

New4

NAME

RgrCW3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

DEITY

ALIGNMENT

Low-light

VISION

84

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	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	10	+0	10	+0	10	+0
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

17

TOTAL

13

FLAT

14

TOUCH

10

BASE

3

ARMOR BONUS

0

SHIELD BONUS

4

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

0

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

MELEE  
attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+3

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED  
attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+3

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE  
attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+3

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

+4

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

1,5 m

\*Longbow

HAND

Both

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

1,5 m

TH

9 m

+9

30 m

+8

60 m

+6

90 m

+4

120 m

+2

Dam

1d8+1

1d8

1d8

1d8

1d8

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

\*Masterwork Studded Leather

Light

+3

+5

+0

15

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

MAX RANKS

ABILITY MODIFIER

RANKS

6/3

MISC MODIFIER

✓ Appraise

INT

0

=

0

+

+

✓ Balance

DEX

4

=

4

+

+

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

1

=

1

+

+

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Diplomacy

CHA

2

=

0

+

+

2

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

4

=

4

+

+

✓ Forgery

INT

0

=

0

+

+

✓ Gather Information

CHA

2

=

0

+

+

2

Handle Animal

CHA

6

=

0

+

6.0

+

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

10

=

4

+

6.0

+

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

1

=

1

+

+

Knowledge (Nature)

INT

8

=

0

+

6.0

+

2

✓ Listen

WIS

1

=

0

+

+

1

✓ Move Silently

DEX

4

=

4

+

+

✓ Ride

DEX

12

=

4

+

6.0

+

2

✓ Search

INT

1

=

0

+

+

1

✓ Sense Motive

WIS

0

=

0

+

+

✓ Spot

WIS

7

=

0

+

6.0

+

1

✓ Survival

WIS

6

=

0

+

6.0

+

Survival (Natural environments)

WIS

8

=

0

+

6.0

+

2

✓ Swim

STR

1

=

1

+

+

Swim (Avoid taking nonlethal fatigue damage)

STR

5

=

1

+

1.0

+

3

✓ Use Rope

DEX

4

=

4

+

+

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50)	Quiver	2	NaN	2.5 (5.0)	
(NaN)					
[arrow icon] [arrow icon] [arrow icon] [arrow icon] [arrow icon]					
[arrow icon] [arrow icon] [arrow icon] [arrow icon] [arrow icon]					
[arrow icon] [arrow icon] [arrow icon] [arrow icon] [arrow icon]					
[arrow icon] [arrow icon] [arrow icon] [arrow icon] [arrow icon]					
Backpack	Equipped	1	1.0	2.0	
0 kg					
Longbow	Equipped	1	NaN	75.0	
0 kg					
Masterwork Studded Leather	Equipped	1	10.0	175.0	
Quiver	Equipped	1	NaN	0.1	
7,5 kg, 2 Arrows (50)					
TOTAL WEIGHT CARRIED/VALUE			20,25 257.1 gp		
			kg		

WEIGHT ALLOWANCE					
Light	21,5	Medium	43	Heavy	65
Lift over head	65	Lift off ground	130	Push / Drag	325

Special Attacks	
Favored Enemy (Monstrous Humanoid) (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+2	

Special Qualities	
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]
Wild Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
+5 (+1 on Magical Beasts)	

Feats	
Point Blank Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Weapon Focus (Longbow)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
Track	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	

PROFICIENCIES
Aboleth Bite, Axe (Throwing), Battleaxe, Battlepick (Gnome), Blowgun, Bow (Double/Elven), Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Fullblade, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Halfspear (Salamander), Hammer (Light), Handaxe, Javelin, Kukri, Lance, Lancet (Gehennan), Longaxe, Longbow, Longspear, Longstaff, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Muspelrule, Pick (Dire), Pick (Heavy), Pick (Light), Pincerstaff, Quarterstaff, Ranseur, Rapier, Rapier (Quickblade), Ripper, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shortspear (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Spiked Armor, Stabaxe, Straightblade, Sword (Bastard), Sword (Cutlass), Sword (Katana), Sword (Saber), Sword (Short), Sword (Short/Broadblade), Sword (Wakizashi), Sword of Graceful Strike, Tail Club, Trident, Turcheon, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace

LANGUAGES
Common, Elven