

Arpia Arciere

NAME

Mon7 Ftr8

CLASS

15/18

Character Level/ECL

153000

EXPERIENCE

171000

NEXT LEVEL

PLAYERNAME

Harpy

RACE

0

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0' 0"

HEIGHT

EYES

0 lbs.

WEIGHT

HAIR

Chaotic Evil

ALIGNMENT

Darkvision (60')

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

12

+1

DEX

Dexterity

20

+5

20

+5

20

+5

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

6

-2

6

-2

6

-2

WIS

Wisdom

11

+0

11

+0

11

+0

CHA

Charisma

19

+4

19

+4

19

+4

HP

hit points

116

WOUNDS/CURRENT HP

AC

armor class

21

TOTAL

16

FLAT

17

TOUCH

10

BASE

3

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

1

NATURAL

2

MISC

MISS CHANCE

15

ARCANE SPELL FAILURE

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+9

TOTAL

+5

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+15/+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft., Fly 80 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+12

=

+8

+

+2

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+14

=

+7

+

+5

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+11

=

+7

+

+0

+

+2

+

+2

+

+0

+

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

18/9

MISC MODIFIER

✓ Bluff

CHA

12

=

4

+

4.0

+

4

✓ Intimidate

CHA

8

=

4

+

4.0

+

✓ Listen

WIS

8

=

0

+

2.0

+

6

Perform (Oratory)

CHA

7

=

4

+

3.0

+

✓ Spot

WIS

4

=

0

+

2.0

+

2

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+16/+11/+6

=

+15/+10/+5

+

+1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+20/+15/+10

=

+15/+10/+5

+

+5

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+16/+11/+6

=

+15/+10/+5

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+16/+11/+6

1d3+1

20/x2

5 ft.

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+16

1d3+1

Special Properties

*Longbow +1 (Composite/Frost/+1)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

19-20/x3

5 ft.

Ammunition: Arrow +2 (10)

30 ft.

110 ft.

220 ft.

330 ft.

440 ft.

TH

+25/+20/+15

+24/+19/+14

+22/+17/+12

+20/+15/+10

+18/+13/+8

Dam

1d8+5

1d8+4

1d8+4

1d8+4

1d8+4

Special Properties

STR bonus to damage, +1d6 cold damage bestowed on ammunition

*: 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

*Studded Leather

Light

+3

+5

-1

15

*Ring of Protection +2

+2

+0

0

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrow (10/Alchemical Silver)	Carried	1	1.0	20.5	
10hp/inch and 8 hardness					
<input type="checkbox"/>					
Arrow (10/Cold Iron)	Carried	1	1.0	1.0	
30hp/inch and 10 hardness					
<input type="checkbox"/>					
Arrow +2 (10)	Longbow +1	1	1.0	1660.5	
<input type="checkbox"/>	(Composite/Frost/+1)				
Bracers of Archery, Lesser	Equipped	1	1.0	5000.0	
Claw	Equipped	1	0.0	0.0	
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Longbow +1 (Composite/Frost/+1)	Equipped	1	3.0	8500.0	
1 lbs., 1 Arrow +2 (10)					
STR bonus to damage, +1d6 cold damage bestowed on ammunition					
Potion of Cat's Grace	Sack	1	0.0	300.0	
<input type="checkbox"/>					
Potion of Cure Moderate Wounds	Sack	1	0.0	300.0	
<input type="checkbox"/>					
Ring of Protection +2	Equipped	1	0.0	8000.0	
Sack	Equipped	1	NaN	0.1	
0 lbs., 1 Potion of Cat's Grace, 1 Potion of Cure Moderate Wounds					
Studded Leather	Equipped	1	20.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			28,5 lbs.	27807.1 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ABILITIES	
Captivating Song (Su)	
Monstrous Humanoid Traits	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Greater Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Improved Critical (Longbow)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Iron Will	You get a +2 bonus on all Will saving throws.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.
Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Longbow)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	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.
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.
Armor Proficiency (Medium)	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.
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.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), 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), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace

LANGUAGES

Notes:

Character Sheet Notes: