

Lelenia Nairo
CHARACTER NAME

Debi
PLAYER

Scout 3
CLASS AND LEVEL

Elf RACE True Neutral ALIGNMENT St Cuthbert DEITY

Medium 110.0 Female 5'6"
SIZE AGE GENDER HEIGHT

112 Green Brown Pale
WEIGHT EYES HAIR SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	BASE HP (BEFORE CON)	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED
STR STRENGTH	11	0			HP HIT POINTS 17	10				40 feet
DEX DEXTERITY	17	3			AC ARMOR CLASS 16	= 10 + 3 + 0 + 3 + 0 + 0 + 0 + 0 + <input type="text"/>				
CON CONSTITUTION	7	-2			TOTAL					
INT INTELLIGENCE	11	0			TOUCH ARMOR CLASS 13	FLAT-FOOTED ARMOR CLASS 13				
WIS WISDOM	12	1			INITIATIVE MODIFIER 4	= 3 + 1				
CHA CHARISMA	9	-1			TOTAL					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	0	2	-2				
REFLEX (DEXTERITY)	6	3	3				
WILL (WISDOM)	2	1	1				

BASE ATTACK BONUS 2 **SPELL RESISTANCE**

GRAPPLE MODIFIER 2 = 2 + 0 + 0 +

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC MODIFIER

MELEE attack bonus 2 = 2 + 0 + 0 + 0

RANGED attack bonus 5 = 2 + 3 + 0 + 0

TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Long Bow		6	1d8+1	20/x3
RANGE	TYPE	NOTES		
100	Piercing	+1d6 damage when moving		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Shortsword		2	1d6	19-20/x2
RANGE	TYPE	NOTES		
-	Piercing	+1d6 damage when moving		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Crossbow		6	1d8	19-20/x2
RANGE	TYPE	NOTES		
80'	Piercing			

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS) /
<input type="checkbox"/>	APPRAISE	INT	0	=	0	+ + +	
<input checked="" type="checkbox"/>	BALANCE	★DEX*	5	=	3	+ 2 +	
<input type="checkbox"/>	BLUFF	CHA	-1	=	-1	+ + +	
<input checked="" type="checkbox"/>	CLIMB	★STR*	0	=	0	+ + +	
<input type="checkbox"/>	CONCENTRATION	CON	-2	=	-2	+ + +	
<input checked="" type="checkbox"/>	CRAFT (Bowmaking)	INT	4	=	0	+ 4 +	
<input type="checkbox"/>	CRAFT ()	INT	0	=	0	+ + +	
<input type="checkbox"/>	CRAFT ()	INT	0	=	0	+ + +	
<input type="checkbox"/>	DECIPHER SCRIPT	INT	0	=	0	+ + +	
<input type="checkbox"/>	DIPLOMACY	CHA	-1	=	-1	+ + +	
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT	0	=	0	+ + +	
<input type="checkbox"/>	DISGUISE	CHA	-1	=	-1	+ + +	
<input checked="" type="checkbox"/>	ESCAPE ARTIST	★DEX*	5	=	3	+ 2 +	
<input type="checkbox"/>	FORGERY	INT	0	=	0	+ + +	
<input type="checkbox"/>	GATHER INFORMATION	CHA	-1	=	-1	+ + +	
<input type="checkbox"/>	HANDLE ANIMAL	CHA	-1	=	-1	+ + +	
<input checked="" type="checkbox"/>	HEAL	WIS	6	=	1	+ 5 +	
<input checked="" type="checkbox"/>	HIDE	★DEX*	7	=	3	+ 4 +	
<input type="checkbox"/>	INTIMIDATE	CHA	-1	=	-1	+ + +	
<input checked="" type="checkbox"/>	JUMP	★STR*	0	=	0	+ + +	
<input checked="" type="checkbox"/>	KNOWLEDGE (Dungeoneering)	INT	4	=	0	+ 4 +	
<input checked="" type="checkbox"/>	KNOWLEDGE (Geography)	INT	4	=	0	+ 4 +	
<input checked="" type="checkbox"/>	KNOWLEDGE (Nature)	INT	4	=	0	+ 4 +	
<input type="checkbox"/>	KNOWLEDGE ()	INT	0	=	0	+ + +	
<input type="checkbox"/>	KNOWLEDGE ()	INT	0	=	0	+ + +	
<input checked="" type="checkbox"/>	LISTEN	WIS	1	=	1	+ + +	
<input checked="" type="checkbox"/>	MOVE SILENTLY	★DEX*	7	=	3	+ 4 +	
<input type="checkbox"/>	OPEN LOCK	DEX	3	=	3	+ + +	
<input type="checkbox"/>	PERFORM ()	CHA	-1	=	-1	+ + +	
<input type="checkbox"/>	PERFORM ()	CHA	-1	=	-1	+ + +	
<input type="checkbox"/>	PERFORM ()	CHA	-1	=	-1	+ + +	
<input type="checkbox"/>	PROFESSION ()	WIS	1	=	1	+ + +	
<input type="checkbox"/>	PROFESSION ()	WIS	1	=	1	+ + +	
<input checked="" type="checkbox"/>	RIDE	DEX	3	=	3	+ + +	
<input checked="" type="checkbox"/>	SEARCH	INT	6	=	0	+ 6 +	
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS	1	=	1	+ + +	
<input checked="" type="checkbox"/>	SLEIGHT OF HAND	★DEX*	5	=	3	+ 2 +	
<input type="checkbox"/>	SPELLCRAFT	INT	0	=	0	+ + +	
<input checked="" type="checkbox"/>	SPOT	WIS	5	=	1	+ 4 +	
<input checked="" type="checkbox"/>	SURVIVAL	WIS	5	=	1	+ 4 +	
<input checked="" type="checkbox"/>	SWIM	★STR*	0	=	0	+ + +	
<input checked="" type="checkbox"/>	TUMBLE	★DEX*	5	=	3	+ 2 +	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	-1	=	-1	+ + +	
<input checked="" type="checkbox"/>	USE ROPE	DEX	3	=	3	+ + +	
<input type="checkbox"/>			0	=		+ + +	
<input type="checkbox"/>			0	=		+ + +	
<input type="checkbox"/>			0	=		+ + +	

Denotes a skill that can be used untrained.
Mark this box with an if the skill is a class skill for the character.
Armor check penalty (-1) applies. (Double penalty for Swim.)

Shackled City

CAMPAIGN

3,898

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Studded Leather Armor		Light	3	5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1	15%	30	20.00	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			
0%				

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Long Bow		3.00			
Arrows		3.00			
Shortsword					
Rope (50' x 2)					
Explorer's Outfit		8.00			
Gold Bracelets x2					
Dragon's Pendant					
TOTAL WEIGHT CARRIED					34

38	76	115	115	230	575
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2x MAX LOAD</small>	PUSH OR DRAG <small>5x MAX LOAD</small>

CP —

SP — 1155

GP — 108

PP —

FEATS

Track PG.

Point Blank Shot (+1 Ranged Attack Bonus up to 30')

Rapid Shot (+1 attack per round)

SPECIAL ABILITIES

Skirmish (+1d6 add'l dmg if move >10')

Skirmish (+1d6, +1AC)

Trapfinding

Uncanny Dodge (Cannot be caught flatfooted)

Fast Movement (+10ft)

Trackless Step (cannot be tracked)

SPELLS

PRIMARY SPELLCASTING STATISTIC DOMAINS/SPECIALTY SCHOOL

0:	
1ST:	
2ND:	
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE 15 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input style="width: 30px; height: 20px;" type="text"/>	10	0	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	11	1ST	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	12	2ND	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	13	3RD	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	14	4TH	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	15	5TH	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	16	6TH	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	17	7TH	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	18	8TH	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	19	9TH	<input style="width: 30px; height: 20px;" type="text"/>	0

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

Elvish