

Arpia Arciere

NAME		PLAYERNAME		DEITY		Chaotic Evil	
Mon7 Ftr6		Harpy		0' 0"		ALIGNMENT	
120000		Medium		0 lbs.		Darkvision (60')	
CLASS		RACE		HEIGHT		VISION	
13/16		0				0	
136000		Maschio				POINTS	
Character Level/ECL		AGE		EYES		HAIR	
NEXT LEVEL		GENDER					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED									
STR Strength	12	+1	12	+1	12	+1	HP hit points	100					Walk 20 ft., Fly 80 ft.									
DEX Dexterity	20	+5	20	+5	20	+5	AC armor class	21	16	17	10	3	0	5	0	1	2	15	-1	0		
CON Constitution	14	+2	14	+2	14	+2	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
INT Intelligence	6	-2	6	-2	6	-2	INITIATIVE modifier		+9	=	+5	+4	TOTAL									
WIS Wisdom	11	+0	11	+0	11	+0	BASE ATTACK bonus		+13/+8/+3													
CHA Charisma	19	+4	19	+4	19	+4																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	=	+7	+2	+2	+0	+0	
REFLEX (dexterity)	+14	=	+7	+5	+2	+0	+0	
WILL (wisdom)	+11	=	+7	+0	+2	+2	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP	
MELEE attack bonus	+14/+9/+4	=	+13/+8/+3	+1	+0	+0	+0	
RANGED attack bonus	+18/+13/+8	=	+13/+8/+3	+5	+0	+0	+0	
GRAPPLE attack bonus	+14/+9/+4	=	+13/+8/+3	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH		
	+14/+9/+4	1d3+1	20/x2	5 ft.		
*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+14		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	+22/+17/+12	+21/+16/+11	+19/+14/+9	+17/+12/+7	+15/+10/+5
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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
✓ Bluff	CHA	12	= 4	+ 4.0	+ 4
✓ Intimidate	CHA	6	= 4	+ 2.0	+ 6
✓ Listen	WIS	8	= 0	+ 2.0	+ 6
Perform (Oratory)	CHA	7	= 4	+ 3.0	+ 6
✓ Spot	WIS	4	= 0	+ 2.0	+ 2
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

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 (Composite/Frost/+1)	1	1.0	1660.5
<input type="checkbox"/>				
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.
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.
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: