Prince Maziar the Charismatic

Size/Type: Medium Humanoid
Hit Dice: 8d8 (40 hp)
Initiative: -1 (-1 dex)
Speed: 30 ft. (6 squares)
Armor Class: 17 (-1 dex, +6 cool breastplate +1, +2 small shield +1), touch 9, flat-footed 17
or 11 (-1 dex, +1 wis, +1 monk), touch 11, flat-footed 11
combat expertise can increase this by up to 5
Base Attack/Grapple: +6/+8
Attack: unarmed (monk) +8 melee (1d8+2, -, light, bludgeoning)
or +1 scimitar +10 melee (1d6+2, 18-20/x2, 2 lb., one-handed, slashing)
or +1 spiked light steel shield +9 melee (1d4+1, 9 lb., light, piercing)
Full Attack: unarmed (monk) +8/+3 melee (1d8+2, -, light, bludgeoning)
or +1 scimitar +10/+5 melee (1d6+2, 18-20/x2, 2 lb., one-handed, slashing)
Space/Reach: 5 ft/5 ft
Special Attacks: horn of the loyal sands
Special Qualities: heat endurance
Saves: Fort +2, Ref +1, Will +7
+2 bonus on saving throws against fire effects
Abilities: Str 14, Dex 8, Con 10, Int 15, Wis 13, Cha 17
Skills: bluff +6, diplomacy +18, gather information +5, intimidate +5, knowledge (geography) +4, knowledge (history) +7, knowledge (local) +7, knowledge (nature) +5, knowledge (nobility)+ 13, knowledge (religion) +7, perform (oratory) +8, perform (woodwinds) +4, profession (sailor) +2, ride +4, sense motive +8, swim +7

Feats: combat expertise, negotiator, heat endurance, weapon focus: scimitar

Gear: amulet of unaging (removes physical effects of age), monk's belt, +1 spiked +1 light bronze shield, +1 scimitar, +1 cool breastplate, horn of the loyal sands

Alignment: Neutral Good
Languages: Common, Catfolk, Gnome

Revision #7
Created 2021-02-17 21:14:03 UTC by Adelene
Updated 2021-02-19 13:23:43 UTC by Adelene