

Adelaine Adelskjöld

CHARACTER NAME

Spellthief/Swordsage

CLASS

6/20

LEVEL

RACE

Humanoid (human)

TYPE

PLAYER NAME

Medium

SIZE

17 (467)

AGE

GENDER

Female

HEIGHT

0'0"

ALIGNMENT

LN

WEIGHT

0 lbs

REGION

DEITY

EYES

HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	30	+10		
<b>DEX</b> DEXTERITY	26	+8		
<b>CON</b> CONSTITUTION	14	+2		
<b>INT</b> INTELLIGENCE	26	+8		
<b>WIS</b> WISDOM	12	+1		
<b>CHA</b> CHARISMA	21	+5		

<b>HP</b> HIT POINTS	<b>179</b>	<b>TOTAL</b>	<b>WOUNDS</b>	<b>NON-LETHAL DAMAGE</b>	<b>SPEED</b>
<b>AC</b> ARMOR CLASS	<b>40</b>	<b>TOTAL</b>	<b>ARMOR BONUS</b>	<b>SHIELD BONUS</b>	<b>DEX MODIFIER</b>
<b>TOUCH</b> ARMOR CLASS	<b>24</b>	<b>FLAT-FOOTED</b>	<b>ARMOR CLASS</b>	<b>32</b>	
<b>INITIATIVE</b>	<b>+17</b>	<b>TOTAL</b>	<b>DEX MODIFIER</b>	<b>MISC. BONUS</b>	
<b>BASE ATTACK</b>	<b>+18/+13/+8</b>				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
<b>FORTITUDE</b> CONSTITUTION	<b>+11</b>	<b>9</b>	<b>2</b>	<b>0</b>	
<b>REFLEX</b> DEXTERITY	<b>+23</b>	<b>15</b>	<b>8</b>	<b>0</b>	
<b>WILL</b> WISDOM	<b>+16</b>	<b>15</b>	<b>1</b>	<b>0</b>	
<b>GRAPPLE</b> MODIFIER	<b>+28</b>	<b>18</b>	<b>10</b>	<b>0</b>	<b>0</b>

<b>SPELL RESISTANCE</b>	<b>0</b>	<b>ARCANE SPELL FAILURE</b>		<b>ACTION POINTS</b>	
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<b>MELEE</b> ATTACK BONUS	<b>+28/+23/+18</b>	<b>BASE ATTACK</b>	<b>ABILITY MODIFIER</b>	<b>SIZE MODIFIER</b>	<b>MISC. BONUS</b>	<b>TEMP. MODIFIER</b>
<b>RANGED</b> ATTACK BONUS	<b>+26/+21/+16</b>	<b>BASE ATTACK</b>	<b>ABILITY MODIFIER</b>	<b>SIZE MODIFIER</b>	<b>MISC. BONUS</b>	<b>TEMP. MODIFIER</b>

<b>ATTACK 1</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
<b>+5 Longsword</b>	<b>+33/+28/+23</b>	<b>1d8+15</b>	<b>19-20/x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>0 ft</b>	<b>4 lb</b>	<b>S</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>One-handed</b>			

<b>ATTACK 2</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
<b>+5 Dagger</b>	<b>+33/+28/+23</b>	<b>1d4+15</b>	<b>19-20/x2</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>10 ft</b>	<b>1 lb</b>	<b>P/S</b>	<b>Medium</b>
<b>SPECIAL PROPERTIES</b>			
<b>One-handed</b>			

<b>ATTACK 3</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>SPECIAL PROPERTIES</b>			

<b>ATTACK 4</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>SPECIAL PROPERTIES</b>			

<b>ATTACK 5</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>SPECIAL PROPERTIES</b>			

<b>ATTACK 6</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
<b>RANGE</b>	<b>WEIGHT</b>	<b>TYPE</b>	<b>SIZE</b>
<b>SPECIAL PROPERTIES</b>			

<b>SKILLS</b>	<b>KEY ABILITY</b>	<b>SKILL MODIFIER</b>	<b>ABILITY MODIFIER</b>	<b>RANKS</b>	<b>MISC. BONUS</b>
<b>Appraise<sup>1</sup></b>	<b>INT</b>	<b>14</b>	<b>8</b>	<b>6</b>	<b>0</b>
<b>Balance<sup>1</sup></b>	<b>DEX*</b>	<b>31</b>	<b>8</b>	<b>23</b>	<b>0</b>
<b>Bluff<sup>1</sup></b>	<b>CHA</b>	<b>11</b>	<b>5</b>	<b>6</b>	<b>0</b>
<b>Climb<sup>1</sup></b>	<b>STR*</b>	<b>10</b>	<b>10</b>	<b>0</b>	<b>0</b>
<b>Concentration<sup>1</sup></b>	<b>CON</b>	<b>31</b>	<b>2</b>	<b>29</b>	<b>0</b>
<b>Craft skills...<sup>1</sup></b>	<b>INT</b>	<b>8</b>	<b>8</b>	<b>0</b>	<b>0</b>
<b>Diplomacy<sup>1</sup></b>	<b>CHA</b>	<b>11</b>	<b>5</b>	<b>0</b>	<b>6</b>
<b>Disguise<sup>1</sup></b>	<b>CHA</b>	<b>5</b>	<b>5</b>	<b>0</b>	<b>0</b>
<b>Escape Artist<sup>1</sup></b>	<b>DEX*</b>	<b>8</b>	<b>8</b>	<b>0</b>	<b>0</b>
<b>Forgery<sup>1</sup></b>	<b>INT</b>	<b>8</b>	<b>8</b>	<b>0</b>	<b>0</b>
<b>Gather Information<sup>1</sup></b>	<b>CHA</b>	<b>7</b>	<b>5</b>	<b>0</b>	<b>2</b>
<b>Heal<sup>1</sup></b>	<b>WIS</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>
<b>Hide<sup>1</sup></b>	<b>DEX*</b>	<b>37</b>	<b>8</b>	<b>29</b>	<b>0</b>
<b>Intimidate<sup>1</sup></b>	<b>CHA</b>	<b>7</b>	<b>5</b>	<b>0</b>	<b>2</b>
<b>Jump<sup>1</sup></b>	<b>STR*</b>	<b>10</b>	<b>10</b>	<b>0</b>	<b>0</b>
<b>Knowledge (arcana)</b>	<b>INT</b>	<b>14</b>	<b>8</b>	<b>6</b>	<b>0</b>
<b>Knowledge (history)</b>	<b>INT</b>	<b>31</b>	<b>8</b>	<b>23</b>	<b>0</b>
<b>Knowledge (local)</b>	<b>INT</b>	<b>31</b>	<b>8</b>	<b>23</b>	<b>0</b>
<b>Knowledge (nobility)</b>	<b>INT</b>	<b>25</b>	<b>8</b>	<b>17</b>	<b>0</b>
<b>Listen<sup>1</sup></b>	<b>WIS</b>	<b>30</b>	<b>1</b>	<b>29</b>	<b>0</b>
<b>Martial Lore</b>	<b>INT</b>	<b>31</b>	<b>8</b>	<b>23</b>	<b>0</b>
<b>Move Silently<sup>1</sup></b>	<b>DEX*</b>	<b>37</b>	<b>8</b>	<b>29</b>	<b>0</b>
<b>Open Lock</b>	<b>DEX</b>	<b>14</b>	<b>8</b>	<b>6</b>	<b>0</b>
<b>Perform skills ...<sup>1</sup></b>	<b>CHA</b>	<b>5</b>	<b>5</b>	<b>0</b>	<b>0</b>
<b>Ride<sup>1</sup></b>	<b>DEX</b>	<b>31</b>	<b>8</b>	<b>23</b>	<b>0</b>
<b>Search<sup>1</sup></b>	<b>INT</b>	<b>14</b>	<b>8</b>	<b>6</b>	<b>0</b>
<b>Sense Motive<sup>1</sup></b>	<b>WIS</b>	<b>24</b>	<b>1</b>	<b>23</b>	<b>0</b>
<b>Spellcraft</b>	<b>INT</b>	<b>16</b>	<b>8</b>	<b>6</b>	<b>2</b>
<b>Spot<sup>1</sup></b>	<b>WIS</b>	<b>7</b>	<b>1</b>	<b>6</b>	<b>0</b>
<b>Survival<sup>1</sup></b>	<b>WIS</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>
<b>Swim<sup>1</sup></b>	<b>STR**</b>	<b>10</b>	<b>10</b>	<b>0</b>	<b>0</b>
<b>Use Magic Device</b>	<b>CHA</b>	<b>11</b>	<b>5</b>	<b>6</b>	<b>0</b>
<b>Use Rope<sup>1</sup></b>	<b>DEX</b>	<b>8</b>	<b>8</b>	<b>0</b>	<b>0</b>

<sup>1</sup> This skill can be used even if the character has zero skill ranks.  
<sup>\*</sup> This skill is a class skill for at least one of your classes.  
<sup>\*</sup> Armor check penalty, if any, applies. <sup>\*\*</sup> Double the armor check penalty.