

Waahtoot

NAME	PLAYERNAME	None	Neutral Good
Rgr3	Elf	4' 8"	Low-light
4524	Medium	105 lbs.	VISION
CLASS	RACE	HEIGHT	WEIGHT
3	223	green	light,
Character Level	AGE	EYES	HAIR
6000	223	green	light,
NEXT LEVEL	AGE	EYES	HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	11	+0	11	+0	11	+0
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	10	+0	10	+0	10	+0

HP hit points	22	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	20	15	15	10	3	2	5	0	0	0	Walk 30 ft.
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE

INITIATIVE modifier	+5	+5	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+3	+1	+0	+0	+0		
REFLEX (dexterity)	+8	+3	+5	+0	+0	+0		
WILL (wisdom)	+3	+1	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+6	+3	+3	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+8	+3	+5	+0	+0	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+6	+3	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+3	20/x2

Longbow (Composite/+1)	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	M	20/x3	
To Hit	30 ft.	110 ft.	220 ft.	330 ft.	440 ft.
	+9	+8	+6	+4	+2
Dam	1d8+2	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties	STR bonus to damage				

*Longsword	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Primary	S	M	19-20/x2	
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d8+3	2W-P-(OH)	+0	1d8+3
1H-O	+2	1d8+1	2W-P-(OL)	+2	1d8+3
2H	+6	1d8+4	2W-OH	-4	1d8+1
Special Properties					

Morningstar	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	BP	M	20/x2	
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d8+3	2W-P-(OH)	+0	1d8+3
1H-O	+2	1d8+1	2W-P-(OL)	+2	1d8+3
2H	+6	1d8+4	2W-OH	-4	1d8+1
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
*Shield, Heavy	Heavy	+2	-2	-2	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3 MISC MODIFIER
✓ Appraise	INT	0	= 0	+ +	
✓ Balance	DEX	2	= 5	+ + -3	
✓ Bluff	CHA	0	= 0	+ +	
✓ Climb	STR	1	= 3	+ 1.0 + -3	
✓ Concentration	CON	1	= 1	+ +	
✓ Craft (Untrained)	INT	0	= 0	+ +	
✓ Diplomacy	CHA	0	= 0	+ +	
✓ Disguise	CHA	0	= 0	+ +	
✓ Escape Artist	DEX	2	= 5	+ + -3	
✓ Forgery	INT	0	= 0	+ +	
✓ Gather Information	CHA	0	= 0	+ +	
✓ Handle Animal	CHA	3	= 0	+ 3.0 +	
✓ Heal	WIS	2	= 2	+ +	
✓ Hide	DEX	5	= 5	+ 3.0 + -3	
✓ Intimidate	CHA	0	= 0	+ +	
✓ Jump	STR	2	= 3	+ 2.0 + -3	
✓ Knowledge (Nature)	INT	2	= 0	+ 2.0 +	
✓ Listen	WIS	8	= 2	+ 4.0 + 2	
✓ Move Silently	DEX	7	= 5	+ 5.0 + -3	
✓ Ride	DEX	6	= 5	+ 1.0 +	
✓ Search	INT	6	= 0	+ 4.0 + 2	
✓ Sense Motive	WIS	2	= 2	+ +	
✓ Spot	WIS	8	= 2	+ 4.0 + 2	
✓ Survival	WIS	6	= 2	+ 4.0 +	
✓ Swim	STR	-1	= 3	+ 2.0 + -6	
✓ Use Rope	DEX	6	= 5	+ 1.0 +	
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills

Sword, Short		CURRENT HAND		TYPE	SIZE	CRITICAL
		Carried		P	M	19-20/x2
	To Hit	Dam		To Hit	Dam	
1H-P	+6	1d6+3	2W-P-(OH)	+0	1d6+3	
1H-O	+2	1d6+1	2W-P-(OL)	+2	1d6+3	
2H	+6	1d6+3	2W-OH	-2	1d6+1	
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50)	Carried	1	7.5	2.5	
<input type="checkbox"/>					
Backpack	Carried	1	2.0	2.0	
<small>3 lbs., 1 Flint and Steel, 1 Potion of Cure Light Wounds, 3 Torch</small>					
Flint and Steel	Backpack	1	0.0	1.0	
Longbow (Composite/+1)	Carried	1	3.0	200.0	
<small>0 lbs. STR bonus to damage</small>					
Longsword	Equipped	1	4.0	15.0	
Morningstar	Carried	2	6.0 (12.0)	8.0 (16.0)	
Explorer's Outfit	Equipped	1	8.0	0.0	
Potion of Cure Light Wounds	Backpack	1	0.0	50.0	
<input type="checkbox"/>					
Shield, Heavy	Equipped	1	10.0	7.0	
Studded Leather	Equipped	1	20.0	25.0	
Sword, Short	Carried	1	2.0	10.0	
Torch	Backpack	3	1.0 (3.0)	0.01 (0.03)	
<input type="checkbox"/>					
TOTAL WEIGHT CARRIED/VALUE			63.5 lbs.	328.53 gp	

WEIGHT ALLOWANCE			
Light	86	Medium	173
Lift over head	260	Lift off ground	520
		Heavy	260
		Push / Drag	1300

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Archery Combat Style
Favored Enemy (Humanoid (Reptilian)) +2
Immunity to magic sleep effects.
Wild Empathy (Ex) +3

FEATS	
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.
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.
Endurance	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	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.
Track	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.
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.
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.

PROFICIENCIES
Axe (Throwing), Battleaxe, 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), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, 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

LANGUAGES
Common, Elven

Notes:

Character Sheet Notes: