Orolonwë CHARACTER NAME	DRL	REGION LUNGEONS		
Druid/Favored Soul Elf(High)	Male Neutral Good  GENDER ALIGNMENT	Istus DEITY		
6/5 Medium Humanoid (elf)	120ish	Brown Brown	PRAGONS	
ABILITY ABILITY TEMP. TEMP.	AGE HEIGHT WEIGHT  TOTAL WOUNDS/CURRENT HP	EYES HAIR  NONLETHAL DAMAGE	CHARACTER RECORD SHEET  SPEED	
STR 11 +0 HI	58	NONE IT DE STANGE	30 ft/x4	
DEX 17 .3				
DEX DEXTERITY 17 +3 ARMORE	TOTAL ARMOR SHELD	+3 + +0 + +0 + +2 DEFLECT	+ +0 ARMOR DAMAGE REDUCTION	
CON CONSTITUTION 11 +0	BONUS BONUS I	MODIFIER MODIFIER ARMOR MOD	CHECK PENALTY	
INT 12 +1 TOU	CH 15 FLAT-FOOTED ARMOR CLASS 17	SKILLS SKILL NAME	KEY SKILL ABILITY DANKS MISC.	
MICLUGENCE		Appraise¹	ABILITY MODIFIER MODIFIER MODIFIER	
	<b>TIATIVE +3</b> = +3 + +0	□ Appraise     □ Balance¹     □ Balance²     □ Balance²	INT +1 = 1 + + + + + + + + + + + + + + + +	
CHA 15 +2	TOTAL DEX MISC. MODIFIER MODIFIER	<ul> <li>☑ Bluff¹</li> <li>☑ Climb¹</li> </ul>	CHA +2 = 2 + + + + + + + + + + + + + + + +	
BASE ABILITY MAGIC SAVING THROWS TOTAL SAVE MODIFIER MODIFIER	MISC. TEMP. CONDITIONAL MODIFIERS  MODIFIER MODIFIER	□ Concentration¹	STR* +0 = + + + + CON +2 = + 2 +	
FORTITUDE (CONSTITUTION) +9 = +9 + +0 + +0 +	+0 +	☐ Craft skills¹	INT +1 = 1 + + + + CHA +12 = 2 + 10 +	
<b>REFLEX +9</b> = +6 + +3 + +0 +	+0 +	<ul> <li>□ Diplomacy¹</li> <li>☑ Disguise¹</li> </ul>	CHA +12 = 2 + 10 + CHA +2 = 2 + + +	
(DEXTERNITY)		□ Escape Artist¹     □ Escape Artist²     □ Escape Artist²	DEX* +3 = 3 + +	
WILL (WISDOM) + 13 = +9 + +4 + +0 +	+0 +	<ul> <li>✓ Forgery¹</li> <li>✓ Gather Information¹</li> </ul>	INT +1 = 1 + + + + + + + + + + + + + + + +	
BASE ATTACK BONUS +7/+2	SPELL	☐ Handle Animal	CHA <b>+4</b> = 2 + 2 +	
	RESISTANCE ARCANE SPELL	☐ Heal¹ ☑ Hide¹	WIS +6 = 4 + 2 + DEX* +8 = 3 + + 5	
MODIFIER	FAILURE *	☐ Intimidate <sup>1</sup>	CHA <b>+2</b> = 2 + +	
TOTAL ATTACK MODIFIER MODIFIER MODIFIER	DIFIER	<ul> <li>☐ Jump¹</li> <li>☐ Knowledge (arcana)</li> </ul>	STR* +0 = + + + + + + + + + + + + + + + + +	
TOTAL BASE ATTACK BO	ONUS STR SIZE MISC. TEMP. MODIFIER MODIFIER MODIFIER	☐ Knowledge (nature)	INT <b>+6</b> = 1 + 3 + 2	
MELEE +7/+2 = 7	+ +0 + +0 + +0 +	<ul> <li>✓ Knowledge (religion)</li> <li>□ Listen¹</li> </ul>	INT +10 = 1 + 6 + 3 WIS +6 = 4 + + 2	
<b>RANGED</b> +10/+5 = 7	+ +3 + +0 + +0 +	Move Silently¹	DEX* <b>+8</b> = 3 + + 5	
ATTACK BONUS  TOTAL  BASE ATTACK BO	NUS DEX SIZE MISC. TEMP. MODIFIER MODIFIER MODIFIER MODIFIER	<ul> <li>✓ Perform skills¹</li> <li>✓ Perform (oratory)</li> </ul>	CHA +2 = 2 + + + + CHA +7 = 2 + 5 +	
		□ Ride¹	DEX <b>+5</b> = 3 + 2 +	
WEAPON TOTAL ATTACK BONUS +1 Composite Longbow +11/+6	DAMAGE CRITICAL	<ul> <li>✓ Search¹</li> <li>☐ Sense Motive¹</li> </ul>	INT +3 = 1 + + 2 + 2 +	
+1 Composite Longbow +11/+6 RANGE WEIGHT TYPE SIZE	1d8+1 20/x3 special properties	□ Spellcraft	INT <b>+6</b> = 1 + 5 +	
110 ft 3 lb P Medium	Two-handed	☐ Spot¹ ☐ Survival¹	WIS +11 = 4 + + 7 WIS +6 = 4 + + 2	
		☐ Swim¹	STR** + + +	
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	☑ Use Rope¹	DEX <u>+3</u> = 3 + + +	
+1 Composite Longbow +12/+7  RANGE WEIGHT TYPE SIZE	1d8+2 20/x3 special properties		= + +	
110 ft 3 lb P Medium	Two-handed, Within 30'		=+++	
	10000 00000 00000 00000		= + +	
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL		= + + +	
+3 Scimitar +10/+5  RANGE WEIGHT TYPE SIZE	1d6+3 18-20/x2 special properties		= + +	
0 ft 4 lb S Medium G	Shost-Touch(DMGp224)			
			=++	
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL			
Ray +10/+5	* 20/x2 SPECIAL PROPERTIES		= + + +	
0 ft 0 lb * Medium	Two-handed		= + +	
AMMUNITION			=++ = + +	
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL		= + +	
Touch +7/+2  RANGE WEIGHT TYPE SIZE	* 20/x2		= + + +	
0 ft 0 lb * Medium	One-handed		= + +	
AMMUNITION			=+++ = + +	
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL		= + +	
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		=++ = + +	
INTO INCIDIT THE SIZE	SPECIAL PROPERTIES		normally even if the character has zero (0) skill ranks.	
AMMUNITION		Skills marked with ⊠ are cross-cla * ARMOR CHECK PENALTY ap		

								SPECIAL ABILITIES
Greyhawk: Dark Birthright			56616/66000			— RACE ABILITIES —		
CAMPAIGN EXPERIENCE POINTS						+2 Dexterity, -2 Constitution     Base land speed of 30 feet.		
GEAR								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
	R/PROTECTIVE arkwood-Stud		TYP		ARMOR BONUS MAX DEX BONUS			Automatic Searching: Passing within 5 feet of a secret or concealed
ACP	Leather'	SPEED	Lig! water		+5	+5		door entitles you to a free Search check, as if you were actively looking for it
+0	15%	30	20		SPECIAL P	ROPERTIES		Proficient with rapier, longsword, and all bows (except crossbows).
+0	1376	30	20					Favored Class: Wizard     CLASS ABILITIES —
SHIELD	PROTECTIVE	ITEM	ARN	MOR BONU	S WEIGHT	CHECK PENALTY SPELL	FALURE	Proficient in light and medium armor, and all shields(except tower shields) (but cannot wear any armor made of metal)
								Proficient with all simple weapons, and with Longbow, Composite
		•		SPECIAL P	ROPERTIES	•		Longbow, Longsword, Rapier, Scimitar, Shortbow, Composite Shortbow.  • Restricted Spells: cannot cast Evil spells.
								Spontaneous Casting: Can spontaneously cast summon nature's ally
			ОТН		SSESSIONS			spells, by sacrificing a pre-prepared spell of equal or higher level.  • Animal Companion(Ex): You have selected a Eagle as your companion.
Wand Cu	пем re Mod (2d8+3, 47	rchae)		Wgt	ITE	М	Wgt	Nature Sense(Ex): You gain a +2 bonus on Knowledge(nature) and Survival checks.
Wand Ot	16 MOG (200+3, 47	crigs)						Wild Empathy(Ex): You can make a check(1d20+8) 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.
								Woodland Stride(Ex): You can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment.
								Magically altered areas still hamper you.
								Trackless Step(Ex): You leave no trail in natural surroundings, and cannot be tracked unless you choose to.
								Resist Nature's Lure(Ex): +4 to saving throws against the
								spell-like abilities of fey creatures.  • Wild Shape(Su): You can turn yourself into a Small or Medium-size
								animal (and back) 2 times per day for 6 hour(s). The new form's Hit Dice cannot exceed 6.
					Magic Items Equipp	ed by Slot		Energy Resistance(Ex): You gain resistance 10 to Fire.
					Ring Slot (RH)	0000 CP)		FEATS —     Dodge (PH 93) : +1 dodge bonus to AC against selected target.
					Ring of protection (+2) ( Ring Slot (LH)	8000 GP)		Natural Spell (PH 98): Cast spells while in wild shape.  Point Blank Shot (PH 98): +1 bonus on ranged attack and damage
					(none) (0 GP)			within 30 ft.
					Hand Slot			Skill Focus (PH 100) (Knowledge (religion)): +3 bonus on checks with selected skill.
					Gloves of dexterity (+2) (4000 GP) 0		0	• Weapon Focus (PH 102) (Dagger²): +1 bonus on attack rolls with
					Arm Slot		0	selected weapon.
					(none) (0 GP) 0 Head Slot		U	
					(none) (0 GP) 0		0	5
					Face Slot			
					Eyes of the eagle (2500 GP) 0		0	<u> </u>
					Shoulder Slot Cloak of elvenkind (2500 GP) 1		1	-
					Neck Slot			
							0	<u>]</u>
			Body Slot					
			+2 Studded Leather		0			
					(none) (0 GP)		0	
					Waist Slot			
					(none) (0 GP)		0	]
					Feet Slot			41
					Boots of elvenkind (2500 TOTAL WEIGHT CARF		1 22	<del> </del>
			<b>TE</b> 0		TOTAL WEIGHT CARE			±   ■
		NO	TES			LANGUAGES		4
						Common Druidic		
						Elven		
						Orc		CARRYING INFO TURN/REBUKE ATTEMPTS
								Times/Day Used Turning/Rebuking
		-						1–38 39–76 77–115 Irmes/Day Used Check Modifier L
								LIGHT HEAVY LOAD MED LOAD LOAD
								Turning/Re buking Most Powerful Undead # of HD Turned/Rebuked Affected(Max HD) # of HD Turned/Rebuked
								115 230 575 Up to 0 2d6   H your cleric level is double
		<del></del>						LIFT OVER LIFT OFF PUSH 1-3 the HD of the undead or
								MONEY destroyed/commanded
								PP 10.12 Dispelling rebuking/turning
								GP 13-15 worst line (utmigreeounity, but you must equal or
								SP 16-18 exceed the check result of the cleric who rehylved three cleric who
								CP         19-21         rebuked/turned.           Art         22.
								Gems 22+
								Other (GP)