

Oelwyn

NAME
 Rog5 Ftr4 Ord5 133999
 DdS2
 CLASS
 16
 LEVEL
 EXPERIENCE
 136000
 NEXT LEVEL

Paul

PLAYERNAME
 Human Medium
 RACE
 17
 AGE
 Male
 GENDER

Lockley

DEITY
 5'10"
 HEIGHT
 Blue
 EYES
 155 lbs
 WEIGHT
 Blonde,
 HAIR

Chaotic Neutral

ALIGNMENT
 Normal
 VISION
 0
 POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4		
DEX Dexterity	22	+6		
CON Constitution	14	+2		
INT Intelligence	16	+3		
WIS Wisdom	12	+1		
CHA Charisma	7	-2		

HP hit points	TOTAL	WOUNDS/CURRENT HP													
104	104														
AC armor class	31	=	10	+	5	+	5	+	6	+	0	+	0	+	0
	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		DAMAGE REDUCTION

INITIATIVE modifier	+6	=	+6	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+14/+9/+4				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +6	+2	+2	+0		
REFLEX (dexterity)	+20	= +12	+6	+2	+0		
WILL (wisdom)	+11	= +6	+1	+2	+2		

MELEE attack bonus	TOTAL	+18/+13/+8	=	+14/+9/+4	+	+4	+	+0	+		+	
RANGED attack bonus	TOTAL	+20/+15/+10	=	+14/+9/+4	+	+6	+	+0	+		+	
	TOTAL			BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Longbow +3 (+4 Mighty/Composite/Corrosive)	+27/+22/+17	1d8+9	18-20/x4	Neither	165'	P	L
threat range doubled, +1d6 acid damage							
Improved Rapid Shot	+27/+27/+22/+17	1d8+9	18-20/x4	Neither	165'	P	L
threat range doubled, +1d6 acid damage							
IRapid & PBlank Shot	+28/+28/+23/+18	1d8+11	18-20/x4	Neither	165'	P	L
threat range doubled, +1d6 acid damage							
Mace +4 (Heavy)	+22/+17/+12	1d8+8	20/x2	Primary	0'	B	M

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt +1 (Mithral/Speed)	Light	+9	+6	+0	10
haste constantly					
Mithral Shirt	Light	+4	+6	+0	10
SHIELD	TYPE	AC	CHECK	SPELL FAILURE	
Shield +2 (Large/Steel)	Shield	+4	-1	15	
*Buckler +4	Shield	+5	+0	5	

ITEMS	AC
*Ring +1 (Protection)	+1

AMMUNITION	
Arrows (20/Masterwork) (5)	Arrows +1 (41) (1)
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SPEED		Walk 30'	
15	0	0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	3	= 3	+ 0.0	+ 0
Balance	DEX	8	= 6	+ 0.0	+ 2
Bluff	CHA	-2	= -2	+ 0.0	+ 0
Climb	STR	9	= 4	+ 5.0	+ 0
Concentration	CON	2	= 2	+ 0.0	+ 0
Craft (Untrained)	INT	3	= 3	+ 0.0	+ 0
Diplomacy	CHA	-2	= -2	+ 0.0	+ 0
Disable Device	INT	19	= 3	+ 16.0	+ 0
Disguise	CHA	-2	= -2	+ 0.0	+ 0
Escape Artist	DEX	16	= 6	+ 4.0	+ 6
Forgery	INT	3	= 3	+ 0.0	+ 0
Gather Information	CHA	-2	= -2	+ 0.0	+ 0
Heal	WIS	1	= 1	+ 0.0	+ 0
Hide	DEX	17	= 6	+ 11.0	+ 0
Intimidate	CHA	-2	= -2	+ 0.0	+ 0
Jump	STR	11	= 4	+ 5.0	+ 2
Knowledge (Religion)	INT	5	= 3	+ 2.0	+ 0
Listen	WIS	1	= 1	+ 0.0	+ 0
Literacy		1	= -5	+ 1.0	+ 5
Move Silently	DEX	16	= 6	+ 10.0	+ 0
Open Lock	DEX	26	= 6	+ 16.0	+ 4
Perform	CHA	-2	= -2	+ 0.0	+ 0
Profession (Sailor)	WIS	5	= 1	+ 4.0	+ 0
Ride	DEX	6	= 6	+ 0.0	+ 0
Search	INT	29	= 3	+ 16.0	+ 10
Sense Motive	WIS	1	= 1	+ 0.0	+ 0
Spot	WIS	25	= 1	+ 19.0	+ 5
Swim	STR	1	= 4	+ 15.0	+ -18
Tumble	DEX	15	= 6	+ 7.0	+ 2
Use Rope	DEX	6	= 6	+ 0.0	+ 0
Wilderness Lore	WIS	1	= 1	+ 0.0	+ 0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chain Shirt +1 (Mithral/Speed)	Equipped	1	12.5	17250
haste constantly				
Backpack	Carried	1	2	2
29.5 lbs, 1.0 Flint and Steel, 1.0 Rope (Silk/50 Ft.), 1.0 Bedroll, 1.0 Potion (Spider Climb), 1.0 Darkness Egg, 5.0 Rations (Trail/Per Day), 1.0 Potion (Cure Light Wounds), 1.0 Potion (Cure Moderate Wounds), 1.0 Mithral Shirt, 1.0 Potion (Water Breathing), 1.0 Potion (Sneaking), 1.0 Lantern (Hooded)				
Bedroll	Backpack	1	5	0.1
Flint and Steel	Backpack	1	0	1
Outfit (Traveler's)	Equipped	0	5	0
Rations (Trail/Per Day)	Backpack	5	1	0.5
Rope (Silk/50 Ft.)	Backpack	1	5	10
Thieves' Tools	Carried	1	1	30
Water (Pint)	Waterskin -1-	4	1	0
Waterskin	Carried	2	0	1
Pouch (Belt)	Carried	1	0.5	1
5.0 lbs, 5.0 Oil (1 Pt. Flask)				
Lantern (Hooded)	Backpack	1	2	7
Oil (1 Pt. Flask)	Pouch (Belt)	5	1	0.1
Darkness Egg	Backpack	1	0	150
Darkness Egg				
Potion (Water Breathing)	Backpack	1	0	750
Potion (Cure Light Wounds)	Backpack	1	0	50
Potion (Cure Moderate Wounds)	Backpack	1	0	300
Potion (Spider Climb)	Backpack	1	0	50
Potion (Sneaking)	Backpack	1	0	150
Bracers of Archery	Equipped	1	1	5100
+1 competence bonus to damage (requires proficiency with that bow and target must be within 30')				
Eyes of the Eagle	Equipped	1	0	1000
Lens of Detection	Equipped	1	1	3500
+10 to Wilderness Lore while Tracking				
Gloves of Dexterity +2	Equipped	1	0	4000
Slippers of Spider Climbing	Equipped	1	0.5	2000
Longbow +3 (+4 Mighty/Composite/Corrosive)	Equipped	1	3	32800
threat range doubled, +1d6 acid damage				
Improved Rapid Shot	Carried	1	0	0
threat range doubled, +1d6 acid damage				
IRapid & PBlank Shot	Carried	1	0	0
threat range doubled, +1d6 acid damage				
Mithral Shirt	Backpack	1	12.5	1100
Headband of Intellect +4	Equipped	1	0	16000
Quiver of Ehlonna	Equipped	1	0	1800
22.5 lbs, 1.0 Arrows +1 (41), 5.0 Arrows (20/Masterwork)				
Periapt of Wisdom +2	Equipped	1	0	4000
Vest of Escape	Equipped	1	0	2000
Mace +4 (Heavy)	Carried	1	12	32312
Shield +2 (Large/Steel)	Carried	1	15	4170
Arrows (20/Masterwork)	Quiver of Ehlonna	5	3	140
Ring +1 (Protection)	Equipped	1	0	2000
Cloak of Resistance +2	Equipped	1	1	4000
Buckler +4	Equipped	1	5	16165
Arrows +1 (41)	Quiver of Ehlonna	1	7.5	2350
TOTAL WEIGHT CARRIED/VALUE		93.0 lbs	153753.1 gp	

WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0

MONEY

MAGIC

SPECIAL ABILITIES

Sneak Attack +3d6
Evasion
Uncanny Dodge (Dex bonus to AC)
Ranged Sneak Attack +6d6
Close Combat Shot
Keen Arrows
Range Increment +20ft
Concealment Reduction 10pct
Magic Weapon
Projectile Improved Critical +1

FEATS

Armor Proficiency (Heavy) (1x)

Armor Proficiency (Light) (1x)
Armor Proficiency (Medium) (1x)
Dodge
Exotic Weapon Proficiency
Far Shot
Improved Critical (Longbow (Composite))
Improved Rapid Shot
Iron Will
Martial Weapon Proficiency
Point Blank Shot
Precise Shot
Rapid Shot
Shield Proficiency
Simple Weapon Proficiency
Superior Weapon Focus (Longbow (Composite))
Weapon Focus (Longbow (Composite))
Weapon Specialization (Longbow (Composite))

PROFICIENCIES

Agony Touch Con, Agony Touch Dex, Agony Touch Str, Armor Spikes, Axe, Axe (Throwing), Battleaxe, Bayonet, Blowgun, Club, Corrupting Touch, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dagger (Thrown), Dart, Enervating Touch, Falchion, Flail (Heavy), Flail (Light), Freezing Touch, Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana (2-H), Kusari-gama, Lance (Heavy), Lance (Light), Longbow, Longbow (Composite), Longspear, Longspear (Huge), Mace (Heavy), Mace (Light), Maul, Mind-blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rod, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Shriveling Touch Con, Shriveling Touch Dex, Shriveling Touch Str, Sickle, Sling, Sword (Bastard/2-H), Sword (Great), Sword (Long), Sword (Short), Trident, Unarmed Strike, Unarmed Strike (Non-Monk), Wakizashi, Waraxe (Dwarven/2-H), Warhammer

LANGUAGES

Common, Elven

TEMPLATES

Charges