

# Jessabelle

NAME	
Rgr15	105000
CLASS	EXPERIENCE
15	120000
Character Level	NEXT LEVEL

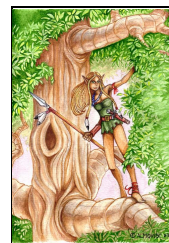
# Rebekah Maitland

PLAYERNAME	
Elf (Wood)	Medium
RACE	SIZE
121	Female
AGE	GENDER

DEITY	
5' 1"	117 lbs.
HEIGHT	WEIGHT
Amber	Raven, Braids
EYES	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> Strength	14	+2	16	+3	16	+3	115				Walk 70 ft.
<b>DEX</b> Dexterity	20	+5	20	+5	20	+5	34	29 : 17 = 10	9 + 4 + 5 + 0 + 4 + 2		30 -2 0
<b>CON</b> Constitution	10	+0	12	+1	12	+1		TOTAL FLAT TOUCH BASE	ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC	MISS CHANCE	ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST
<b>INT</b> Intelligence	10	+0	10	+0	10	+0	<b>INITIATIVE</b> modifier	+9 = +5 + +4			
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4	<b>BASE ATTACK</b> bonus	+15/+10/+5			
<b>CHA</b> Charisma	14	+2	14	+2	14	+2					

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

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

*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
<b>Special Properties</b>	+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)				

*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
<b>Special Properties</b>	+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	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
<b>Special Properties</b>	+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 pnalties					
*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 pnalties, 30hp/inch and 15 hardness (3)					
*Vestment of Natural Protection +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
✓ 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	21	= 5	+	18.0 + -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	26	= 4	+	18.0 + 4
✓ Move Silently	DEX	26	= 5	+	18.0 + 3
✓ X Psychic (Enhance Ability)	WIS	5	= 4	+	1.0 +
✓ X Psychic (Enhance Senses)	WIS	6	= 4	+	2.0 +
✓ 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	26	= 4	+	18.0 + 4
✓ Survival	WIS	20	= 4	+	16.0 +
✓ 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



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 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)	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, Ker CPA, Sylvan, Undercommon

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

## Notes:

### Character Sheet Notes:

Needs 6 skill points chosen