

- Unnamed Hero -

Player: Blue

Male anthro (large) barbarian 8 - CR 7

Neutral Good Humanoid (Human); Deity: **Erastil**; Age: **21**;
Height: **5' 6"**; Weight: **155 lb.**; Eyes: **Orange**; Hair: **Blue**;
Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/22	+5/+6	
DEX DEXTERITY	9	-1	
CON CONSTITUTION	16/18	+3/+4	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+7	+4			
REFLEX (DEXTERITY)	+0	=	+1	-1			

Trap Sense: +2 bonus vs. traps

WILL (WISDOM)	+1	=	+2	-1			
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Damage Reduction (2/-)		Immunity to Disease						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+7		-1		+1		

Touch AC	9	Flat-Footed AC	17
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Trap Sense: +2 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+14	=	+8	+6	-

+17 Bull Rushing

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
23	=	10	+8	+6

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+8	HP	128
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Anatomist: +1 trait bonus to confirm threats

Initiative	Speed	Damage / Current HP
-1	40 / 30 ft	

Bite (Anthro (Large))

Main hand: **+9, 1d6+3**

Crit: **x2**
Light, B/P/S

Anatomist: +1 trait bonus to confirm threats

Blue's Badder Dragon

Both hands: **+18/+13, 3d6+12**

Crit: **x3**
2-hand, S

Anatomist: +1 trait bonus to confirm threats



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (-1)	2	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+7	STR (6)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-4	DEX (-1)	-	
Fly	-4	DEX (-1)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+0	WIS (-1)	1	
Antidote kit: +3 circumstance bonus to treat poison				
Intimidate	+18	CHA (1)	7	
Knowledge (dungeoneering)	+3	INT (0)	3	
Compass: +2 circumstance bonus to navigate underground				
Knowledge (nature)	+10	INT (0)	7	
Perception	+9	WIS (-1)	7	
Profession (butcher)	+2	WIS (-1)	3	
Ride	+0	DEX (-1)	1	
Sense Motive	+0	WIS (-1)	1	
Stealth	+1	DEX (-1)	5	
Survival	+10	WIS (-1)	8	
Guide to flora/fauna: +2 circumstance bonus to get along in the wild, endure severe weather, avoid getting lost, spot natural hazards, and predict weather, Astrolabe : +2 circumstance bonus to navigate in the wilderness, Compass : +2 circumstance bonus to avoid becoming lost				
Swim	+7	STR (6)	1	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)

Feats

Cleave
Cleaving Finish
Intimidating Prowess
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Greataxe)

Traits

Anatomist
Bully

+1 adamantine mountain pattern armor

+7

Max Dex: +3, Armor Check: -3
Spell Fail: 30%, Medium, Slows

Mountain pattern armor

+6

Max Dex: +3, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Gear

**Total Weight Carried: 207.6/520 lbs, Medium Load
(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

+1 adamantine mountain pattern armor	40 lbs
Antidote kit (10 uses)	3 lbs
Artisan's outfit (Free)	-
Astrolabe	6 lbs
Bandolier (3 @ 0 lbs)	-
Bandolier (3 @ 0 lbs)	-
Basic maps (major landmarks only)	-
Belt of physical might +2 (Str, Con)	1 lb
Blue's Badder Dragon	12 lbs
Buttons	0.1 lbs
Camouflage netting (????) x8	5 lbs
Candle x2	-
Canteen	1 lb
Chalk x2	-
Climber's kit	5 lbs
Coal x10 pieces	3 lbs
Compass <In: Handy haversack (14 @ 18 lbs)>	0.5 lbs
driftwood chunklet from long beach	-
Drill	1 lb
Dwarven Enchanted Pickaxe	-
Ear trumpet	2 lbs
Earplugs x6	-
Everburning torch	1 lb
False-bottomed cup	-
File, small	0.1 lbs
Flint and steel <In: Handy haversack (14 @ 18 lbs)>	-
Gorgon Circlet of dust	-
Grandma's Cookie (heals 1 hp)	-
Grappling hook x2	4 lbs
Guide to flora/fauna <In: Handy haversack (14 @ 18 lbs)>	1 lb
Hammer	2 lbs

Experience & Wealth

Experience Points: **54575/75,000**
Current Cash: **1 sp, 3 cp**

Gear

Total Weight Carried: 207.6/520 lbs, Medium Load

(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Handy haversack (14 @ 18 lbs)	5 lbs
Heatstone x4	1 lb
Hooded lantern, waterproof	2 lbs
Iron spike x4	1 lb
Journal <In: Handy haversack (14 @ 18 lbs)>	1 lb
Knife, cutting	0.5 lbs
Knife, utility	0.5 lbs
Ladle <In: Handy haversack (14 @ 18 lbs)>	0.5 lbs
Lamp <In: Handy haversack (14 @ 18 lbs)>	1 lb
Leather paring knife	0.5 lbs
Leather straps	0.4 lbs
medusa head	-
Mess kit <In: Handy haversack (14 @ 18 lbs)>	1 lb
Metal polish	0.3 lbs
Mirror	0.5 lbs
Money <In: Handy haversack (14 @ 18 lbs)>	-
Mountain pattern armor	40 lbs
Oil x2	1 lb
Periap of health	-
Piton x4	0.5 lbs
Potion of cure light wounds x3 <In: Bandolier (3 @ 0 lbs)>	-
Potion of enlarge person x3 <In: Bandolier (3 @ 0 lbs)>	-
Sack (empty) x2	0.5 lbs
Schrodinger's Cup	-
Seasonings, local <In: Handy haversack (14 @ 18 lbs)>	0.5 lbs
Sewing needle	-
Shitaxe	3 lbs
Signal horn	2 lbs
Silk rope	5 lbs
Skeleton key	-
Skewer <In: Handy haversack (14 @ 18 lbs)>	1 lb
Soap	0.5 lbs
Soft cloth x2	0.1 lbs
String or twine x2	0.5 lbs
Sunrod x3	1 lb
Surgeon's tools	5 lbs
The Dark Coin	-
Tinder packet <In: Handy haversack (14 @ 18 lbs)>	0.5 lbs
Tindertwig x4	-
Tripod, iron <In: Handy haversack (14 @ 18 lbs)>	3 lbs
Waterskin x2 <In: Handy haversack (14 @ 18 lbs)>	4 lbs

Special Abilities

Darkvision (180 feet)
Fast Movement +10 (Ex)
Improved Uncanny Dodge (Lv >= 12) (Ex)
Powerful Blow +3 (1/rage) (Ex)
Quick Reflexes (Ex)
Rage (22 rounds/day) (Ex)
Regenerative Vigor (Fast Healing 1) (Ex)

Unnamed Hero – Abilities & Gear

Cleave

Feat

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Appears In: Not New Paths Option: Use Scaling Feats

Cleaving Finish

Feat

When you strike down an opponent, you can continue your swing into another target.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Appears In: Ultimate Combat

Intimidating Prowess

Feat

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Power Attack -3/+6

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Greataxe)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Anatomist

Trait

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Bully

Trait

You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard.

Benefit: You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Damage Reduction (2/-)

Unknown

You have Damage Reduction against all attacks.

Darkvision (180 feet)

Racial Ability, Senses (Anthro)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Immunity to Disease

Unknown

You are immune to diseases.

Improved Uncanny Dodge (Lv >= 12) (Ex) Unknown

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

Fast Movement +10 (Ex)

Class Ability (Barbarian)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Powerful Blow +3 (1/rage) (Ex) Class Ability (Barbarian)

The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Quick Reflexes (Ex)

Class Ability (Barbarian)

While raging, the barbarian can make one additional attack of opportunity per round.

Unnamed Hero – Abilities & Gear

Rage (22 rounds/day) (Ex) Class Ability (Barbarian)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

Regenerative Vigor (Fast Healing 1) (Ex) Class Ability (Barbarian)

After using her renewed vigor rage power until her current rage ends, the barbarian gains fast healing 1 for every 6 barbarian levels she has (maximum fast healing 3). She regains hit points from fast healing at the start of each of her turns. A barbarian must have the renewed vigor rage power and be at least 6th level before selecting this rage power.

Appears In: Ultimate Combat

Renewed Vigor 2d8+4 Hp (1/day) (Ex) Class Ability (Barbarian)

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

Trap Sense +2 (Ex) Class Ability (Barbarian)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Antidote kit (10 uses) Gear

This small box contains a wide variety of remedies and treatments against not only specific poisons but also their most common methods of delivery, including such things as purgatives to eliminate ingested toxins. It grants a +3 circumstance bonus on Heal checks made to treat poison. An antidote kit is exhausted after 10 uses.

Appears In: Ultimate Equipment

Astrolabe Gear

This device consists of a flat disc upon which two other discs are mounted. The mounted discs can rotate on a central axis, allowing them to spin and move as days pass. The bottom disc represents the latitude of the user; the upper disc represents the sky, and is filled with astronomical features. Anyone can be shown how to use an astrolabe at night to determine the date and time (which takes 1 minute). An astrolabe grants a +2 circumstance on Knowledge (geography) and Survival checks to navigate in the wilderness (and on Profession [sailor] checks to navigate at sea).

Appears In: Advanced Player's Guide, Jade Regent, Pirates of the Inner Sea, Ultimate Equipment

Compass Gear

An ordinary compass that points to the magnetic north pole grants its user a +2 circumstance bonus on Survival checks made to avoid becoming lost. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Appears In: Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Earplugs Gear

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a -5 penalty on hearing-based Perception checks.

Appears In: Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Skeleton key Gear

Many door locks have a similar design and thus can be unlocked by a similar key. A skeleton key may be tried on any standard door lock that uses a key, even if you don't have the Disable Device skill. You use the key's Disable Device bonus of +10 rather than your own total; you cannot take 10 when using a skeleton key. The key only gets one roll for any particular lock. If the roll succeeds, the key is usable to open or close that lock. Inferior skeleton keys may only have a +5 bonus.

Appears In: Adventurer's Armory, Ultimate Equipment

Belt of physical might +2 (Str, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Strength and Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bull's strength*, *bear's endurance*; **Cost** 5,000 gp

Handy haversack (14 @ 18 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Periapt of health Wondrous Item (Neck)

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Construction

Requirements: Craft Wondrous Item, *remove disease*; **Cost** 3,750 gp

Special Abilities

Renewed Vigor 2d8+4 Hp (1/day) (Ex)

Trap Sense +2 (Ex)

Tracked Resources

Antidote kit (10 uses)

Potion of cure light wounds

Potion of enlarge person

Powerful Blow +3 (1/rage) (Ex)

Rage (22 rounds/day) (Ex)

Renewed Vigor 2d8+4 Hp (1/day) (Ex)

Sunrod

Tindertwig

Languages

Common

Companions

Horse, light (combat trained) CR –

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 10, touch 10, flat-footed 9 (+1 Dex, -1 size)

hp 15 (2d8+6)

Fort +6 (+5 circumstance bonus vs. cold weather), **Ref** +5,

Will +1

Offense

Speed 50 ft. (35 ft. in armor)

Melee (M) battleaxe -3 (1d8+3/×3) or

(M) glaive -3 (1d10+3/×3) or

(M) greataxe -3 (1d12+3/×3) or

2 hooves +3 (1d4+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with glaive)

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Acrobatics -4 (+0 to jump with a running start), Perception +6

SQ combat riding

Combat Gear heatstone^{ISWG}, heatstone^{ISWG}, heatstone^{ISWG},

heatstone^{ISWG}, oil (3); **Other Gear** battleaxe, glaive,

greataxe, phoenix egg (220 lb), bear trap^{APG}, bedroll,

blanket^{APG}, block and tackle, camouflage netting^{UE}, candle

(15), canteen^{UE} (2), coffee (per cup)^{UE} (6), coffee pot^{UE},

cold weather outfit, conditioning oil for leather (0.4 lb),

cutting board, wooden (2 lb), fishing net, folding shovel^{UE},

hammer, hemp rope (50 ft.), medium tent^{APG}, piton (26),

pot, riding saddle, saw^{APG}, shovel, skillet^{UE}, sledge, small

tent (4), waterproof hooded lantern^{UE} (2)

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Compass (equipment); Drill (equipment); Earplugs (equipment); Iron spike (equipment); Signal horn (equipment)
- **Advanced Player's Guide / Jade Regent / Pirates of the Inner Sea / Ultimate Equipment** - Astrolabe (APG) (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Anatomist (trait); Bully (trait)
- **Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Surgeon's tools (equipment)
- **Adventurer's Armory / Ultimate Equipment** - False-bottomed cup (equipment); Hooded lantern, waterproof (equipment); Skeleton key (equipment)
- **Inner Sea World Guide / Merchant's Manifest** - Heatstone (equipment)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Ultimate Combat** - Cleaving Finish (feat); Regenerative Vigor (special ability)
- **Ultimate Combat / Ultimate Equipment** - Mountain pattern armor (armor); Mountain pattern armor (armor)
- **Ultimate Equipment** - Antidote kit (equipment); Bandolier (equipment); Impact (item power); Camouflage netting (equipment); Canteen (equipment); Ear trumpet (equipment); Mess kit (equipment)

gp add update - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/08/08
XP Reward: 10000 XP; **Net Cash:** 1800 gp

- no notes -

gp add update dungeon - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/11/28
XP Reward: 0 XP; **Net Cash:** 520 gp, 8 sp

- no notes -

jet game start - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/12/05
XP Reward: 20000 XP; **Net Cash:** 21500 gp

- no notes -

gp for killed tree - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/12/05
XP Reward: 2824 XP; **Net Cash:** 2000 gp

- no notes -

gp for selling immortality - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/12/05
XP Reward: 0 XP; **Net Cash:** 5000 gp

- no notes -

healed at church of ragathiel in forlorn - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/12/19
XP Reward: 0 XP; **Net Cash:** -200 gp

- no notes -

borrowed from vexxy - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/12/19
XP Reward: 0 XP; **Net Cash:** 575 gp

- no notes -

cat rescue - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/01/30
XP Reward: 0 XP; **Net Cash:** 750 gp

- no notes -

xp after ooze battle - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/01/30
XP Reward: 1066 XP; **Net Cash:**

- no notes -

wiz ooze - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/20
XP Reward: 3875 XP; **Net Cash:** 2000 gp

- no notes -

loan payment - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/20

XP Reward: 0 XP; **Net Cash:** -500 gp

- no notes -

under bed funds - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/20

XP Reward: 0 XP; **Net Cash:** 2 gp

- no notes -

fucking constitution repair - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/20

XP Reward: 0 XP; **Net Cash:** -1200 gp

- no notes -

lich - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/20

XP Reward: 1600 XP; **Net Cash:**

- no notes -

give bed funds back - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/27

XP Reward: 0 XP; **Net Cash:** -2 gp

- no notes -

level up - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/03/27

XP Reward: 7000 XP; **Net Cash:**

- no notes -

wornhole stones - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/03/27

XP Reward: 0 XP; **Net Cash:** 6000 gp

- no notes -

payment for examination - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/03

XP Reward: 0 XP; **Net Cash:** -250 gp

- no notes -

sell dead person shit - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/03

XP Reward: 0 XP; **Net Cash:** 4062 gp

- no notes -

Medusa chest - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/03

XP Reward: 0 XP; **Net Cash:** 15000 gp

- no notes -

ore - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/03

XP Reward: 0 XP; **Net Cash:** 10000 gp

- no notes -

medusa kill - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/03

XP Reward: 3210 XP; **Net Cash:**

- no notes -

blue's badder dragon - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/10

XP Reward: 0 XP; **Net Cash:** -32000 gp

- no notes -

payback - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/10

XP Reward: 0 XP; **Net Cash:** -250 gp

- no notes -

debt (-6gp to - Unnamed Hero (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/04/10

XP Reward: 0 XP; **Net Cash:**

- no notes -