

New5

NAME

Sco3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

0

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Low-light

VISION

87

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

10

+0

DEX

Dexterity

18

+4

18

+4

18

+4

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

10

+0

10

+0

10

+0

HP

hit points

23

WOUNDS/CURRENT HP

AC

armor class

16

TOTAL

16

FLAT

13

TOUCH

10

BASE

3

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

MISC

INITIATIVE

modifier

+5

TOTAL

+4

DEX MODIFIER

+1

MISC MODIFIER

BASE ATTACK

bonus

+2

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 6 m

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+1

+

+2

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+2

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+2

1d3

20/x2

1,5 m

*Shortbow

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

1,5 m

TH

9 m

18 m

36 m

54 m

72 m

+7

+6

+4

+2

+0

Dam

1d6+1

1d6

1d6

1d6

1d6

Special Properties

*: 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

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

1

=

4

+

+ -3

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

-3

=

0

+

+ -3

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Diplomacy

CHA

2

=

0

+

+ 2

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

1

=

4

+

+ -3

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

2

=

0

+

+ 2

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

1

=

4

+

+ -3

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

-9

=

0

+

+ -9

✓ Listen

WIS

1

=

0

+

+ 1

✓ Move Silently

DEX

1

=

4

+

+ -3

✓ Ride

DEX

4

=

4

+

+

✓ Search

INT

3

=

2

+

+ 1

✓ Sense Motive

WIS

0

=

0

+

+

✓ Spot

WIS

1

=

0

+

+ 1

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

-6

=

0

+

+ -6

✓ Use Rope

DEX

4

=

4

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: New5

Player:

Created using PCGen 5.16.4 on 12-giu-2012 at 19.11.19

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50)	Quiver	2	NaN	2.5 (5.0)	
000000 000000 000000 000000 000000					
000000 000000 000000 000000 000000					
000000 000000 000000 000000 000000					
000000 000000 000000 000000 000000					
Backpack	Equipped	1	1.0	2.0	
0 kg					
Quiver	Equipped	1	NaN	0.1	
7,5 kg, 2 Arrows (50)					
Shortbow	Equipped	1	1.0	30.0	
0 kg					
Studded Leather	Equipped	1	10.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			19,75	62.1 gp	
			kg		

WEIGHT ALLOWANCE					
Light	16,5	Medium	33	Heavy	50
Lift over head	50	Lift off ground	100	Push / Drag	250

Special Attacks	
Skirmish Attack (Ex)	[Gozzilionis - Gozzilionis, CAD]
+1d6	

Special Qualities	
Battle Fortitude (Ex)	[Gozzilioni - Gozzilioni, CAD]
+1 Fort saves	
Immunity to magic sleep effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial saving throw bonus against enchantment spells or effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Elven Blood	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Fast Movement (Ex)	[Complete Adventurer, CAD]
Skirmish AC (Ex)	[Gozzilioni - Gozzilioni, CAD]
+1 competence AC	
Trackless Step (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Uncanny Dodge (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Dex bonus to AC	

Feats	
Point Blank Shot You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Simple Weapon Proficiency You make attack rolls with simple weapons normally.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

PROFICIENCIES

Aboleth Bite, Axe (Throwing), Blowgun, Club, Crossbow (Heavy), Crossbow (Light),
 Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed),
 Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Halfspear (Salamander),
 Handaxe, Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar,
 Muspelrule, Pincerstaff, Quarterstaff, Shortbow, Shortspear, Shortspear
 (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Sword (Short), Tail
 Club, Unarmed Strike

LANGUAGES
Common, Elven