CHARACTER NAME	PLAYER	REGION
Rackem	TB	North West

CLASS	RACE	GENDER	ALIGNMENT	DEITY
Clr/Ftr/Wiz/MyT/Drg/SMd	Human(Nordic)	Male	Neutral Good	Freya

LEVEL	SIZE	TYPE	AGE	HEIGHT	WEIGHT	EYES	HAIR
4/4/2/4/3/2	Medium	Humanoid (human, psionic)	18	6'5"	196	green	brown

D&D 3.5

EXPERIENCE POINTS	
Rare	190000
FP	Social Lvl

	SCORE	MODIF	TEMP. SCORE	TEMP. MODIFI
STR STRENGTH	30	+10		
DEX DEXTERITY	20	+5		
CON CONSTITUTION	18	+4		
INT INTELLIGENCE	16	+3		
WIS WISDOM	16	+3		
CHA CHARISMA	16	+3		

INIT (initiative) +9

HP HIT POINTS TOTAL 199 TEMP

SAVES	TOTAL	=	BASE SAVE	+	ABILITY MODIFIE	+	MISC & MAGIC	+	TEMP MODIFIE
FORT (CON)	+22	=	+15	+	+4	+	+3	+	
REF (DEX)	+12	=	+4	+	+5	+	+3	+	
WILL (WIS)	+26	=	+18	+	+3	+	+5	+	

FLAT FOOTED	TOUCH	SPELL FAILUR	CHECK PENALTY	DAMAGE REDUCTION
37	24		–1	1/-

AC ARMOR CLASS	=	10	+ ARMOR	+ SHIELD	+ DEX	+ SIZE	+ NATURAL	+ DEFLEC	+ MISC
42	=	10	+9	+6	+5	+0	+3	+9	+0

	TOTAL	= BAB	+ STR	+ SIZE	+ MISC	+ TEMP
MELEE ATTACK BONUS	+24/+19/+14	15	+10	+0	–1	
RANGED ATTACK BONUS	+20/+15/+10	15	+5	+0	+0	

BAB 15

GRAPPLE MODIFIER +31

WOUNDS

SPEED 40 ft/x4

LANGUAGES

Common, Abyssal, Celestial, Draconic, Ignan, Infernal, Orc, Undercommon, Literacy, Marcher,

SKILLS

22 / 11

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIE	+	RANKS	+	MISC. MODIFIE
☒	Appraise¹	INT	+3	=	3	+	0	+	
☒	Balance¹	DEX*	+6	=	5	+	0	+	1
☒	Bluff¹	CHA	+13	=	3	+	0	+	10
☐	Climb¹	STR*	+11	=	10	+	0	+	1
☐	Concentration¹	CON	+7	=	4	+	3	+	
☐	Craft skills…¹	INT	+3	=	3	+	0	+	
☐	Diplomacy¹	CHA	+13	=	3	+	1	+	9
☐	Disguise¹	CHA	+0	=	3	+	0	+	-3
☒	Escape Artist¹	DEX*	+4	=	5	+	0	+	-1
☒	Forgery¹	INT	+3	=	3	+	0	+	
☐	Gather Information¹	CHA	+5	=	3	+	5	+	-3
☐	Heal¹	WIS	+3	=	3	+	0	+	
☒	Hide¹	DEX*	+4	=	5	+	0	+	-1
☐	Intimidate¹	CHA	+3	=	3	+	0	+	
☐	Jump¹	STR*	+15	=	10	+	0	+	5
☐	Knowledge (arcana)	INT	+14	=	3	+	11	+	
☐	Knowledge (dungeoneer	INT	+5	=	3	+	2	+	
☐	Knowledge (nobility)	INT	+4	=	3	+	1	+	
☐	Knowledge (psionics)	INT	+5	=	3	+	2	+	
☐	Knowledge (religion)	INT	+11	=	3	+	8	+	
☐	Knowledge (the planes)	INT	+4	=	3	+	1	+	
☐	Listen¹	WIS	+5	=	3	+	0	+	2
☒	Move Silently¹	DEX*	+4	=	5	+	0	+	-1
☒	Perform skills ...¹	CHA	+3	=	3	+	0	+	
☒	Perform (Voice)	CHA	+13	=	3	+	0	+	10
☐	Profession (Lumber Jack	WIS	+4	=	3	+	1	+	
☐	Ride¹	DEX	+12	=	5	+	7	+	
☐	Search¹	INT	+3	=	3	+	0	+	
☐	Sense Motive¹	WIS	+8	=	3	+	5	+	
☒	Speak Language	INT		=		+	6	+	
☐	Spellcraft	INT	+22	=	3	+	17	+	2
☐	Spot¹	WIS	+5	=	3	+	0	+	2
☒	Survival¹	WIS	+3	=	3	+	0	+	
☐	Swim¹	STR**	+8	=	10	+	0	+	-2
☐	Tumble	DEX*	+21	=	5	+	7	+	9
☒	Use Rope¹	DEX	+5	=	5	+	0	+	

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Renjaeger

TOTAL ATTACK BONUS	DAMAGE
+30/+25/+20	2d6+28+1d6

SIZE	WT.	TYPE	RANGE	CRITICAL
Large	8 lb	S	10 ft	13-20/x2

+5 Emerald Dragon Fang, Elven, Serrated, Keen, Sizing, illuminated, Collision, Greater Elec Crystal

Right Arm of Serapheal

DAMAGE	TOTAL ATTACK BONUS
2d6+24	+32/+27/+22

SIZE	WT.	TYPE	RANGE	CRITICAL
Large	8 lb	S	0 ft	19-20/x2

Ghost Touch, Undead Dread (27), Great Disruption (21), Greater True Death Crystal, Sizing

+1 Composite Longbow [+7]

TOTAL ATTACK BONUS	DAMAGE
+21/+16/+11	1d8+8+1d6

SIZE	WT.	TYPE	RANGE	CRITICAL
Mediu m	3 lb	P	110 ft	20/x3

Lesser Elec

DAMAGE	TOTAL ATTACK BONUS

SIZE	WT.	TYPE	RANGE	CRITICAL

TOTAL ATTACK BONUS	DAAMGE

SIZE	WT.	TYPE	RANGE	CRITICAL

DAMAGE	TOTAL ATTACK BONUS

SIZE	WT.	TYPE	RANGE	CRITICAL

ARMOR

	BONUS
+4 Mithral breastplate	+9

SIZE	SPELL	WT.	DEX	ACP	SPEED
Light	0%	13.5	+5	–1	40

Fey Craft, Twilight, Blueshine, Easy Travel, Crystal Life Keeping, Glamered

SHIELD

	BONUS
+4 Heavy mithral shield	+6

SPELL	WT.
0%	7.5

Feycraft Animated , Crystal Sceening

PER DAY / SINGLE USE ABILITIES

WAND BRACERS	
EW Deeper Darkvision (90ft)	❑❑
EW Burning Sword	❑❑
EW Enlarge Person	❑❑
EW Enlarge Person	❑❑
EW Whirling Blade	❑❑
EW Whirling Blade	❑❑
EW Benign Transposition	❑❑
EW Comprend Language	❑❑
EW Greater Mage Hand	❑❑
EW Heriocs	❑❑

ADVENTURERS VEST

ADVENTURERS VEST	
Scroll Revivify	❑
Scroll Revivify	❑
0	
Scroll of Heal	❑
Scroll of Greater Teleport	❑
Potion Cure Critical	❑
Potion Cure Light	❑
Potion Cure Light	❑
Potion Cure Light	❑
Potion Cure Light	❑

Abilities - Items

Abilities/Items	
Orb of Mental Renewal	❑❑❑
Rod of Body Restoration	❑❑❑
Air Bubble (Rod)	❑
Water Walk	❑
Knock (rod)	❑❑
Jump (rod)	❑❑
Gloves of Object Reading	

Circlet Rapid Casting	❑❑❑	2 Rods lesser Extend	❑❑❑❑❑❑
Pearl of Power 2	❑❑❑❑	Re Roll	❑
Pearl of Power 1	❑❑❑❑	Re Roll Death Effect	❑