

Orolonwë

CHARACTER NAME: **Druid/Favored Soul**
 CLASS: **6/5**
 LEVEL: **6/5**
 RACE: **Elf(High)**
 TYPE: **Humanoid (elf)**
 SIZE: **Medium**

PLAYER: **DRL**
 GENDER: **Male**
 ALIGNMENT: **Neutral Good**
 AGE: **120ish**
 HEIGHT: _____
 WEIGHT: _____

REGION: _____
 DEITY: **Istus**
 EYES: **Brown**
 HAIR: **Brown**



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	11	+0		
DEX DEXTERITY	17	+3		
CON CONSTITUTION	11	+0		
INT INTELLIGENCE	12	+1		
WIS WISDOM	19	+4		
CHA CHARISMA	15	+2		

HP HIT POINTS	58	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		SPEED	
AC ARMOR CLASS	20	10	+5	+0	+3	+0	+0
		TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR

TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	17
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INITIATIVE MODIFIER	+3	+3	+0
		TOTAL	DEX MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MSC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+9	+9	+0	+0	+0		
REFLEX (DEXTERITY)	+9	+6	+3	+0	+0		
WILL (WISDOM)	+13	+9	+4	+0	+0		

BASE ATTACK BONUS	+7/+2	SPELL RESISTANCE	
GRAPPLE MODIFIER	+7	ARCANE SPELL FAILURE*	
		TOTAL	BASE ATTACK

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MSC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+7/+2	7	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MSC. MODIFIER	TEMP. MODIFIER
ATTACK BONUS	+10/+5	7	+3	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow	+11/+6	1d8+1	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES: Two-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Longbow	+12/+7	1d8+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	3 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Within 30'			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+3 Scimitar	+10/+5	1d6+3	18-20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	4 lb	S	Medium
SPECIAL PROPERTIES: Ghost-Touch(DMGp224)			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ray	+10/+5	*	20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	0 lb	*	Medium
SPECIAL PROPERTIES: Two-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Touch	+7/+2	*	20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	0 lb	*	Medium
SPECIAL PROPERTIES: One-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION: _____

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		14 / 7
			RANKS	MSC. MODIFIER	
<input checked="" type="checkbox"/> Appraise ¹	INT	+1	= 1	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	+3	= 3	+	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	+2	= 2	+	+
<input checked="" type="checkbox"/> Climb ¹	STR*	+0	=	+	+
<input checked="" type="checkbox"/> Concentration ¹	CON	+2	=	+	2
<input type="checkbox"/> Craft skills... ¹	INT	+1	= 1	+	+
<input type="checkbox"/> Diplomacy ¹	CHA	+12	= 2	+	10
<input checked="" type="checkbox"/> Disguise ¹	CHA	+2	= 2	+	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+3	= 3	+	+
<input checked="" type="checkbox"/> Forgery ¹	INT	+1	= 1	+	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+2	= 2	+	+
<input checked="" type="checkbox"/> Handle Animal	CHA	+4	= 2	+	2
<input type="checkbox"/> Heal ¹	WIS	+6	= 4	+	2
<input checked="" type="checkbox"/> Hide ¹	DEX*	+8	= 3	+	5
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+2	= 2	+	+
<input checked="" type="checkbox"/> Jump ¹	STR*	+0	=	+	+
<input type="checkbox"/> Knowledge (arcana)	INT	+3	= 1	+	2
<input type="checkbox"/> Knowledge (nature)	INT	+6	= 1	+	3
<input type="checkbox"/> Knowledge (religion)	INT	+10	= 1	+	6
<input type="checkbox"/> Listen ¹	WIS	+6	= 4	+	2
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+8	= 3	+	5
<input checked="" type="checkbox"/> Perform skills... ¹	CHA	+2	= 2	+	+
<input checked="" type="checkbox"/> Perform (oratory)	CHA	+7	= 2	+	5
<input type="checkbox"/> Ride ¹	DEX	+5	= 3	+	2
<input checked="" type="checkbox"/> Search ¹	INT	+3	= 1	+	2
<input type="checkbox"/> Sense Motive ¹	WIS	+6	= 4	+	2
<input type="checkbox"/> Spellcraft	INT	+6	= 1	+	5
<input type="checkbox"/> Spot ¹	WIS	+11	= 4	+	7
<input type="checkbox"/> Survival ¹	WIS	+6	= 4	+	2
<input type="checkbox"/> Swim ¹	STR**	+0	=	+	+
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+3	= 3	+	+

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

