

Gilthoron, son of Glorthoron

CHARACTER NAME
Ftr/Rgr/Obw
CLASS
4/6/6
LEVEL
Medium
SIZE
Elf(Wood)
RACE
Humanoid (elf)
TYPE

DRL

PLAYER
Male
GENDER
Neutral Good
ALIGNMENT
166
AGE
5'6"
HEIGHT
125
WEIGHT

REGION
Corellon Larethian
DEITY
Ice Blue
EYES
Platinum
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	+2			HP HIT POINTS 128			30 ft/x4
DEX DEXTERITY	19	+4			AC ARMOR CLASS 24	10 + +8 + +0 + +4 + +0 + +2 + +0 + +0		-2
CON CONSTITUTION	17	+3						
INT INTELLIGENCE	15	+2			TOUCH ARMOR CLASS 14	FLAT-FOOTED ARMOR CLASS 20		
WIS WISDOM	16	+3						
CHA CHARISMA	12	+1						

INITIATIVE MODIFIER	+4	+4	+0
TOTAL			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MSC. MODIFIER	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)	+12	+11	+3	-2	+0	
REFLEX (DEXTERITY)	+13	+11	+4	-2	+0	
WILL (WISDOM)	+9	+8	+3	-2	+0	

BASE ATTACK BONUS	+16/+11/+6/+1	SPELL RESISTANCE	
GRAPPLE MODIFIER	+16	ARCANE SPELL FAILURE *	

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MSC. MODIFIER	TEMP. MODIFIER
	+16/+11/+6/+1	16	+2	+0	-2	
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MSC. MODIFIER	TEMP. MODIFIER
	+18/+13/+8/+3	16	+4	+0	-2	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Urük Sapuér	+24/+24/+19/+14/+9	1d8+8(12)	19-20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
110 ft 3 lb P Medium		Two-handed, Rapid Shot	

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Urük Sapuér	+25/+25/+20/+15/+10	1d8+9(13)	19-20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
110 ft 3 lb P Medium		Two-handed, Within 30', Rapid Shot	

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Urük Sapuér	+19	1d8+8(12)	19-20/x3
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
110 ft 3 lb P Medium		Two-handed, Within 30', Manyshot(3)	

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Longsword	+18/+13/+8/+3	1d8+4	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
0 ft 4 lb S Medium		Glows	

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Longsword	+16/+11/+6/+1	1d8+4	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
0 ft 4 lb S Medium		Glows	

AMMUNITION

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+3 Short Sword	+17	1d6+4	19-20/x2
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES			
0 ft 2 lb P Medium		Two-Weapon (secondary)	

AMMUNITION

SKILLS		MAX RANKS		19 / 9.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MSC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+2	2	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	+2	4	+	-2
<input checked="" type="checkbox"/> Bluff ¹	CHA	+1	1	+	+
<input type="checkbox"/> Climb ¹	STR*	+11	2	6	3
<input type="checkbox"/> Concentration ¹	CON	+4	3	1	+
<input type="checkbox"/> Craft skills... ¹	INT	+2	2	+	+
<input type="checkbox"/> Craft (bowmaking) ¹	INT	+7	2	5	+
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+1	1	+	+
<input checked="" type="checkbox"/> Disguise ¹	CHA	+1	1	+	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+2	4	+	-2
<input checked="" type="checkbox"/> Forgery ¹	INT	+2	2	+	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+1	1	+	+
<input type="checkbox"/> Handle Animal	CHA	+6	1	5	+
<input type="checkbox"/> Heal ¹	WIS	+3	3	+	+
<input type="checkbox"/> Hide ¹	DEX*	+19	4	7	8
<input type="checkbox"/> Intimidate ¹	CHA	+1	1	+	+
<input type="checkbox"/> Jump ¹	STR*	+0	2	+	-2
<input type="checkbox"/> Knowledge (nature)	INT	+10	2	6	2
<input type="checkbox"/> Knowledge (religion)	INT	+6	2	4	+
<input type="checkbox"/> Listen ¹	WIS	+13	3	8	2
<input type="checkbox"/> Move Silently ¹	DEX*	+15	4	8	3
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+1	1	+	+
<input type="checkbox"/> Ride ¹	DEX	+15	4	9	2
<input type="checkbox"/> Search ¹	INT	+13	2	9	2
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+3	3	+	+
<input type="checkbox"/> Spot ¹	WIS	+20	3	15	2
<input type="checkbox"/> Survival ¹	WIS	+15	3	12	+
<input type="checkbox"/> Swim ¹	STR**	+8	2	5	1
<input type="checkbox"/> Use Rope ¹	DEX	+5	4	1	+

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with ² are cross-class skills.

* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY

Greyhawk: Dark Birthright		122862/136000	
CAMPAIGN		EXPERIENCE POINTS	
GEAR			
ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS
+3 Mithral chainmail		Light	+8
ACP	SPELL FAILURE	SPEED	WEIGHT
-2	20%	30	20
SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT
SPECIAL PROPERTIES		CHECK PENALTY	SPELL FAILURE
OTHER POSSESSIONS			
ITEM	Wgt	ITEM	Wgt
Thumbring of Might (+1dmg bow)			
Quiver of Ehlonna (120)			
Sap Arrows 5x			
Flight Arrows 5x			
Signal Arrows 5x			
Smoke Arrows 5x			
Thunder Arrows 5x			
Vial Arrows 5x			
Regular Arrows 90x			
Bag of Holding I			
Magic Items Equipped by Slot			
Ring Slot (RH)			
Ring of feather falling (2200 GP)			
Ring Slot (LH)			
(none) (0 GP)			
Hand Slot			
Gloves of swimming and climbing (6250 GP)			0
Arm Slot			
Bracers of archery, Lesser (5000 GP)			1
Head Slot			
(none) (0 GP)			0
Face Slot			
(none) (0 GP)			0
Shoulder Slot			
Cloak of elvenkind (2500 GP)			1
Neck Slot			
Amulet of natural armor (+2) (8000 GP)			0
Body Slot			
+3 Mithral chainmail			0
Torso Slot			
(none) (0 GP)			0
Waist Slot			
(none) (0 GP)			0
Feet Slot			
Boots of elvenkind (2500 GP)			1
TOTAL WEIGHT CARRIED			23
NOTES		LANGUAGES	
Urûk Sapuér:	<- Activating a Legacy Ability is	Common	
+3 orcbane comp Str (+2) longbow	a STANDARD action unless	Elven	
Orcseeker: Standard action, can	otherwise noted.	Orc	
detect any orcs within 60'. Ignores		Sylvan	
ANY damage reduction that orc	<- OMEN: When wielded, this		
foes possess.	bow seems to whisper softly		
Eyes of Shadow: 1/day can cast	in Elven (audible only to wielder)		
darkvision on self. CL 5th.	speaking of loss and grief.		
Longstrider: 3/day, CL 5			
Hidden Hunter: +5 competence			
bonus to Hide & Move Silently checks			
Solace from Weakness: 2/day			
can use lesser restoration (CL 5) on self			
Friend to Shadows: 1/day, can			
shadow walk as the spell (CL 11)			
Shocking Shot: 5/day, can imbue			
an arrow with elec, dealing 5d6 dmg			
Charge is wasted if arrow misses			
Deny the Black Heart: 2/day,			
Protection from Evil, CL 10			

SPECIAL ABILITIES					
— RACE ABILITIES —					
• +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence					
• Base land speed of 30 feet.					
• Low-Light Vision					
• Immunity to sleep effects					
• +2 racial bonus on saving throws against Enchantment spells or effects.					
• +2 racial bonus on Listen, Search, and Spot checks					
• Automatic Searching: Passing within 5 feet of a secret or concealed door entitles you to a free Search check, as if you were actively looking for it					
• Favored Class: Ranger					
— CLASS ABILITIES —					
• Proficient in all armor, and all shields(including tower shields)					
• Proficient with all simple and martial weapons.					
• Animal Companion(Ex): You have selected a Horse, Heavy as your companion.					
• Wild Empathy(Ex): You can make a check(1d20+9) to improve the attitude of an animal. You must be within 30 feet of it, and it generally takes one minute to perform the action.					
• Favored Enemy: You have certain types of enemies that you have extensive knowledge about. Against these creatures, you gain the listed bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls.					
▪ Humanoid (orc) (+4 bonus)					
▪ Giant (+2 bonus)					
• Ranged Precision Attack: As a standard action you may make a single precisely aimed attack with a ranged weapon dealing an extra 3d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. You can only use this ability with ranged weapons for which you have the Weapon Focus feat.					
• Close Combat Shot: You can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.					
— FEATS —					
• Endurance (PH 93) ² : +4 bonus on checks or saves to resist nonlethal damage.					
• Improved Critical (PH 95) (Longbow, Composite) : Double threat range of weapon.					
• Leadership (PH 97) : Attract cohort and followers.					
• Point Blank Shot (PH 98) : +1 bonus on ranged attack and damage within 30 ft.					
• Precise Shot (PH 98) : You can shoot or throw at opponents engaged in melee without the -4 penalty.					
• Rapid Shot (PH 99) ² : One extra ranged attack each round.					
• Manyshot (PH 97) ² : Shoot two or more arrows simultaneously.					
• Track (PH 101) ² : Use Survival skill to track.					
• Two-Weapon Fighting (PH 102) : Reduce two-weapon fighting penalties by 2.					
• Weapon Focus (PH 102) (Longbow, Composite) : +1 bonus on attack rolls with selected weapon.					
• Weapon Specialization (PH 102) (Longbow, Composite) : +2 bonus on damage rolls with selected weapon.					
• Greater Weapon Focus (PH 95) (Longbow, Composite) ² : +1 bonus on attack rolls with selected weapon.					
• Improved Rapid Shot (CW 101) : Ignore -2 penalty when using Rapid Shot.					
• Sharp-Shooting (CW 105) ² : Halve opponent's cover bonus.					
• Natural Bond (CA 111) : Add +3 to effective druid level when determining animal companion's abilities					
• Improved Cohort (HB 98) : Your cohort's maximum level increases by 1.					
• Least Legacy (WoL 14): Basic abilities unlocked					
• Lesser Legacy (WoL 15): Additional abilities unlocked					
CARRYING INFO					
TURN/REBUKE ATTEMPTS					
1-58	59-116	117-175	Times/Day	Used	Turning/Rebuke Check Modifier
LIGHT LOAD	MED LOAD	HEAVY LOAD			
175	350	875	Turning/Rebuke	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG	Up to 0		2d6
MONEY			1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.
PP			4-6		
GP	1531		7-9		
SP			10-12		
CP			13-15		
Art			16-18		
Gems			19-21		
Other (GP)			22+		