

# Jessabelle

NAME  
Rgr15  
CLASS  
15  
Character Level

105000  
EXPERIENCE  
120000  
NEXT LEVEL

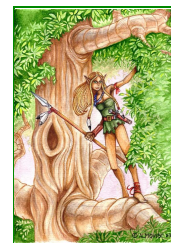
# Rebekah Maitland

PLAYERNAME  
Elf (Wood)  
RACE  
121  
AGE

Medium  
SIZE  
Female  
GENDER

DEITY  
5' 1"  
HEIGHT  
117 lbs.  
WEIGHT  
Amber  
EYES  
Raven, Braids  
HAIR

Neutral Good  
ALIGNMENT  
Low-light  
VISION  
-1  
POINTS



| ABILITY NAME               | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | HP                            | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED       |  |
|----------------------------|------------|----------|---------------|-------------|------------|----------|-------------------------------|-------------------|----------------|------------------|-------------|--|
| <b>STR</b><br>Strength     | 14         | +2       | 16            | +3          | 16         | +3       | 115                           |                   |                |                  | Walk 70 ft. |  |
| <b>DEX</b><br>Dexterity    | 20         | +5       | 20            | +5          | 20         | +5       | 34                            | 29                | 17             | 10               | 9           |  |
| <b>CON</b><br>Constitution | 10         | +0       | 12            | +1          | 12         | +1       |                               |                   |                |                  | 4           |  |
| <b>INT</b><br>Intelligence | 10         | +0       | 10            | +0          | 10         | +0       |                               |                   |                |                  | 5           |  |
| <b>WIS</b><br>Wisdom       | 18         | +4       | 18            | +4          | 18         | +4       |                               |                   |                |                  | 0           |  |
| <b>CHA</b><br>Charisma     | 14         | +2       | 14            | +2          | 14         | +2       |                               |                   |                |                  | 4           |  |
|                            |            |          |               |             |            |          | <b>INITIATIVE</b><br>modifier | +9                | +5             | +4               |             |  |
|                            |            |          |               |             |            |          | <b>BASE ATTACK</b><br>bonus   | +15/+10/+5        |                |                  |             |  |

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) | +10   | = +9      | +1      | +0    | +0   | +0   |      |                       |
| <b>REFLEX</b><br>(dexterity)       | +14   | = +9      | +5      | +0    | +0   | +0   |      |                       |
| <b>WILL</b><br>(wisdom)            | +9    | = +5      | +4      | +0    | +0   | +0   |      |                       |

|                                | TOTAL       | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------------|-------------------|------|------|------|------|------|
| <b>MELEE</b><br>attack bonus   | +18/+13/+8  | = +15/+10/+5      | +3   | +0   | +0   | +0   |      |
| <b>RANGED</b><br>attack bonus  | +20/+15/+10 | = +15/+10/+5      | +5   | +0   | +0   | +0   |      |
| <b>GRAPPLE</b><br>attack bonus | +18/+13/+8  | = +15/+10/+5      | +3   | +0   | +0   | +0   |      |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
|         | +19/+14/+9         | 1d3+3  | 20/x2    | 5 ft. |

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

| *Skirt of Dancing Blades | HAND     | TYPE | SIZE   | CRITICAL                | REACH  |
|--------------------------|----------|------|--------|-------------------------|--------|
|                          | Equipped | S    | M      | 20/x2                   | 10 ft. |
| To Hit                   | Dam      |      | To Hit | Dam                     |        |
| 1H-P                     | +21/+21  |      | 1d4+5  | 2W-P-(OH) +17/+17 1d4+5 |        |
| 1H-O                     | +21/+21  |      | 1d4+5  | 2W-P-(OL) +19/+19 1d4+5 |        |
| 2H                       | +21/+21  |      | 1d4+6  | 2W-OH +17/+17 1d4+5     |        |

**Special Properties** +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 pnalities, 30hp/inch and 15 hardness (3)

| *Willow Blade 1 | HAND            | TYPE | SIZE   | CRITICAL                         | REACH |
|-----------------|-----------------|------|--------|----------------------------------|-------|
|                 | Primary         | S    | M      | 19-20/x2                         | 5 ft. |
| To Hit          | Dam             |      | To Hit | Dam                              |       |
| 1H-P            | +22/+22/+17/+12 |      | 1d10+8 | 2W-P-(OH) +18/+18/+13/+8 1d10+8  |       |
| 1H-O            | +22/+22/+17/+12 |      | 1d10+8 | 2W-P-(OL) +20/+20/+15/+10 1d10+8 |       |
| 2H              | +22/+22/+17/+12 |      | 1d10+9 | 2W-OH +18/+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  
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.

| ARMOR   | TYPE  | AC | MAXDEX | CHECK | SPELL FAILURE |
|---|-------|----|--------|-------|---------------|
| *Breast Plate +4  | Light | +9 | +5     | -1    | 15            |
| 30hp/inch and 15 hardness   |       |    |        |       |               |
| *Shield +2 (Heavy/Metal/Animated)   | Heavy | +4 |        | -1    | 15            |
| floats in front of character requiring no hands, but still take normal pnalities  |       |    |        |       |               |
| *Skirt of Dancing Blades  |       | +2 |        | +0    | 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 pnalities, 30hp/inch and 15 hardness (3) |       |    |        |       |               |
| *Vestment of Natural Protection +2  |       | +2 |        | +0    | 0             |

| SKILLS  |     | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 18/9          |
|---|-----|-------------|----------------|------------------|-----------|---------------|
| SKILL NAME                                    |     |             |                |                  | RANKS     | MISC MODIFIER |
| ✓ Appraise                                    | INT | 0           | =              | 0                | +         | +             |
| ✓ Balance                                     | DEX | 5           | =              | 5                | +         | +             |
| ✓ Bluff                                       | CHA | 2           | =              | 2                | +         | +             |
| ✓ Climb                                       | STR | 3           | =              | 3                | +         | 2.0 + -2      |
| ✓ Concentration                               | CON | 6           | =              | 1                | +         | 5.0 +         |
| ✓ Craft (Untrained)                           | INT | 0           | =              | 0                | +         | +             |
| ✓ Diplomacy                                   | CHA | 2           | =              | 2                | +         | +             |
| ✓ X Diplomacy (Wild Empathy)                  | CHA | 21          | =              | 2                | +         | 19            |
| ✓ Disguise                                    | CHA | 2           | =              | 2                | +         | +             |
| ✓ Escape Artist                               | DEX | 3           | =              | 5                | +         | -2            |
| ✓ Forgery                                     | INT | 0           | =              | 0                | +         | +             |
| ✓ Gather Information                          | CHA | 2           | =              | 2                | +         | +             |
| ✓ Handle Animal                               | CHA | 10          | =              | 2                | +         | 8.0 +         |
| ✓ Heal  | WIS | 11          | =              | 4                | +         | 7.0 +         |
| ✓ Hide  | DEX | 15          | =              | 5                | +         | 12.0 + -2     |
| ✓ Intimidate                                  | CHA | 2           | =              | 2                | +         | +             |
| ✓ Jump  | STR | 25          | =              | 3                | +         | 1.0 + 21      |
| ✓ Knowledge (Nature)                          | INT | 9           | =              | 0                | +         | 7.0 + 2       |
| ✓ Knowledge (The Planes)                      | INT | 2           | =              | 0                | +         | 2.0 +         |
| ✓ Listen                                      | WIS | 16          | =              | 4                | +         | 8.0 + 4       |
| ✓ Move Silently                               | DEX | 20          | =              | 5                | +         | 12.0 + 3      |
| ✓ X Psychic (Enhance Ability)                 | WIS | 5           | =              | 4                | +         | 1.0 +         |
| ✓ X Psychic (Enhance Senses)                  | WIS | 7           | =              | 4                | +         | 3.0 +         |
| ✓ X Psychic (Mental Contact)                  | CHA | 6           | =              | 2                | +         | 4.0 +         |
| ✓ X Psychic (Psychic Healing)                 | WIS | 8           | =              | 4                | +         | 4.0 +         |
| ✓ Ride  | DEX | 8           | =              | 5                | +         | 1.0 + 2       |
| ✓ Search                                      | INT | 19          | =              | 0                | +         | 17.0 + 2      |
| ✓ Sense Motive                                | WIS | 5           | =              | 4                | +         | 1.0 +         |
| ✓ Speak Language(Kercpa, Sylvan, Undercommon) |     | 3           | =              | 0                | +         | 3.0 +         |
| ✓ Spot  | WIS | 24          | =              | 4                | +         | 16.0 + 4      |
| ✓ Survival                                    | WIS | 19          | =              | 4                | +         | 15.0 +        |
| ✓ Swim  | STR | -1          | =              | 3                | +         | -4            |
| ✓ Tumble                                      | DEX | 12          | =              | 5                | +         | 9.0 + -2      |
| ✓ Use Rope                                    | DEX | 7           | =              | 5                | +         | 2.0 +         |
|   |     |             | =              |                  | +         | +             |
|   |     |             | =              |                  | +         | +             |

✓: can be used untrained. X: exclusive skills

| *Willow Blade 2    |  |        | HAND      | TYPE | SIZE        | CRITICAL | REACH  |
|--------------------|--|--------|-----------|------|-------------|----------|--------|
|                    |  |        | Off-hand  | S    | M           | 19-20/x2 | 5 ft.  |
|                    | To Hit   | Dam    |           |      | To Hit      |          | Dam    |
| 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 |
| 2H                 | +25/+20/+15  | 1d10+8 | 2W-OH     |      | +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. |        |           |      |             |          |        |

| EQUIPMENT   |          |     |                    |          |  |
|---|----------|-----|--------------------|----------|--|
| ITEM  | LOCATION | QTY | WT                 | COST     |  |
| Bag of Holding (Type 1)   | Carried  | 1   | 15.0               | 2500.0   |  |
| 0 lbs.  |          |     |                    |          |  |
| Belle's Boots   | Equipped | 1   | 1.0                | 10225.0  |  |
| Bite  | Equipped | 1   | 0.0                | 0.0      |  |
| Bracers of Health +2  | Equipped | 1   | 0.0                | 0.0      |  |
| Brooch of Shielding   | Equipped | 1   | 0.0                | 0.0      |  |
| Gauntlets of Ogre Power   | Equipped | 1   | 4.0                | 4000.0   |  |
| Minor Ring of Energy Resistance (Fire)  | Equipped | 1   | 0.0                | 12000.0  |  |
| Absorbs 10 points of Fire damage  |          |     |                    |          |  |
| 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 pnalities, 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)  | Equipped | 1   | 15.0               | 16170.0  |  |
| floats in front of character requiring no hands, but still take normal pnalities  |          |     |                    |          |  |
| TOTAL WEIGHT CARRIED/VALUE  |          |     | 54 lbs.375071.0 gp |          |  |

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

| 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.                                  |
| Animal Companion ~ Lupine  |
| Animal Friend Martial Arts Style: When both you and your companion flank an opponent you both gain a +2 competence bonus to damage.  |
| Camouflage (Ex)  |
| Communicate Telepathically with chosen animal companion up to 160 ft.  |
| Dire Companion (Ex)  |
| Elven hound companion  |
| Evasion (Ex)   |
| Fast Movement (Ex)   |
| Favored Enemy (Aberration) +4  |
| Favored Enemy (Giant) +2   |
| Favored Enemy (Outsider (Evil)) +4   |
| Favored Enemy, Elf (Undead) +6   |
| Immunity to magic sleep effects.   |
| Night Eyes (Ex)  |
| Of Wolf and Man (Ex)   |
| Predator's Aura (Su)   |
| Scent (Ex)   |
| Spirit of the Wolf (Ex)  |
| Summon the Pack (Su)   |
| Swift Tracker (Ex)   |
| Two Weapon Fighting Combat Style   |
| Unleash the Beast (Su)   |
| Wild Empathy (Ex) ~ +19 to Diplomacy check against animals (+15 on Magical Beasts) - takes 1 minute  |
| Wolf Form (Su)   |
| Wolf Mastery (Su)  |
| 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  | Reroll miss chance because of concealment.  |
| Cleave   | Take immediate, extra melee attack if you drop opponent.  |
| 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   | As Cleave, but unlimited.   |
| Improved Initiative  | +4 bonus on initiative checks.  |
| Power Attack   | You can subtract up to 15 from all melee attack rolls and apply same to all melee damage rolls.   |
| Weapon Finesse   | With a light weapon, rapier, whip, or spiked chain, use your Dexterity modifier instead of your Strength 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)  | Armor Check Penalty applies normally.   |
| Endurance  | +4 bonus on checks relating to stamina or extended physical activity. Sleep in light or medium armor without becoming fatigued.   |
| Martial Weapon Proficiency   | Choose a type of martial weapon to be proficient.   |
| Shield Proficiency   | You can use a shield.   |
| Simple Weapon Proficiency  | Use simple weapons normally.  |
| Strong Ally  | Your animal companion is more powerful than that of other rangers.  |
| Exotic Weapon Proficiency (Sword (Bastard))  | You understand how to use an exotic weapon in combat.   |
| Greater Two-Weapon Fighting  | 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, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, 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