Rank												
Player	Merlin				Leif				Foster			
Character	Damien Thorn		Rebecca Thorn		Blight		Seth Corleone		Garun Tyr		Skullbasher	
HP	72		33		41		39		45		51	
Move	Land	20'	Land	30'	Land	30'	Land	30'	Land Fly	30' 60' (Average)	Land	20'
Initiative	Bonus	+4	Bonus	+4	Bonus	+8	Bonus	+4	Bonus	+5	Bonus	+2
AC	Normal Touch Flat-footed	22 12 22	Normal Touch Flat-footed	15 11 14	Normal Touch Flat-footed	20 16 20	Normal Touch Flat-footed	20 12 20	Normal Touch Flat-footed	24 16 23	Normal Touch Flat-footed	25 14 23
Single Attack	Greatsword+2 Mohrg Tongue Longbow+2	+15 +10 +10	Dagger+2	+4	Short Sword+2 Longbow+2	+10 +10	Orc Double Axe+2	+9	Dragon Claws+2 Bite	+8 +2	Heavy Mace +2 Longbow +2	+11 8
Full Attack	GreatSword+2 Mohrg Tongue Longbow+2	+15/+10 +7 +10/+5	Dagger+2	+4	Short Sword+2 Short Sword+2 Longbow+2	+8 +8 +10	Orc Double Axe+2 Orc Double Axe+2	+9 -1	Dragon Claws+2 Bite	+8/+8/+8 +2	Heavy Mace +2 Longbow +2	+11 8
Damage	GreatSword+2 Mohrg Tongue Longbow+2	2d6+8/19-20 Paralyze 1d4 min 1d8+6/x3	Dagger+2	1d4+1/19-20	Short Sword+2 Short Sword+2 Longbow+2	1d6+2/19-20 1d6+2/19-20 1d8+2/x3	Orc Double Axe+2 Orc Double Axe+2	1d8+5/x3 1d8+3/x3	Dragon Claws+2 Bite	3d8+7/19-20 2d6+2	Heavy Mace +2 Longbow +2	1d8+6 1d6+6/x3
Special Attacks	Smite, Sneak Attack +1d6, Poison Use, Spells, Death attack		Spells, Bodak's Eye, Death Touch		Sneak Attack +4d6, Poison Use, Spells, Death Attack		Spells		Lightning Breath, Electrical Claws, Flurry of Blows, Power Surge		Poison Use, Spells, Death Touch	
Special Qualities	Rebuke Undead, Aura of Evil, Dark Blessing		Rebuke Undead, Undead Creation		Energy Resistance, Darkvision 60', Uncanny Dodge, Trapfinding		Resitances: Cold +10, Fire +10, Acid +10, Electricity +20, Rebuke Undead, Darkvision 60', Charm Demon, Summon Mastery		Immune to Electricity, Sleep,and Paralysis; Fly (60', Good), Darkvision 60', Low-light Vision, AC Bonuses		Undead Qualities, Turn Resistance, Control Resistance, Rebuke Undead	
Saves	Fortitude Reflex Will	13 4 5	Fortitude Reflex Will	+7 +5 +11	Fortitude Reflex Will	+4 +11 +4	Fortitude Reflex Will	+8 +6 +2	Fortitude Reflex Will	+6 +4 +10	Fortitude Reflex Will	-- +4 +7
Abilities	Strength Dexterity Constitution Intelligence Wisdom Charisma	18 10 16 10 12 14	Strength Dexterity Constitution Intelligence Wisdom Charisma	8 12 12 16 16 16	Strength Dexterity Constitution Intelligence Wisdom Charisma	10 18 14 16 14 10	Strength Dexterity Constitution Intelligence Wisdom Charisma	14 10 12 12 14 16	Strength Dexterity Constitution Intelligence Wisdom Charisma	20 12 16 14 18 14	Strength Dexterity Constitution Intelligence Wisdom Charisma	18 14 -- 10 14 16
Feats	Power Attack Cleave, Great Cleave Leadership Weapon Focus (Greatsword) Improved Bullrush Improved Initiative		Scribe Scroll Heighten Spell Extra Turning Improved Turning Spell Focus (Necromancy)		Improved Initiative Weapon Finesse Two-Weapon Fighting		Improved Turning Lightning Reflexes Improved Initiative		Improved Unarmed Strike Stunning Fist Power Attack improved Initiative Weapon Focus (Unarmed Strike)		Improved Turning Power Attack Cleave, Great Cleave	
Skills	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Knowledge (Religion) Craft (Blacksmithing)	0 -6 2 -2 3 - 9 - 2 -6 0 1 -6 13 -8 1 -6 - 5 0 1 - 1 - 1 3 -8 - - 0 5 5	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Knowledge (Religion) Knowledge (Arcana)	3 1 3 -1 10 4 11 - 3 1 3 10 1 3 -1 3 1 - 1 10 3 - 4 17 3 3+2 -1 - - 1 14 14	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Craft (Trapmaking)	5 5 5 5 2 5 5 5 5 5 5 2 10 5 5 10 10 5 4 10 5 5 5 5 5 2+2 0 8 5 5	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Knowledge (Arcana) Knowledge (Religion) Knowledge (Planes)	1 -2 11 0 1 - 9 - 3+2 -2 1 2 -2 9 0 2 -2 - 0 1 9 - 3 9 2 2 -2 - - 0 5 5 5	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Knowledge (Nobility)	2 5 10 10 10 - 10 - 2 1 2 4 -3 15 5 10 9 - 1 2 10 - 5 8 4 5 5 3 1 5	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Knowledge (Religion)	0 -4 3 -2 1 - 12 - 3 -4 0 2 -4 3 -8 4 -4 - 2 2 2 - 1 5 4 2 -8 - 2 5
Group Sway	25		20		20		38		45		20	
Items	Potion: Cure Modreate Wounds Poison Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d4 Con <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>	Potion: Cure Modreate Wounds Alchemist's Fire Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d6+1d6 <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>	Potion: Cure Modreate Wounds Poison Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d4 Con <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>	Potion: Cure Modreate Wounds Alchemist's Fire Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d6+1d6 <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>	Potion: Cure Modreate Wounds Alchemist's Fire Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d6+1d6 <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>	Potion: Inflict Modreate Wounds Poison Acid Flask	2d8+8 <OOO> 1d4 Con <OOO> 1d6+1d6 <OOO>
Notes												

Rank				
Player	Chris			
Character	Dryzz		Rex McJarmath	
HP	34		53	
Move	Land Fly	30' 30' (Good)	Land	50'
Initiative	Bonus	+4	Bonus	+4
AC	Normal Touch Flat-footed	20 16 16	Normal Touch Flat-footed	22 14 22
Single Attack	Rapier+2 Whip+2 Eldritch Blast	+9 +9 +9	Greataxe+2 Bite Claw	+11 +12 +11
Full Attack	Rapier+2 Whip+2 Eldritch Blast	+7 +7 +9	Greataxe+2 Bite 2x Claw	+11 +10 +4/+4
Damage	Rapier+2 Whip+2 Eldritch Blast	1d6+2/18-20 1d3+2 4d6	Greataxe+2 Bite Claw	1d12+8/x3 1d6+4 1d4+2
Special Attacks	Eldritch Blast, Summon Swarm (1d6/rnd + Distraction + Disease/Poison/		Rage	
Special Qualities	Dmg Red 2/Cold Iron, Fly (Good), Darvision 120', Immune to Sleep, Dancing Lights <O>, Darkness <O>, Faerie Fire <O>, Deceive Item, Detect Magic		Damage Reduction 5/Silver, Low-light Vision, Scent, Uncanny Dodge, Trap Sense, Fast Movement	
Saves	Fortitude Reflex Will	+5 +8 +8	Fortitude Reflex Will	+7 +5 +3
Abilities	Strength Dexterity Constitution Intelligence Wisdom Charisma	10 18 12 14 12 18	Strength Dexterity Constitution Intelligence Wisdom Charisma	19 18 16 10 14 14
Feats	Weapon Finesse Two-Weapon Fighting Spell Penetration		Track Weapon Focus (Bite) Power Attack Cleave, Great Cleave	
Skills	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope Knowledge (Planes)	2 4 10 0 10 - 6 - 5+2 4 2 1 4 15 0 3 4 - 4 4 5 - 5 - 3 1 0 5 10 4 5	Appraise Balance Bluff Climb Concentration Decipher Script Diplomacy Disable Device Disguise Escape Artist Forgery Heal Hide Intimidate Jump Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Speak Language Spellcraft Spot Survival Swim Tumble Use Magic Device Use Rope	0 2 2 2 3 - 2 - 2 2 0 2 2 10 10 2 2 - 6 0 2 - 1 - 4 10 0 - 4
Group Sway	36		16	
Items	Potion: Cure Modreate Wounds Alchemist's Fire Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d6+1d6 <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>	Potion: Cure Modreate Wounds Alchemist's Fire Antitoxin Acid Flask Rations	2d8+8 <OOO> 1d6+1d6 <OOO> <OOO> 1d6+1d6 <OOO> <OOOOOOO>
Notes				