

Isengrim

NAME: Rgr4 CLASS: 4 Character Level: 4
 EXPERIENCE: 6000 NEXT LEVEL: 10000
 PLAYERNAME: Human RACE: Medium SIZE: 6' 1" HEIGHT: 180 lbs. WEIGHT: 180 lbs.
 DEITY: Corellon Larethian
 ALIGNMENT: Neutral Good
 VISION: Normal
 POINTS: 91



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	10	+0	10	+0	10	+0
APP Appearance	12	+1	12	+1	12	+1

HP hit points	26	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 30'							
AC armor class	14	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
			12	12	10	2	0	2	0	0	0		0	+0	0

INITIATIVE modifier	+2	=	+2	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+4				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	+4	+1	+0	+0	+0		
REFLEX (dexterity)	+6	+4	+2	+0	+0	+0		
WILL (wisdom)	+3	+1	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	+4	+2	+0	+0	+0	
RANGED attack bonus	+6	+4	+2	+0	+0	+0	
GRAPPLE attack bonus	+6	+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+2	20/x2

*Longbow		CURRENT HAND	TYPE	SIZE	CRITICAL
		Both	P	M	20/x3
To Hit	30' +8	100' +7	200' +5	300' +3	400' +1
Dam	1d8+1	1d8	1d8	1d8	1d8
Special Properties	Wood				

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

*: 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
*Leather	Light	+2	+6	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5	MISC MODIFIER
✓ Appraise	INT	1	= 1	+	+	
✓ Balance	DEX	2	= 2	+	+	
✓ Bluff	CHA	0	= 0	+	+	
✓ Climb	STR	2	= 2	+	+	
✓ Concentration	CON	1	= 1	+	+	
✓ Control Shape	WIS	2	= 2	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	2	= 2	+	+	
✓ Forgery	INT	1	= 1	+	+	
✓ Gather Information	CHA	0	= 0	+	+	
✓ Handle Animal	CHA	7	= 0	+	7.0	+
✓ Heal	WIS	2	= 2	+	+	
✓ Hide	DEX	2	= 2	+	+	
✓ Intimidate	CHA	0	= 0	+	+	
✓ Jump	STR	2	= 2	+	+	
✓ Knowledge (Geography)	INT	8	= 1	+	7.0	+
✓ Knowledge (Nature)	INT	10	= 1	+	7.0	2
✓ Listen	WIS	2	= 2	+	+	
✓ Man Friday	WIS	9	= 2	+	7.0	+
✓ Move Silently	DEX	2	= 2	+	+	
✓ Ride	DEX	6	= 2	+	7.0	-3
✓ Search	INT	1	= 1	+	+	
✓ Sense Motive	WIS	2	= 2	+	+	
✓ Spot	WIS	9	= 2	+	7.0	+
✓ Survival	WIS	9	= 2	+	7.0	+
✓ Swim	STR	2	= 2	+	+	
✓ Use Rope	DEX	2	= 2	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack <small>5 lbs., 1 Bedroll</small>	Carried	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Leather	Equipped	1	15.0	10.0
Longbow <small>0 lbs. Wood</small>	Equipped	1	3.0	75.0
Longsword <small>Steel</small>	Carried	1	4.0	15.0
Explorer's Outfit	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			29 lbs.	102.1 gp

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ABILITIES

Animal Companion (Ex) ~ Effective Level 2
Combat Style (Ex) ~ Archery
Favored Enemy (Animal) +2
Wild Empathy (Ex) ~ +2

FEATS

Mounted Combat	You are skilled in mounted combat
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Weapon Focus (Longbow)	You are especially good at using the chosen weapon
Armor Proficiency (Light)	You are proficient with light armor
Endurance	You are capable of amazing feats of stamina
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Track	You can follow the trails of creatures and characters across most types of terrain
Rapid Shot	You can use ranged weapons with exceptional speed

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Hammer (Lucerne), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Maul (Martial), Morningstar, Pick (Dire/Martial), Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer, Warmace (Martial)

LANGUAGES

Common, Literacy

Notes:

Character Sheet Notes: