

NAME		PLAYERNAME		DEITY		Neutral Good ALIGNMENT
Rgr20	190000	Human	Medium	5' 10"	160 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
20	210000	26	Male	Brown	Brown,	-1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

		WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED							
<b>HP</b> hit points	153																			Walk 40 ft.							
<b>AC</b> armor class	32	:	28	:	14	=	10	+	13	+	0	+	4	+	0	+	5	+	0			15	-2	19			
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL		ARMOR CHECK		SPELL RESIST

**INITIATIVE**  
modifier

**+4** = **+4** + **+0**  
TOTAL      DEX MODIFIER      MISC MODIFIER

**BASE ATTACK**  
bonus

**+20/+15/+10/+5**

SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+13	=	+12	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+16	=	+12	+4	+0	+0	+0		
<b>WILL</b> (wisdom)	+8	=	+6	+2	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+23/+18/+13/+8	=	+20/+15/+10/+5	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+24/+19/+14/+9	=	+20/+15/+10/+5	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+23/+18/+13/+8	=	+20/+15/+10/+5	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	1d3+3	20/x2

*Demon-Slayer			CURRENT HAND		TYPE	SIZE	CRITICAL
			Both		P	M	20/x3
			30 ft.	110 ft.	220 ft.	330 ft.	440 ft.
To Hit	+33/+28/+23/+18	+32/+27/+22/+17	+30/+25/+20/+15	+28/+23/+18/+13	+26/+21/+16/+11		
Dam	1d8+10	1d8+9	1d8+9	1d8+9	1d8+9		
Special Properties	(Longbow Ironwood (+1) (Composite/+5/Seeking/Speed/Distance)), (Longbow Ironwood (+1) (Composite/+5/Seeking/Speed/+3/Distance)), (Longbow Ironwood (+1) (Composite/Bane (Outsiders (evil))/+5/Seeking/Speed/+3)), STR bonus to damage, Wooden but functions as steel, does not burn, +2 enhancement bonus and does +2d6 bonus damage vs. Outsiders (evil) bestowed on ammunition, veers to target negating any miss chance, grants 1 extra attack when full attacking at highest bonus, does not stack with other speed effects						

Quick-Fang					CURRENT HAND	TYPE	SIZE	CRITICAL
TOTAL ATTACK BONUS					Carried	PS	M	19-20/x2
					DAMAGE			
+28/+23/+18/+13					1d4+8			
10 ft.			20 ft.		30 ft.		50 ft.	
To Hit	+30/+25/+20/+15		+28/+23/+18/+13		+26/+21/+16/+11		+23/+18/+13/+8	
Dam	1d4+9		1d4+9		1d4+9		1d4+8	
Special Properties	(Dagger +5 (Speed)), grants 1 extra attack when full attacking at highest bonus, does not stack with other speed effects							

**1H-P:** One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Celestial Armor +5 (Magical Enhancement Cost (13100)/Spell Resistance) Allows the wearer to fly on command once per day, spell resistance 19	Light	+13	+8	-2	15
*Amulet of Natural Armor +5		+5		+0	0

		SKILLS				MAX RANKS 23/11.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
	Appraise	INT	1	= 1	+ +		
	Balance	DEX	2	= 4	+ +	-2	
	Bluff	CHA	0	= 0	+ +		
	Climb	STR	16	= 3	+ 15.0+	-2	
	Concentration	CON	11	= 1	+ 10.0+		
	Craft (Untrained)	INT	1	= 1	+ +		
	Diplomacy	CHA	0	= 0	+ +		
	Disguise	CHA	0	= 0	+ +		
	Escape Artist	DEX	2	= 4	+ +	-2	
	Forgery	INT	1	= 1	+ +		
	Gather Information	CHA	0	= 0	+ +		
	Handle Animal	CHA	10	= 0	+ 10.0+		
	Heal	WIS	12	= 2	+ 10.0+		
	Hide	DEX	27	= 4	+ 15.0+	8	
	Intimidate	CHA	0	= 0	+ +		
	Jump	STR	25	= 3	+ 15.0+	7	
	Knowledge (Dungeoneering)	INT	11	= 1	+ 10.0+		
	Knowledge (Nature)	INT	13	= 1	+ 10.0+	2	
	Listen	WIS	17	= 2	+ 15.0+		
	Move Silently	DEX	17	= 4	+ 15.0+	-2	
	Ride	DEX	16	= 4	+ 10.0+	2	
	Search	INT	11	= 1	+ 10.0+		
	Sense Motive	WIS	2	= 2	+ +		
	Spot	WIS	22	= 2	+ 15.0+	5	
	Survival	WIS	17	= 2	+ 15.0+		
	Survival (Natural environments)	WIS	19	= 2	+ 15.0+	2	
	Survival (Underground)	WIS	19	= 2	+ 15.0+	2	
	Swim	STR	8	= 3	+ 9.0+	-4	
	Use Rope	DEX	4	= 4	+ +		
				=	+ +		
				=	+ +		

 can be used untrained.  exclusive skills

□: can be used untrained. □: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Natural Armor +5</b>	Equipped	1	0.0	50000.0
<b>Potion of Cure Light Wounds</b>	Equipped	2	0.0 (0.0)	50.0 (100.0)
<b>Arrows +5 (50/Bane (Outsiders (evil))/Holy/Axiomatic/Mithral)</b> <small>+2 enhancement bonus and does +2d6 bonus damage vs. Outsiders (evil), good-aligned, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, law-aligned, +2d6 lawful damage vs. chaos, 1 negative level bestowed to chaotic wielder, 30hp/inch and 15 hardness</small>	Equipped	1	3.75	203752.5
<b>Boots of Striding and Springing</b>	Equipped	1	1.0	5500.0
<b>Bracers of Archery, Greater</b>	Equipped	1	1.0	25000.0
<b>Celestial Armor +5 (Magical Enhancement Cost (13100)/Spell Resistance)</b> <small>Allows the wearer to fly on command once per day, spell resistance 19</small>	Equipped	1	20.0	195500.0
<b>Cloak of Arachnida</b>	Equipped	1	1.0	14000.0
<b>Demon-Slayer</b> <small>0 lbs. (Longbow Ironwood (+1) (Composite/+5/Seeking/Speed/Distance)), (Longbow Ironwood (+1) (Composite/+5/Seeking/Speed/+3/Distance)), (Longbow Ironwood (+1) (Composite/Bane (Outsiders (evil))/+5/Seeking/Speed/+3)), STR bonus to damage, Wooden but functions as steel, does not burn, +2 enhancement bonus and does +2d6 bonus damage vs. Outsiders (evil) bestowed on ammunition, veers to target negating any miss chance, grants 1 extra attack when full attacking at highest bonus, does not stack with other speed effects</small>	Equipped	1	3.0	200700.0
<b>Eyes of the Eagle</b>	Equipped	1	0.0	2500.0
<b>Potion of Magic Protection from Arrows 15</b>	Equipped	1	0.0	1500.0
<b>Quick-Fang</b> <small>(Dagger +5 (Speed)), grants 1 extra attack when full attacking at highest bonus, does not stack with other speed effects</small>	Carried	1	1.0	128302.0
<b>Ring of Sustenance</b>	Equipped	1	0.0	2500.0
<b>Ring of Chameleon Power</b>	Equipped	1	0.0	12700.0
TOTAL WEIGHT CARRIED/VALUE			30.75 lbs.	842054.5 gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Push / Drag	1150

SPECIAL ABILITIES
Animal Companion (Ex)
Archery Combat Style
Camouflage (Ex)
Evasion (Ex)
Favored Enemy (Giant) +2
Favored Enemy (Humanoid (Goblinoid)) +2
Favored Enemy (Humanoid (Orc)) +2
Favored Enemy (Outsider (Chaotic)) +2
Favored Enemy (Outsider (Evil)) +10
Hide in Plain Sight (Ex)
Swift Tracker (Ex)
Wild Empathy (Ex) +22
Woodland Stride (Ex)

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Greater Manyshot	You are skilled at firing many arrows at once, even at different opponents.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Run	When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.
Shot on the Run	When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Improved Precise Shot	Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment.
Manyshot	As a standard action, you may fire many arrows at a single opponent within 30 feet.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common