792.16gp for sales in catacombs	+1792.16gp	5904.58 1 Wt. Chit
10.26.10	Recieved 232.28gp from Valla's unclaimed gp	+232.28	6136.86 1 Wt. Chit
10.27.10	Exchanged 1100gp for 11 Wt. Chits	-1100 +11 Wt. Chits	5036.86gp 12Wt. Chit
11.7.10	Exchanged 12 Wt Chits for +5% =1260	+1260 -12 Wt. Chits	6296
11.7.10	Paid 5750 gp in Catacombs	-5750	546
11.12.10	Exchanged 440 gp for 4 Wt. Chits	-440 +4 Wt. Chits	106 4 Wht Chits
11.22.10	Exchanged 4 Wt. Chits for 440 gp	+440 -4 Wt. Chits	546
<b>01.05.11</b>	<b>Character Conversion players given 10,500</b>	<b>10,500gp</b>	
01.05.11	Gold spent on new character equipment	-10291.93	208.07
01.13.11	2 Wht. Chits	+ 2 Wht. Chits (200 gp)	208.07gp 2 Wht. Chits
05.10.11	Sold Belt of Dex +1 and spent 2 White Chits and 151gp on materials to upgrade BOH from Type 1 to Type 2 and bought 5 gallons of ale.	-2 Wht.Chits -151 gp	57.07gp
05.27.11	Received 1 Green Chit for saving Hook City, The rest was lost in City Fines.	+1 Green Chit	57.07gp 1 Green Chit
06.09.11	Recieved a Chit of Raise Dead from Alistair (Raise Dead)	+1 Blue Chit	57.07gp 1 Grn & 1 Blue Chit

06.17.11	Purchased materials for a belt of dex and an amulet of nat. armor along with a scroll of dimensional anchor.	-1 Green Chit +1 Orng Chit +8 Wht Chits	57.07gp 1 O, 8 W,1 Blue Chit
07.25.11	Sold Large BOH Type 2, Amulet of Nat Armor +1, Large Cloak of Resistance +1, Belt of Dex +2, 3 Everburning Torches	+ 11,097 gp	11,154.07 gp 1 O, 8 W, 1 Blue Chit
07.25.11	9,000 gp paid for the IA to become registered Citizens (3,000 gp added back. Restlin and Kyan paid their fee. Only 6,000 deducted Bosk, Beri, Beltrin, and Zeoll)	-6,000 gp	5,154.07 gp 1 O, 8 W, 1 Blue Chit
11.21.11	Chits from ring battle	+2 Red Chits	5,154.07 gp 1O, 8W,2 R,1 Blue Chit
11.23.11	3,000 gp loaned for Zane and Alexi to become Members	-3,000	2,154.07 1O, 8W,2 R,1 Blue Chit (5,454.07 total)
01.14.12	The group paid for Alexi and Zane's registration fees out of group loot. Loan Repaid.	+3,000	5,154.07 gp 1O, 8W,2 R,1 Blue Chit (8,454.07 total)
01.14.12	½ flaming swords found in the ring	+14,914.8gp	20,068.87gp 1O, 8W,2R, 1 Blue Chit (21,418.87 total)
01.18.12	Bought Ring of Sustenance, Cloak of Resistance +1, Ring of Protection +1, Materials to add +2 armor, +2 shield, +1 sword, BOH from II to III, and Cloak of Resistance from +1 to +3	-15,700gp	4,368.87gp 1O, 8W,2R,1 Blue Chit (5,718.87 total)
01.21.12	Payed back by Beri for registration fee	+1,500	5,868.87gp 1O, 8W,2R,1 Blue Chit (7,218.87 total)
01.21.12	Purchased Amulet of Natural Armor +1 and several scrolls	-3,633.75	285.12 gp 1O, 8W,2R,1 Blue Chit (3,585.12 total)
04.10.12	Paid share of storage locker	-37.5 -3 White Chit	247.62 gp 5W, 2R,1O,1 Blue Chit (3,247.62 total)
05.08.12	Catacombs purchase: 2 scrolls Owl's Wisdom, Scroll of Nemesis Scrying	- 1 Orng Chit + 550 gp	747.62 gp 5W,2R, 1 Blue Chit (2,297.62 total)

07.25.12	Paid for the groups Hotel Stay in Heranmar for 6 days (36gp) his caravan trip (35 gp) and kabobs for the group (1 gp)	- 72 gp	675.62 gp 5 W,2 R, 1 Blue Chit (2,225.62 total)
07.29.12	Sold assassin's loot at the Catacombs and went shopping	+ 7111.74	7,787.36 gp 5 W,2 R, 1 Blue Chit (9337.36 total)
07.29.12	Paid \$5,000 WLA Fee to become Journeyman	-5,000 gp	2,787.36 gp 5 W, 2 R, 1 Blue Chit (4,337.36 total)
07.29.12	Paid Zeoll 4,026.67 for BOH and 2 Staves of Moderate Curing	-4,000 gp	260.69 gp 1 Blue Chit (260.69 total)
07.29.12	Received 1,500 gp from Zeoll for registration fees.	-1,500 gp	1,760.69 gp 1 Blue Chit (1,760.69gp total)
07.30.12	Recieved 1/3 of 1,000 gp from Inspector	+166.67gp	1,927.36 gp 1 Blue Chit (1,927.36gp total)
12.05.12	Received 1/3 of 60,00 gp from Finn the Blue Dragon	+10,000 gp	11,927.36 gp 1 Blue Chit (11,927.36gp total)
12.13.12	Purchased crossbow, whips, slings, and crafting materials from the Catacombs	-9,809.5 gp	2,117.86 gp 1 Blue Chit (2,117.86gp total)
12.14.12	Purchased scribing materials for Restlin from Catacombs	-40 gp	2077.86 gp 1 Blue Chit (2,077.86gp total)
01.07.13	2013 Revamp, wealth reset to 33,000	-----	33,000 gp
01.07.13	Purchased Weapons and armor for	-16,924	
01.07.13	Purchased Gear	-06,390.12	
03.01.13	Purchased Garlic and Spices in Heranmar	-60 gp	
06.16.13	Rockhome Ale purchases in Haranmar	-.2 gp	
06.21.13	Increase to lvl 10		65,000 GP
06.21.13	16,924.00 gp weapons 31,391.36.72 gp gear 07,416.00 gp eye of Gargul 07,000.00 gp WLA Initiate and Journeyman Fees 00,010.20 gp Ale / rations already consumed	-63,741.56 gp	1,258.44 gp
07.18.13	Purchased Poison	-800 gp	458.44 gp
07.18.13	Reinversed for banned MW Tools	+380 gp	838.44 gp
02.21.14	Gold from selling Group Loot after Valley fight	+24,645.5 gp	25,483.94 gp
02.21.14	Purchases at Catacombs (Revised with DM approval due to change in crafting rules. 2 crafting	-23,475.22 gp	2,508.72 gp

	mats not purchased, and 2 bought outright. +250gp cost)		
02.21.14	Purchased poison from JimBlm	-800 gp	1,708.72 gp
02.21.14	Purchased shoes and Hook City pin at bridge	-300 gp	1,408.72 gp
05.31.14	Loot from Chit Machine	+20,000 gp	21,408.72 gp

### Accounting for XP

DATE	Accounting for XP	AMOUNT	TOTAL
01.05.10	Character Conversion to Pathfinder all Players increased to 15,000xp / Lvl 5.	15,000	15,000
01.05.11	Awarded 100 bonus points for using Dwarven Ale (G.G. prize) to manipulate Twice	+100	15,100
03.09.11	XP awarded for 1 Hero Point awarded at lvl 5 (30X5=150)	+150	15,250
06.05.11	Two Rust Monsters 1600 experience. Twenty zombies of various types 5300 experience. Role playing that made Buzz laugh an extra 1000 Preventing Mr..E from escaping. 500 experience. Defeating the main villian 23,000 experience. 31,400 total or 5,234 experience each.	+5,234	20,484
06.05.11	investigating the kidnappings and avoiding a very serious fight.	+2000	22,484
06.05.11	XP awarded for 1 Hero Point at lvl 5 (30X5=150)	+150	22,634
06.05.11	XP awarded for 1 Hero Point at lvl 5 (30X5=150)	+150	22,784
07.17.11	XP awarded for seeing Gargul	+966	23,750
08.01.11	XP Awarded upon entering the Ring	+1430	25,180
08.23.11	XP Ring of Malaphaz scene 2	+2860	28,040
11.18.11	XP Awarded after exiting the Ring	+2694	30,734
01.06.12	XP Awarded for Cheating Death	+1403	32,137
01.06.12	XP Awarded for heropoints 30x6x3=	+540	32,677
02.24.12	XP Awarded for finding a massacre	+1430	34,107
03.17.12	XP Awarded for killing a protection group	+1500	35,607
04.19.12	XP Awarded after Storage Wars	+1450	37,057
06.12.12.	XP Awarded after Mino battle	+2000	39,057

06.12.12	XP for Hero Point 30x7	+210	39,267
07.26.12	XP Awarded for helping citizens of Heranmar	+1460	40,727
07.26.12	XP Awarded for Hero Point 30x7=	+210	40,937
12.05.12	XP Awarded for transforming goldfish into dragon	+5000	45,937
12.05.12	XP Awarded for Hero Point 30x7=	+210	46,147
01.07.13	XP Awarded for slaying Illithid Demigod	Lvl 8	51,000
02.18.13	XP Awarded for defeating the MudTown Thugs	+2,500	53,500
02.26.13	XP Awarded for dealing with Peerimus	+5,800	59,300
04.03.13	XP Awarded for defeating Hell Hounds	+7,314	66,614
05.07.13	XP Awarded for Mr. Spikey encounter	+6,300	72,900
06.05.13	XP Awarded for Defeating Trella in dragon form	+9,500	82,400
06.06.13	XP Awarded for Hero Point acting Heroic 30x9	+270	82,670
06.10.13	XP to lvl 10 for Uncharted Merger		115,000
08.08.13	XP awarded for roleplaying the Druid's Feast	+500	120,000
09.12.13	XP after defeating the Headless Horseman	+6,400	126,400
09.27.13	XP for gathering almost all the information on our own	+750	127,150
01.13.14	XP for unorthodox tactics in Lich Valley	+10,300	137,450
01.19.14	XP Awarded for Hero Point acting Heroic 30x10	+300	137,750
01.28.14	XP for stopping a Liching	+30,000	167,750
01.28.14	XP Awarded for Hero Point acting Heroic 30x11	+330	168,080
06.29.15	All characters brought up to 13		315,000
07.10.15	Pyramid Battle	+5,100	320,000

### Accounting for **HERO POINTS**

DATE	Accounting for HERO POINTS	AMOUNT	TOTAL
01.05.10	Switched to Pathfinder, no Hero Points to transfer	0	0



03.09.11	One Hero Point awarded by Buzz for running the Zombie Battle	+1	1
06.05.11	You are all hero's and receive one Hero Point for this adventure	+1	2
06.05.11	Aiding after the storm at that time, assisting the Brodery family in their endeavors	+1	3
07.17.11	One Hero Point spent re rolling HP in LNB	-1	2
01.06.12	Everyone gets half their level in Hero Points (rounded down) for cheating death.	+3	5
04.19.12	Gained for Lvl 7	+1	6
06.10.12	Hero Point Spent to Charge Minotaur	-1	5
06.12.12	Hero Point gained after Mino fight	+1	6
06.20.12	Hero Point spent disarming Lowd	-1	5
06.20.12	Hero Point Spent reroll Atk against Lowd	-1	4
06.25.12	Hero Point spent disarming Lowd	-1	3
06.27.12	Hero Point to avoid drowning in hurricane	-1	2
07.26.12	Hero Point for helping citizens of Heranmar	+1	3
11.30.12	Hero Point used to transform Goldfish into Dragon	-1	2
12.05.12	Hero Point for turning goldfish into a dragon	+1	3
01.07.13	Hero Points for slaying the Illithid Demigod (lvl 8)	+2	5
03.11.13	Hero Point used to to gain an extra action	-1	4
05.28.13	Hero Point used for a extra move action to charge drgon	-1	3
06.05.13	Hero Point used to gain an attack to slap a dragon with the clap	-1	2
06.05.13	Hero Point for being Heroic and unselfishly using hero points	+1	4
06.05.13	Hero Point for lvl 9	+1	4
11.13.13	Used a Hero Point to cast enlarge person in Lich Valley battle	-1	3
01.19.14	Hero Point Awarded for Securing the Lich's Compound	+1	4
01.24.14	Used Hero Point to tackle the lich standing over a cauldron	-1	3
01.28.14	Gained a Hero Point for bathing in Maab's Cauldron	+1	4

02.17.15	Some of the best teamwork the DM has seen with Trellus, and Kyan	+1	5
04.13.15	Hero Point used to defend paralysed Beri	-1	4
05.11.15	Hero Point used to cure wounds	-1	3
06.29.15	Hero Point for good role play	+1	4
07.17.15	Foolish but successful overcoming of the cursed Black Pearl.	+1	5