

Name: Prince Haldemar of Haaken (Admiral, Captain of *the Princess Ark*) **player:** NPC

Human Male (Medium-size humanoid)

age: 59

Bard 2nd level – Wizard 13th – Royal Explorer 3rd

hair: long black (few grey at his temples)

Xp 160.000

eyes: deep blue

AL True Neutral

skin: pale

hp 56 (6 +1d6 +13d4 + 3d8) –

Init +3 (+3 dexterity,)

Spd 30 ft. (30 base)

AC 23 (touch 16, flat-footed 20) ((10 base, +7 bracers of armor,, +3 from dexterity, +3 ring of protection))

Atk +12/+7 melee (bastard sword +3) ((+9/+4 base, +3 enhancement from magical weapon)), or +11/+6 melee (dagger +2) ((+9/+4 base, +2 enhancement from magical weapon))

Dam 1d10+3 melee crt. 19-20/x2 (bastard sword +3) (+3 enhancement from magical weapon) or 1d4+2 melee/ranged (range increment 10') crt. 19-20/x2 (dagger +2) (+2 enhancement from magical weapon)

SV Fort +13 ((+7 base, +2 greater fortitude, +4 cloak of resistance)) Refl +17 ((+10 base, +3 dexterity, +4 cloak of resistance)) Will +18 ((+12 base, +2 iron will, +4 cloak of resistance))

Abil Str 10 ((10 base,)) Dex 17 ((17 base)) Con 11 ((11 base,)) Int 24 ((18 base, +6 headband,)) Wis 12 ((12 base,)) Cha 17 ((17 base))

Skills ((total skill bonus (ranks, characteristic, synergy, special)) Alchemy +19 (12,7,0,0), Concentration +21 (17,0,0,4), Decipher Script +22 (15,7,0,0), Diplomacy +22 (15,3,0,4), Escape Artist +8 (5,3,0,0), Gather Information +18 (15,3,0,0), Hide +8 (5,3,0,0), Intuit Direction +6 (5,1,0,0), Knowledge (arcana) +25 (18,7,0,0), Knowledge (geography) +24 (17,7,0,0), Move Silently +8 (5,3,0,0), Pick Pocket +8 (5,3,0,0), Profession (cartographer) +17 (17,0,0,0), Search +17 (10,7,0,0), Scry +14 (7,7,0,0), Spellcraft +25 (18,7,0,0), Spot +11 (10,1,0,0), Swim +5 (5,0,0,0), Wilderness Lore +13 (10,1,2,0).

Feats [human] endurance, [level adv.] alertness, combat casting, craft wand, iron will, greater fortitude, extend spell, spell penetration.

Languages: Alphatian (Common), Ancient Alphatian, Ambur dialect, Thyatian, Cestian, Myoshiman and Hulean.

Special Qualities: [Bard] Bardic music, bardic knowledge, bardic spells (3/1), [wizard] summon familiar, scribe scroll, wizard spells (4/6/6/6/5/4/3/2) [royal explorer] proficiency with a exotic weapon (bastard sword), bonus language (myoshiman), explorer lore (+12), explorer check (diplomacy), track, bonus language (hulean), brave .

Magic and Mundane Item: headband of intellect +6 (used to keeps his hair neatly tied on the back of his head), ring of protection +3, bastard sword +3, dagger +2 of warding (at will can cast the alarm spell like a wizard of 12th level), bracers of armor +7 AC, cloak of protection +4, ring of air elemental command, belt pouch of holding (like bag of holding type I), wand of disintegrate (21 charges, Spell Level 14th , DC 20), wand of lightning bolts (40 charges, Spell Level 10th , 10d6 lightning damage, DC 14), wand of fireball (28 charges, Spell Level 10th , 10d6 fire damage, DC 14), scarab of protection, potion of cure critical wounds (4d8+15), egg of wonder.

EXOTIC WEAPON PROFICIENCY: the royal explorer gains proficiency with one exotic weapon of choice.

BONUS LANGUAGE: at 1st level and each odd-numbered royal explorer level thereafter, the character gains one bonus language of choice.

EXPLORER LORE: a royal explorer has a chance to know almost anything. This ability functions exactly like bardic knowledge except that the check modifier equals the character's royal explorer level + Int modifier + bard level.

EXPLORER CHECK: the royal explorer makes a Knowledge (geography) check (DC 15) once per month or whenever he travels to a new culture. Success means he can use his knowledge of the culture he is visiting to his advantage, gaining a +4 circumstance bonus on certain skill checks.

TRACK: at 2nd level the royal explorer gains Track as a bonus feat.

BRAVE: at 3rd level the royal explorer gains a +4 morale bonus on Will save against fear effects.

Spells Prepared: [Bard Level 2nd : 3 – 1]

Level 0 (cantrips): ghost sound, mending, open/close.

Level 1: cure light wounds (1d8+2)

Spells Prepared: [Wizard Level 13th : 4 – 6 – 6 – 6 – 5 – 4 – 3 – 2]

Level 0 (cantrips): detect poison, read magic, detect magic (x2)

Level 1: Tenser's floating disk, shield, ventriloquism, silent image, charm person, magic missile.

Level 2: invisibility, knock (x2), minor image, web, protection from arrows,

Level 3: gust of wind, dispel magic, haste, fly, clairaudience/clairvoyance, protection from elements

Level 4: dimension door, polymorph self, remove curse, arcane eye, scrying

Level 5: animate dead, hold monster, passwall, telekinesis

Level 6: geas, mislead, control weather

Level 7: phase door, reverse gravity

Spellbook:

Level 0 (cantrips): All

Level 1: spells prepared plus: comprehend languages, sleep, identify, erase, mount, message.

Level 2: spells prepared plus: detect thoughts, arcane lock, mirror image, bull's strength, endurance.

Level 3: spells prepared plus: water breathing, lighting bolt, fireball, greater magic weapon.

Level 4: spells prepared plus: charm monster, polymorph other, wall of fire, stoneskin.

Level 5: spells prepared plus: seeming, permanency, false vision, major creation.

Level 6: spells prepared plus: guards and wards, greater dispelling, disintegrate.

Level 7: spells prepared plus: Drawmij's instant summons, control undead.

Scrolls:

Level 8: binding, discern location

Level 9: gate, teleportation circle