

Rebekah Maitland

Elf (Wood)

RACE

121

AGE

Medium SIZE

Female

GENDER

		Neutral Good
DEITY		ALIGNMENT
5' 1"	117 lbs.	Low-light
HEIGHT	WEIGHT	VISION
Amber	Raven, Braids	-1
EYES	HAIR	POINTS



									Was summer
ABILITY NA	ME BASE BASE ABILITY ABILIT SCORE MOD SCORE MOD	Y TEMP TE	MP	WOUN	NDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION		SPEED
STR	3 14 +2 16 +3			P 115				V	Valk 70 ft.
DEX				C 34 29 1	17 = 10	0+9+4+5+0+4	+ 2	30	-2 0
Dexterity	120 13 20 13	-	5 armo	r class	TOUCH BASE		AL MISC N	MISS ARCAN	IF ARMOR SPELL
CON		12 +	1	TIATIVE - -			CKILLC	ANCE SPEL FAILUF	RE PENALTY
INT	10 +0 10 +0	10 +			-5 + +4	SKILL NAME	SKILLS KEY ABILITY	SKILL ABIL MODIFIER MODIF	MAX RANKS 18/9 TY MISC TER RANKS MODIFIER
Intelligence					IFIER MODIFIER	✓ Appraise	INT	0 = 0	
WIS	[;] 18 +4 18 +4	18 +	4 BAS	E ATTACK +15/+	10/+5	✓ Balance	DEX	5 = 5	+ +
CHA	14 +2 14 +2	14 +	2			✓ Bluff	CHA	2 = 2	
Charisma	14 172 14 172	14				✓ Climb	STR	3 = 3	+ 2.0 + -2
SAVI	NG THROWS TOTAL BA	SE ABILITY	MAGIC I	MISC EPIC TEMP condition	nal modifiers	✓ Concentration	CON	6 = 1	+ 5.0 +
		9 + +1	+ +0 +	+0 + +0 +		✓ Craft (Untrained)	INT	0 = 0	+ +
(constitution)	3 + + 1	+ +0 +	FU + TU +		✓ Diplomacy	CHA	2 = 2	+ +
R	FLEX +14 = +	9 + +5	+ +0 +	+0 + +0 +		✓ x Diplomacy (Wild Empathy)	CHA	21 = 2	+ + 19
_	WILL 40 4					✓ Disguise	CHA	2 = 2	+ +
'	NILL (wisdom) +9 = +	5 + +4	+ +0 +	+0 + +0 +		✓ Escape Artist	DEX	3 = 5	+ + -2
	TOTAL	210			5010 T5110	✓ Forgery	INT	0 = 0	+ +
ME	LEE +18/+13/+8		5/+10/+5		+0 +	✓ Gather Information	CHA	2 = 2	+ +
attac	k bonus	= + 1	3/+10/+3	+ +3 + +0 + +0 +	+ + + + + + + + + + + + + + + + + + + +	Handle Animal	CHA		+ 8.0 +
RAN	IGED +20/+15/+10) = +1	5/+10/+5	5 + +5 + +0 + +0 +	+0+	✓ Heal	WIS	11 = 4	+ 7.0 +
attac	PPLE +18/+13/+8	국 뉴		ᅱ⊢┼┼	=	✓ Hide	DEX	21 = 5	+ 18.0 + -2
	+18/+13/+8	= +1	5/+10/+5	+ +3 + +0 + +0 +	+ +0 +	✓ Intimidate	CHA	2 = 2	+ +
	NARMED TOTAL A	TTACK BON	US I DA	MAGE CRITICAL	REACH	✓ Jump	STR	25 = 3	+ 1.0 + 21
U	+19	9/+14/+9		d3+3 20/x2	5 ft.	Knowledge (Nature)	INT	9 = 0	
	01:4 (D		l HA	ND TYPE SIZE CRITICA	AL REACH	Knowledge (The Planes)	INT	2 = 0	
^	Skirt of Dancing E	siades	Equi			Listen	WIS		+ 18.0 + 4
	To Hit	Dam		To Hit	Dam	Move Silently	DEX	26 = 5	
1H-P	+21/+21	1d4+5	2W-P-(OH)	+17/+17	1d4+5	Psychic (Enhance Ability)	WIS		+ 1.0 +
1H-O	+21/+21	1d4+5	2W-P-(OL)	+19/+19	1d4+5	Psychic (Enhance Senses)	WIS	6 = 4	
2H	+21/+21	1d4+6	2W-OH	+17/+17	1d4+5	Psychic (Mental Contact)	CHA		+ 4.0 +
Special				ional attacks at highest bonus own, Deflection bonus to armore		Psychic (Psychic Healing)	WIS	8 = 4	
		in front of cha	aracter requ	iring no hands, but still take no		✓ Ride	DEX	8 = 5	=
		30	np/inch and	15 hardness (3)		Search	INT	19 = 0	
	*Willow Blade	1	HA			Sense Motive	WIS		+ 1.0 +
			Prin			Speak Language(Kercpa,		3 = 0	+ 3.0 +
1H-P	To Hit +22/+22/+17/+12	Dam 1d10+8	2W-P-(OH)	To Hit +18/+18/+13/+8	Dam 1d10+8	Sylvan, Undercommon) ✓ Spot	WIS	26 = 4	+ 18.0 + 4
1H-O	+22/+22/+17/+12	1d10+8	2W-P-(OL)	+20/+20/+15/+10	1d10+8	✓ Spot ✓ Survival	WIS		+ 18.0 + 4 + 16.0 +
2H	+22/+22/+17/+12	1d10+9	2W-OH	+18/+18/+13	1d10+8	✓ Swim	STR	-1 = 3	
Special	Properties +3 Bastard Sword	l, able to wiel		nd., Bonded Weapon:+2 to Hit a	and Damage,	Tumble	DEX	12 = 5	•
	redirect sunder da	amage to self		eapon, take 5d6 damage if weat disarmed.	apon broken,	✓ Use Rope	DEX	7 = 5	+ 9.0 + -2
L						OSC ROPC	DLA	_ = 3	+ 2.0 +
	*Willow Blade	2	HA Off-h					=	+ +
-	To Hit	Dam	l Oil-r	To Hit	Dam	✓: can be used ur	trained. X: exclu		
1H-P	+25/+20/+15	1d10+8	2W-P-(OH)	+21/+16/+11	1d10+8				
1H-O	+25/+20/+15	1d10+8	2W-P-(OL)	+23/+18/+13	1d10+8				

Special Properties +3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.

*: weapon is equipped

+25/+20/+15

2H

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

1d10+8

2W-OH

+23/+18/+13

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breast Plate +4	Light	+9	+5	-1	15
30hp/inch and 15	5 hardness				
*Shield +2 (Heavy/Metal/Animated)	Heavy	+4		-1	15
floats in front of character requiring no h	ands, but still	take no	ormal pn	alties	
*Skirt of Dancing Blades		+2		+0	0
+2 Dancing Skirt Blades - Make two additional attacks at h	nighest bonus	- Canr	not be fla	nked, c	an be loosed to
attack on its own, Deflection bonus to armor class of %					requiring no
hands, but still take normal pnalties,	30hp/inch and	l 15 ha	rdness (3)	
*Vestment of Natural Protection +2		+2		+0	0

1d10+8

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
Bite	Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMA	GE	
+13			1d6-	+3	
Special Properties					

EQUIPMENT						
ITEM Bag of Holding (Type 1) 0 lbs.	LOCATION Carried	QTY 1	WT 15.0	COST 2500.0		
Belle's Boots	Equipped	1	1.0	10225.0		
Bracers of Health +2	Equipped	1	0.0	0.0		
Brooch of Shielding	Equipped	1	0.0	1500.0		
Gauntlets of Ogre Power	Equipped	1	4.0	4000.0		
Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0		
Skirt of Dancing Blades	Equipped	1	0.0	209306.0		
+2 Dancing Skirt Blades - Make two additional attacks at highest bonus - Cannot be flanked, can be loosed to attack on its own, Deflection bonus to armor class of %ChOICE, floats in front of character requiring no hands, but still take normal pnalties, 30hp/inch and 15 hardness (3)						
Vestment of Natural Protection +2	Equipped	1	0.0	0.0		
Willow Blade 1	Equipped	1	2.0	50335.0		
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.						
Willow Blade 2	Equipped	1	2.0	50335.0		
+3 Bastard Sword, able to wield in one-hand., Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.						
Breast Plate +4	Equipped	1	15.0	20200.0		
30hp/inch and 15 hardness						
Shield +2 (Heavy/Metal/Animated) floats in front of character requiring no hands, but still take normal pnalties	Equipped	1	15.0	16170.0		
Bite	Equipped	1	0.0	0.0		
TOTAL WEIGHT CARRIED/VA	LUE		54 lbs	.376571.0 gp		

WEIGHT ALLOWANCE						
Light	76	Medium	153	Heavy	230	
Lift over head	230	Lift off ground	460	Push / Drag	1150	

SPECIAL ABILITIES

Animal Friend Martial Arts Style: When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.

Elven hound companion - Gain an Elven Hound Companion

Fast Movement (Ex) - Land based speed increases by 30

SPECIAL ATTACKS

Elf Favored Enemy (Undead) (Ex)

+3 'avarad l

Favored Enemy (Aberration) (Ex)
+4

Favored Enemy (Giant) (Ex)

Favored Enemy (Outsider (Evil)) (Ex)

+4

SPECIAL QUALITIES

Two Weapon Fighting Combat Style

Camouflage (Ex)

May hide in any natural terrain even if the terrain does not grant cover or concealment.

Dire Companion (Ex)

Dire Companion (Ex) - your companion becomes a dire version.

Immunity to magic sleep effects

+2 racial saving throw bonus against enchantment spells or effects

Evasion (Ex)

Evasion (Ex) - If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.

Night Eyes (Ex)

Night Éyes (Ex) - Gain lowlight vision, gain a +1 circumstance bonus against color based spell effects, such as Color spray.

Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it

Of Wolf and Man (Ex)

Of Wolf and Man (Ex) - You take on more aspects of a wolf, bite damage increases to 1d6 and gain +2 natural armor bonus, and Listen and Spot checks. No penalty to feinting in combat against animals.

Predator's Aura (Su)

Predator's Aura (Su) - You radiate an aura of predatory, savage menance (Bonus to Intimidate Checks, already calculated)

Scent (Ex)

Scent (Ex) - Detect oppenents within 60 feet, if the opponent is upwind range is 90 feet, if downwind then only 30 feet.

Spirit of the Wolf (Ex)

Spirit of the Wolf (Ex) - Gain a bite attack (1d4) at -5 to hit

Summon the Pack (Su)

Summon the Pack (Su) - Once per day may summon (using a standard action to howl) which 3d6 normal wolves arrive after 2d6 rounds, serving for one hour as the wolf master commands. (Commands - Attack, Come, Defend, Down, Fetch, Guard and Track)

Swift Tracker (Ex)

Move at normal speed while tracking without penalty, take only -10 penalty to tracking if moving double speed.

TWM ~ Animal Companion (Ex)

Animal Companion ~ Lupine, Communicate Telepathically with chosen animal companion up to 160 ft.

Unleash the Beast (Su)

Unleash the Beast (Su) - Humananiods and Giants must save vs. DC 15 or become inflicted with Lycanthropy. Immune to Lycanthropy.

Wild Empathy (Ex)

Wild Empathy (Ex) ~ +19 to Diplomacy check against animals (+15 on Magical Beasts) - takes 1 minute

Wolf Form (Su)

Wolf Form (Su) - 3/day may transform yourself or another willing being into the shape of a wolf, same as a polymorph spell cast by a druid of level 3

Wolf Mastery (Su)

Wolf Mastery (Su) - 1/day you can dominate any form of wolf, including werewolves, as by the spell dominate monster as a 0 level sorcerer

Woodland Stride (Ex)

Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

	FEATS
Ambidexterity	Ignore off-hand penalties
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Focus	Gain +2 to Will saves while in your combat trance; Combat trance begins after first successful attack and lasts 10 rounds +1 per additional combat form feat.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 15 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Strong Ally	Your animal companion is more powerful than that of other rangers.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Greater Two-Weapon Fighting	You get a third attack with your off-hand weapon, albeit at a -10 penalty.
Improved Two-Weapon Fighting	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

PROFICIENCIES

Axe (Throwing), Battleaxe, Bite, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Elven, Kercpa, Sylvan, Undercommon

	TEMPLATES
Truename	
1-Belle - Wolf Master	
Psychic Wild Feat Pool	

Notes:

Character Sheet Notes:

Needs 6 skill points chosen