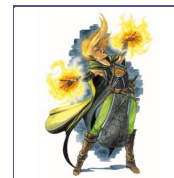


Daemonion

NAME: Sor6
 CLASS: 15000
 EXPERIENCE: 21000
 Character Level: 6
 NEXT LEVEL: 25

Vana

PLAYERNAME: Half-Elf
 RACE: Medium
 SIZE: 5' 3"
 WEIGHT: 125 lbs.
 DEITY: Neutral Good
 ALIGNMENT: Low-light
 VISION: 98
 POINTS: 98
 AGE: 25
 GENDER: Female
 EYES: HAIR:



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	9	-1	9	-1	9	-1
DEX Dexterity	11	+0	11	+0	11	+0
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	18	+4	18	+4	18	+4
APP Appearance	11	+0	11	+0	11	+0

HP hit points	36	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft.			
AC armor class	10	10	10	10	0	0	0	0	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+0	+0	+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	+2	+2	+0	+0	+0		
REFLEX (dexterity)	+2	+2	+0	+0	+0	+0		
WILL (wisdom)	+6	+5	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+3	-1	+0	+0	+0	
RANGED attack bonus	+3	+3	+0	+0	+0	+0	
GRAPPLE attack bonus	+2	+3	-1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3-1	20/x2	5 ft.

*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	
✓ Appraise	INT	2	= 2	+ 0.5	+
✓ Balance	DEX	0	= 0	+	+
✓ Bluff	CHA	5	= 4	+ 1.0	+
✓ Climb	STR	-1	= -1	+	+
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Alchemy)	INT	3	= 2	+ 1.0	+
✓ Craft (Untrained)	INT	2	= 2	+	+
Decipher Script	INT	2	= 2	+ 0.5	+
✓ Diplomacy	CHA	8	= 4	+	+ 4
✓ Disguise	CHA	4	= 4	+ 0.5	+
✓ Escape Artist	DEX	0	= 0	+ 0.5	+
✓ Forgery	INT	2	= 2	+ 0.5	+
✓ Gather Information	CHA	6	= 4	+	+ 2
✓ Heal	WIS	1	= 1	+ 0.5	+
✓ Hide	DEX	0	= 0	+	+
✓ Intimidate	CHA	4	= 4	+	+
✓ Jump	STR	-1	= -1	+	+
✓ Knowledge (Nature)	INT	3	= 2	+ 1.0	+
✓ Listen	WIS	2	= 1	+	+ 1
✓ Move Silently	DEX	0	= 0	+ 0.5	+
Perform (Oratory)	CHA	4	= 4	+ 0.5	+
✓ Profession (Brewer)	WIS	3	= 1	+ 2.0	+
✓ Profession (Cook)	WIS	3	= 1	+ 2.0	+
✓ Profession (Herbalist)	WIS	3	= 1	+ 2.0	+
✓ Ride	DEX	0	= 0	+ 0.5	+
✓ Search	INT	3	= 2	+	+ 1
✓ Sense Motive	WIS	3	= 1	+ 0.5	+ 2
✓ Sleight of Hand	DEX	0	= 0	+ 0.5	+
✓ Spellcraft	INT	3	= 2	+ 1.0	+
✓ Spot	WIS	2	= 1	+ 0.5	+ 1
✓ Survival	WIS	2	= 1	+ 1.0	+
✓ Swim	STR	0	= -1	+ 1.5	+
Swim (Avoid taking nonlethal fatigue damage)	STR	4	= -1	+ 1.0	+ 4
✓ Tumble	DEX	0	= 0	+ 0.5	+
✓ Use Rope	DEX	0	= 0	+ 0.5	+
			=	+	+
			=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Explorer's Outfit	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450

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]
Summon Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]

Feats	
Combat Casting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
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.
Negotiator	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You get a +2 bonus on all Diplomacy checks and Sense Motive checks.
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You make attack rolls with simple weapons normally.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Elven