

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Fighter9	36000	Elf	Medium / 5.0 ft.	5' 0"	99 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	126		Violet	Light Blue, Long Straight	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	16	+3	16	+3			HP Hit Points	108		Walk 30'
DEX Dexterity	20	+5	22	+6			AC Armour Class	26	= 20 : 17 : 10 + 6 + 3 + 6 + 0 + 0 + 1	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	12	+1	12	+1				ARMOR BONUS	SHIELD BONUS	STAT BONUS
WIS Wisdom	10	+0	10	+0				SIZE BONUS	NATURAL ARMOR	MISC BONUS
CHA Charisma	8	-1	8	-1				MISS CHANCE	ARCANE FAILURE	ARMOR CHECK
								MAX DEX	SPELL RESIST.	

INITIATIVE	Modifier	6	=	6	+	0
	TOTAL	DEX MODIFIER		MISC MODIFIER		

## SKILLS

MAX RANKS

12/6

## BASE ATTACK

Bonus

+9/+4

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+9	= +6	+ +2	+ +1	+ +0	+ +0		
Reflex Dexterity	+10	= +3	+ +6	+ +1	+ +0	+ +0		
Willpower Wisdom	+4	= +3	+ +0	+ +1	+ +0	+ +0		
	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	
Melee ATTACK BONUS	+12/+7	= +9/+4	+ 3	+ 0	+ 0	+ 0		
Ranged ATTACK BONUS	+15/+10	= +9/+4	+ 6	+ 0	+ 0	+ 0		
Grapple ATTACK BONUS	+12/+7	= +9/+4	+ 3	+ 0	+ 0	+ 0		

## UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+12/+7	1d3+3	20/x2

## WEAPON

+ATTACK BONUS

Masterwork Longsword	+13/+8	1d8+3	19-20/x2	C	0'	S	M
		Masterwork, Steel					
*Shocking, Seeking, Composite +3 Longbow +1	+16/+11	1d8+4	20/x3	B	110'	P	M
		Masterwork, Wood, Seeking, Shock, Mighty Bow					

## ARMOR

\*Mithral Chain Shirt +2

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Light	+6	+6	+0	10
Mithral (Light)				

## SHIELD

\*Mithral Buckler +2

TYPE	AC	CHECK	SPELL FAILURE
Shield	+3	+0	0
Mithral			

## ITEMS

\*Ring of Protection +1

AC

Grants +1 deflection bonus to AC

## AMMUNITION

Arrows (20) (4)

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	1	= 1	+ 0	+ 0
Balance	DEX	6	= 6	+ 0	+ 0
Bluff	CHA	-1	= -1	+ 0	+ 0
Climb	STR	7	= 3	+ 4	+ 0
Concentration	CON	2	= 2	+ 0	+ 0
Diplomacy	CHA	-1	= -1	+ 0	+ 0
Disguise	CHA	-1	= -1	+ 0	+ 0
Escape Artist	DEX	6	= 6	+ 0	+ 0
Forgery	INT	1	= 1	+ 0	+ 0
Gather Information	CHA	-1	= -1	+ 0	+ 0
Heal	WIS	0	= 0	+ 0	+ 0
Hide	DEX	6	= 6	+ 0	+ 0
Intimidate	CHA	-1	= -1	+ 0	+ 0
Jump	STR	7	= 3	+ 4	+ 0
Listen	WIS	4	= 0	+ 2	+ 2
Move Silently	DEX	6	= 6	+ 0	+ 0
Ride	DEX	1	= 6	+ 0	+ -5
Search	INT	5	= 1	+ 2	+ 2
Sense Motive	WIS	0	= 0	+ 0	+ 0
Spot	WIS	5	= 0	+ 3	+ 2
Survival	WIS	3	= 0	+ 3	+ 0
Swim	STR	7	= 3	+ 4	+ 0
Tumble	DEX	7	= 6	+ 1	+ 0
Use Rope	DEX	7	= 6	+ 1	+ 0
= Useable Untrained					

## EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Arrows (20) (Steel, Wood)	Backpack	3	3	1	<b>Mithral Buckler +2</b>	Equipped	1	2.5	5015
Arrows (20) (Steel, Wood)	Carried	1	3	1	<b>Mithral Chain Shirt +2</b> (Mithral (Light))	Equipped	1	12.5	5100
<b>Cloak of Resistance +1</b> (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Explorer's Outfit	Equipped	1	8	0
Backpack	Equipped	1	2	2	Belt Pouch	Equipped	1	0.5	1
Flint and Steel	Belt Pouch	1	0	1	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
<b>Gloves of Dexterity +2</b> (Add to the wearers Dexterity score in the form of an enhancement bonus of +2)	Equipped	1	0.01	4000	Silk Rope (50')	Backpack	1	5	10
Masterwork Longsword (Masterwork, Steel)	Carried	1	4	315	<b>Shocking, Seeking, Composite +3 Longbow +1</b> (Masterwork, Wood, Seeking, Shock, Mighty Bow)	Equipped	1	3	18700
TOTAL WEIGHT CARRIED/VALUE						42.52 lbs.		36148 gp	

## WEIGHT ALLOWANCE

<b>Light</b>	76	<b>Medium</b>	153	<b>Heavy</b>	230
--------------	----	---------------	-----	--------------	-----

## MONEY

## SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects, An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it, Immunity to magic sleep effects

## PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Martial), Sword (Short), Touch Spell, Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

## LANGUAGES

Common, Draconic, Elven, Literacy

## FEATS

NAME	DESCRIPTION
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Dodge	You are adept at dodging blows
Greater Weapon Focus (Longbow)	You are especially good at using the chosen weapon
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Mobility	You are skilled at dodging past opponenets and avoiding blows
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Precise Shot	You are skilled at timing and aiming ranged attacks
Rapid Shot	You can use ranged weapons with exceptional speed
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Shot on the Run	You are highly trained in skirmish ranged weapon tactics
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Tower Shield Proficiency	You are proficient with tower shields
Weapon Focus (Longbow)	You are especially good at using the chosen weapon
Weapon Specialization (Longbow)	You deal extra damage with the chosen weapon