

Arion
 CHARACTER: half Elf, RACE & LA: medium, SIZE: chaotic good, ALIGNMENT: Ketephy (The Hunter), DEITY: Auran, Common, Elven, Polyglot, LANGUAGES

Tobias
 PLAYER: male, GENDER: 6'1 / 168cm, HEIGHT: 150lbs / 68kg, WEIGHT: BACKGROUND OCCUPATION

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ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	13	+1	12			1
DEX DEXTERITY	18	+4	16			2
CON CONSTITUTION	10	0	10			
INT INTELLIGENCE	14	+2	14			
WIS WISDOM	8	-1	8			
CHA CHARISMA	14	+2	14			

HITPOINTS			CLASS RECORDER						
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
26	3		Fighter	3	12	3	1	1	3
			Sorcerer	0	4	0	0	2	1
TEMPORARY HP			fav. Class		4				
TOTAL HP	29		TOTALS	+3	20	+3	+1	+3	4

ABILITY SCORE NOTES & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		ARMOR PENALTY
AC ARMOR CLASS	18	-10+	+4	0	+4					0
TOUCH ARMOR CLASS	14	-10+			+4					
FLAT-FOOT ARMOR CLASS	14	-10+	+4	0						

SAVING THROWS					COMBAT NOTES & MODIFIERS	
TOTAL	CLASS BASE	ABILITY	ENHANCE			
FORT FORTITUDE	+3	+3	0			all saves +2 against enchantments
REF REFLEX	+5	+1	+4			
WILL WILLPOWER	+2	+3	-1			Will +1 (fear, compulsion)

ATTACKS					
TOTAL	BASE ATTACK BONUS	ABILITY	SIZE		
MELEE ATTACK MODIFIER	+4	+3	+1		
RANGED ATTACK MODIFIER	+7	+3	+4		
CMB TO ATTACK	+4	+3	+1		
CMD TO DEFEND	+18	-10+	+3	+4	+1

FEATS & FEATURES	
CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES	
Fighter Feats	<i>Elven Features: Low-Light vision, Adaptability (Acrobatics +3)</i>
* Point Blank Shot (+1 ranged attacks within 30ft)	<i>Keen Sense (Perception +2), Immune to magical sleep effects</i>
* Bravery (+1 WILL against fear effects)	<i>+2 on saves against anchantments, multi talented (F & S)</i>
* Armor Training (max DEX bonus +1)	
* Weapon Focus (Longbow, +1)	<i>Quest Trainings (unnamed bonus)</i>
	* Tascha Init +1
	* Jask: Concentration Checks +2
Regular Feats	* Ishiro: CMB/CMD +1 while wearing a "sword" in hand
* Rapid Shot (full round action: 2 shots -1 ranged attacks)	* (???) WILL saves +1 against compulsion
* Precise Shot (no -4 for firing into melee combat)	
Bonus Feats	
* Eshew Materials	

SKILLS						ARMOR PENALTY
CLASS	TOTAL	RANKS	ABILITY TRAINED			0
<input type="checkbox"/> ACROBATICS •	DEX	8	1	4	0	3
<input checked="" type="checkbox"/> APPRAISE	INT	2	0	2	0	
<input checked="" type="checkbox"/> BLUFF	CHA	2	0	2	0	
<input checked="" type="checkbox"/> CLIMB •	STR	5	1	1	3	
<input checked="" type="checkbox"/> CRAFT: Bows	INT	8	3	2	3	
<input checked="" type="checkbox"/> CRAFT: Weapons	INT	7	2	2	3	
<input type="checkbox"/> DIPLOMACY	CHA	2	0	2	0	
<input type="checkbox"/> DISABLE DEVICE •	DEX	--	0	4	0	
<input type="checkbox"/> DISGUISE	CHA	2	0	2	0	
<input type="checkbox"/> ESCAPE ARTIST •	DEX	4	0	4	0	
<input type="checkbox"/> FLY •	DEX	4	0	4	0	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	6	1	2	3	
<input type="checkbox"/> HEAL	WIS	-1	0	-1	0	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	2	0	2	0	
<input checked="" type="checkbox"/> KN: Dungeoneering	INT	6	1	2	3	
<input checked="" type="checkbox"/> KN: Engeneering	INT	6	1	2	3	
<input checked="" type="checkbox"/> KN: Arcana	INT	6	1	2	3	
<input checked="" type="checkbox"/> KN: Plains	INT	--	0	2	0	
<input type="checkbox"/> KN:	INT	--	0	2	0	
<input type="checkbox"/> KN:	INT	--	0	2	0	
<input type="checkbox"/> LINGUISTICS	INT	--	0	2	0	
<input type="checkbox"/> PERCEPTION	WIS	4	3	-1	0	2
<input type="checkbox"/> PERFORM	CHA	2	0	2	0	
<input checked="" type="checkbox"/> PROFESSION:	WIS	--	0	-1	0	
<input checked="" type="checkbox"/> RIDE •	DEX	8	1	4	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	-1	0	-1	0	
<input type="checkbox"/> SLEIGHT OF HAND •	DEX	--	0	4	0	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	6	1	2	3	
<input type="checkbox"/> STEALTH •	DEX	5	1	4	0	
<input type="checkbox"/> SURVIVAL	WIS	1	2	-1	0	
<input checked="" type="checkbox"/> SWIM •	STR	5	1	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	--	0	2	0	
<input type="checkbox"/>	CHA	2	0	2	0	
<input type="checkbox"/>	CHA	2	0	2	0	
<input type="checkbox"/>	CHA	2	0	2	0	

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH * ARE APPLIED ARMOR CHECK PENALTIES

EXPERIENCE						
SLOW	MEDIUM	FAST				
INIT INITIATIVE	5	SPEED	30	FLY	SWIM	CLIMB
DR DAMAGE REDUCTION						
SR SPELL RESIST						
AP ACTION POINTS	7					
RESISTANCES						
RESISTANCES						

ARMOR & SHIELD		ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor	Mithral Chainshirt		4	6	0	10			
Shield									

PROFICIENCIES					

WEAPONS & ATTACKS		ATTACK MODIFIERS							DAMAGE		CRIT	RANGE	SIZE	TYPE	AMMO & NOTES	
		ENHANCE	1ST	2ND	3RD	4TH	5TH	6TH	7TH							
	Scimitar	+1	+5							1d6+2	18 x2			S		
	Composite Longbow (Str +1)		+8							1d8+1	20 x3	110		P		
	Composite Longbow (Str +3)		+6							1d8-1	20 x3	110		P		

