

Invisible Stalker

NAME

Ele12

0

CLASS

12

78000

Character Level

NEXT LEVEL

PLAYERNAME

Invisible Stalker

Large

RACE

0

Male

AGE

GENDER

DEITY

0' 0"

0 lbs.

HEIGHT

WEIGHT

EYES

HAIR

True Neutral

ALIGNMENT

Darkvision (60')

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

18

+4

DEX

Dexterity

20

+5

20

+5

20

+5

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

15

+2

15

+2

15

+2

CHA

Charisma

11

+0

11

+0

11

+0

VP

Vitality

110

AC

armor class

20

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

INITIATIVE

modifier

+9

=

+5

+

+4

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

WP

Wound Points

14

DAMAGE REDUCTION

SPEED

Walk 30 ft., Fly 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TEMP

REFLEX

(dexterity)

+13

=

+8

+

+5

+

+0

+

+0

+

+0

+

TEMP

WILL

(wisdom)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TEMP

MELEE

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+9/+4

+

STAT

+4

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+13/+8

=

+9/+4

+

+5

+

-1

+

+0

+

+0

+

TEMP

GRAPPLE

attack bonus

+17/+12

=

+9/+4

+

+4

+

+4

+

+0

+

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+12/+7

1d4+4

20/x2

*Slam

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

B

L

20/x2

TOTAL ATTACK BONUS

DAMAGE

+13/+13

3d6+4

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
					RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2	+
✓	Balance	DEX	5	=	5	+
✓	Bluff	CHA	0	=	0	+
✓	Climb	STR	4	=	4	+
✓	Concentration	CON	2	=	2	+
✓	Craft (Untrained)	INT	2	=	2	+
✓	Diplomacy	CHA	0	=	0	+
✓	Disguise	CHA	0	=	0	+
✓	Escape Artist	DEX	5	=	5	+
✓	Forgery	INT	2	=	2	+
✓	Gather Information	CHA	0	=	0	+
✓	Heal	WIS	2	=	2	+
✓	Intimidate	CHA	0	=	0	+
✓	Jump	STR	4	=	4	+
✓	Listen	WIS	17	=	2	+ 15.0
✓	Ride	DEX	5	=	5	+
✓	Search	INT	17	=	2	+ 15.0
✓	Sense Motive	WIS	2	=	2	+
✓	Sneak	DEX	20	=	5	+ 15.0
✓	Sneak (Hide)	DEX	16	=	5	+ 15.0 + -4
✓	Spot	WIS	17	=	2	+ 15.0
✓	Survival	WIS	2	=	2	+
✓	Swim	STR	4	=	4	+
✓	Use Rope	DEX	5	=	5	+
				=		+
				=		+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Slam	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ABILITIES	
Elemental Traits	
Elementals do not eat/sleep/breathe	
Elementals' souls and bodies are one unit so cannot be restored to life by spells that restore souls to a body (requires a different effect such as a Wish or True Resurrection)	
Immune to poison/ sleep effects/ paralysis/ and stunning	
Improved Tracking (Ex)	
Natural Invisibility (Ex)	
Not subject to critical hits or flanking	

FEATS	
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Armor (2x)	creature's natural armor bonus increases by 1.
Improved Natural Attack (Slam)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Improved Toughness	Gain hp equal to your current HD
Weapon Focus (Slam)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Slam, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Auran, Common

Notes:

Character Sheet Notes: