13/12/2005 3:04:44 PM

Miles Furmenglaive

Miles Furmenglaive						Peter Cobcroft		
Squire to Sir Mordoc Torsilley of Bodwin's Howe			Human			Montese	The Warrior	
Occupation			RACE			ALIGNMENT	DEITY	
4	Medium		19	Male	5' 6	184 lbs.	Brown	Brown
LEVEL	SIZE		AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
9251	10000							
Current XP	XP for Next Level							

ABILITY NAME	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MODIFIER
STR	16	+3		
DEX	8	-1		
CON	16	+3		
INT	10			
WIS	12	+1		
CHA	13	+1		

INITIATIVE MODIFIER	-1	=	-1	+	0
	TOTAL		DEX MODIFIER		MISC MODIFIER

[redacted] +4

[redacted] +2

	TOTAL	HIT DIE TYPE	SPEED
HP HIT POINTS	34	1d8+2+2d4+1d6+1D6	30

	TOTAL		FLAT FOOTED		TOUCH AC		BASE		ARMOUR		SHIELD		DEX		SIZE
AC ARMOR CLASS	16	=	16	=	9	=	10	+	5	+	2	+	-1	+	0

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MOD		MAGIC MOD		MISC MOD		TEMP MOD
Fortitude (Con)	9	=	6	+	3	+	0	+	0	+	
Reflex (Dex)	1	=	2	+	-1	+	0	+	0	+	
Will (Wis)	3	=	2	+	1	+	0	+	0	+	

[redacted] +7 1d8+3 18-20/x2

- 4 lb. Slash Medium

[redacted] +7 1d8+3 19-20/x2

- 4 lb. Slash Medium

[redacted] +7 1d6+3 20/x2

- 6 lb. Bludgeon Medium

[redacted] +7 1d8+3 20/x3

- 20 lb. Pierce Large Charge

[redacted] 8

nm	Appraise	Int	3	=	3	+		+
n	Balance*	Dex	-1	=		+	-1	+
n	Bluff	Cha	1	=		+	1	+
n	Climb*	Str	3	=		+	3	+
n	Concentration	Con	3	=		+	3	+
nm	Diplomacy	Cha	5	=	4	+	1	+
n	Disguise	Cha	1	=		+	1	+
n	Escape Artist*	Dex	0	=	1	+	-1	+
n	Forgery	Int	0	=		+		+
nm	Gather Information	Cha	4	=	3	+	1	+
m	Handle Animal	Wis	5	=	4	+	1	+
n	Heal	Wis	1	=		+	1	+
n	Hide*	Dex	-1	=		+	-1	+
nm	Intimidate	Cha	2	=	1	+	1	+
n	Jump*	Str	3	=		+	3	+
o	Knowledge (Nobility)	Int	5	=	5	+		+
o	Knowledge (Breakingdale)	Int	2	=	2	+		+
m	Knowledge (History)	Int	1	=	1	+		+
m	Knowledge (Tactics)	Int	4	=	4	+		+
n	Listen	Wis	3	=	2	+	1	+
n	Literacy (Montese)			=		+		+
n	Move Silently*	Dex	-1	=		+	-1	+
nm	Perform	Cha	3	=	2	+	1	+
nm	Ride	Dex	5	=	6	+	-1	+
o	Profession (Steward)	Wis	3	=	2	+	1	+
n	Scry	Int	0	=		+		+
n	Search	Int	0	=		+		+
nm	Sense Motive	Wis	5	=	4	+	1	+
n	Spot	Wis	1	=		+	1	+
n	Swim**	Str	3	=		+	3	+
n	Use Rope	Dex	-1	=		+	-1	+
n	Wilderness Lore	Wis	1	=		+	1	+

Skills marked with n can be used untrained.
* armor check penalty, if any, applies.
** -1 per 5 lb. of gear o are background skills
m are class/profession skills

Montour Squire Miles Furmenglaive

CAMPAIGN CHARACTER

[redacted]

Large wooden shield

LIGHT LOAD: lbsMEDIUM LOAD: lbsHEAVY LOAD: lbsTOTAL WEIGHT CARRIED

[redacted]

231 Silver Marks

LANGUAGES

Montese (Literacy), Pidgin Castrovian

SPECIAL ABILITIES

Squire Features
Simple Weapons
Light Armours
Medium Armours
Longsword
Great Fortitude
Heavy Lance
Shields

FEATS

Born in the Saddle
Mounted Combat
Trample
Improved Balance

[redacted]

2 Light warhorses and one riding horse.

Light Warhorse #1 : Rupert
A bit of a headstrong thug. Bigger and stronger than Tristram, but perhaps less intelligent. I have trained him to rear on command and to attack whatever is in front of him at the time (full attack action) and to use the Trample feat. He is my favourite lance horse.
Level 0 | EXP: 149

Light Warhorse #2 : Tristram
Slightly smaller than Rupert. He can come when called and is a better jumper than Rupert.

Riding Horse #1 : Genevieve
A gentle soul, but can carry me for days. I have trained her to perform complicated dressage tricks.

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