



Katingo the Versatile (the Undisciplined)

Lawful Good half-elf male, character level 22 (NPC)

1st Ranger, 1st Paladin, 2nd Monk, 1st Cleric [Knowledge, Luck], 2nd Fighter, 3rd Rogue, 4th Sorcerer, 3rd Wizard, 1st Foe Hunter (MotW), 1st Gladiator (S&F), 1st Duelist (S&F), 1st Templar (DotF), 1st Contemplative (DotF)

5' 3" tall, 107 lbs. heavy, longish blond hair, fair

Strength	14	+6	20	+5		
Dexterity	14	+6	20	+5		
Constitution	14	+6	20	+5		
Intelligence	14	+6	20	+5		
Wisdom	14		14	+2		
Charisma	14	+5	+1	+6	26	+8

Misc

HP base 117 (normal 227) Base move 40 (touch 22) Initi. +7 (normal 26)
AC 10 (flatfooted 22)

Saves

Fort +31 Ref +24 Will +24

Feats

Track (1st Ranger), Ambidexterity (1st Ranger, only when in light or no armor), Two-Weapon Fighting (1st Ranger, only when in light or no armor), Scribe Scroll (1st Wizard), Deflect Arrows (2nd Monk), Unarmed Strike (1st Monk), Stunning Attack (1st Monk), Dodge (1st Fighter), Mobility (2nd Fighter), Weapon Focus: Rapier (1st level), Endurance (3rd level), Weapon Specialization: Rapier (1st Templar), Improved Critical: Rapier (18th level), Energy Resistance: Sonic (21st Epic)

Class and Race abilities:

Class: Favored Enemy [Giant] +1 (+1 to Bluff, Listen, Sense Motive, Spot, Wilderness Lore, damage rolls), Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC), Summon Familiar, Detect Evil, Divine Grace, Lay On Hands, Divine Health, Turn Undead, Luck Domain (Reroll once per day, must use the second roll regardless of better or worse), Knowledge Domain (All Knowledge skills are class skills, +1 caster level on Divinations), Hated Enemy [Giant], Rancor +1d6 vs Hated Enemy 1x round, Improved Feint (Use Bluff skill in combat as a move-equivalent), Canny Defense (Add Int bonus to Armor Class), Mettle (Evasion like ability on Fortitude and Will saves), Prestige Domain: Celerity (+2 enhancement bonus to Dexterity, +2 enhancement bonus on initiative, +10 ft speed when in light or no armor), **Race:** Immunity to *sleep* spells and similar magical effects, +2 racial saving throw bonus vs Enchantment spells or effects, +1 racial bonus on Listen, Search and Spot checks, Low-Light Vision, Elven Blood

Spells (Sorcerer 0: 6 | 1: 8 | 2: 5 [1]) (Wizard 0: 4 | 1: 4 [6] | 2: 2) (Cleric 0: 4 | 1: 2+1) (Templar 1: 0)

- 0: Sorcerer (known) – Detect Magic, Detect Poison, Ghost Sound, Light, Open / Close, Read Magic
Wizard (prepared) – Arcane Mark, Disrupt Undead, Mage Hand, Prestidigitation
Cleric (prepared) – Create Water, Cure Minor Wounds, Purify Food and Drink, Resistance
- 1: Sorcerer (known) – Comprehend Languages, Expeditious Retreat, True Strike
Wizard (prepared) – *Burning Hands*, *Detect Secret Doors*, *Detect Undead*, Featherfall, Nystul's Magical Aura, *Spider Climb*
Cleric (prepared) – *Bless Water*, *Cure Light Wounds* Domain (prepared) – *Detect Secret Doors*, *Entropic Shield*
Templar (prepared) – Bless, Cause Fear, Command, Divine Favor, Entropic Shield, Magic Weapon, *Mount*, Shield of Faith
- 2: Sorcerer (known) – See Invisibility
Wizard (prepared) – Continual Flame, *Invisibility*, *Detect Thoughts*

Magical Items (265 000 gp value of gear as an NPC):

27 500	Tome of Charisma +1	36 000	Amulet of Charisma +6	36 000	Hairband of Intelligence +6
36 000	Gloves of Dexterity +6	36 000	Ring of Strength +6	36 000	Bracers of Constitution +6
12 000	Belt of Mage Armor +4	5 500	Wings of Flying	2 000	Boots of Elvenkind
28 800	Whispering , masterwork <i>keen</i> (+1) <i>ghost touch</i> (+2) <i>sure striking</i> (+1) rapier, <i>wielder must be elven or only a +1 rapier</i>				
2 000	Pigsticker , masterwork +1 rapier				
3 200	<i>Unspent</i>				

Attack sequences [attack bonus | crit range and multiplier | damage and special notes]:

Whispering +16 / +11 / +6 | 12-20 | 1d6+8 Pigsticker +16 / +11 | 15-20 | 1d6+5

Skills [+bonus (ranks) skill]:

+12 (7)	Alchemy	+12 (4)	Animal Empathy	+15 (8)	Balance	+18 (10)	Bluff
+16 (11)	Concentration	+13 (6)	Decipher Script	+13 (6)	Disable Device	+11 (3)	Handle Animal
+6 (4)	Heal	+7 (2)	Knowledge: Arcana	+20 (13)	Knowledge: Religion	+8 (6)	Listen
+11 (6)	Move Silently	+12 (4)	Perform	+11 (6)	Read Lips	+15 (10)	Scry
+9 (4)	Search	+11 (6)	Spellcraft	+10 (8)	Spot	+13 (6)	Tumble
+6 (4)	Wilderness Lore						