

## Orton Klevenger

Str 14 Dex 12 Con 13 Int 9 Wis 20 Cha 13
HP 53
Move: 20' Init.: +1
Base attack bonus: +6/+1
Heavy adamantine mace +1: Att: +9/+4; Dam: d8+3; Crit: X2
Dagger: Att: +8/+3; Dam: d4+2; Crit: 19-20/X2 Masterwork
Lt. Crossbow: Att: +7; Dam: d8; Crit: 19-20/X2 Masterwork
Skills: total 11/5.5 Bluff: +5; Concentration: +6; Diplomacy: +5; Heal: +7; Profession-Farmer: +4; Spellcraft: +4; Speak Language: Karmarthian
Languages: Common Karmarthian
Items Backpack Belt Pouch Vestments Explorer's outfit Flint/Steel Torches (2) Water Skins (2) Bedroll Healer's Kit (2) (one has 4 uses left) Sacks (2) Holy Symbol, wooden Ink Paper (5) Pen 50' Silk Rope Grappling hook Holy Water (4) Plain Adamantine Rin
g Adamantine Heavy Mace +1 Dagger, (MW) Light Crossbow (MW) Bolts (13) Tanglefoot Bags (2) Amulet vs. Goblin Charm Goggles (Darkvision) Wand of Endure Elements (31 charges remaining) Scroll (Hold Person) Ring of Protection +1 Periapt of Wisdom +2 Mushroom
- Restoration (8th level) Adamantine Dagger (small) Ceremonial Silver Knife (120 gp) 1948 gp

