



■Swim*	Str	<u>2</u>	=	<u>    </u>	+	<u>2</u>	+	<u>    </u>
Tumble*	Dex	<u>18</u>	=	<u>12</u>	+	<u>6</u>	+	<u>    </u>
Use Magic Device	Cha	<u>12</u>	=	<u>12</u>	+	<u>0</u>	+	<u>    </u>
■Use Rope	Dex	<u>6</u>	=	<u>    </u>	+	<u>6</u>	+	<u>    </u>

Skills marked with ■ can be used untrained.

\* armor check penalty, if any, applies.

\*\* Double armor penalty

**EQUIPMENT**

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)	
+1 Mithral Shirt	1	2100 gp	(10.00)	Wand of Cure Light Wounds (1) (Charges: 50)	1	750 gp	(0.00)	
+1 Sword, short: Flaming	1	8310 gp	(2.00)	Gloves of Dexterity +2	1	4000 gp	(0.00)	
+1 Sword, short: Frost	1	8310 gp	(2.00)	Wand of Ray of Frost (1) (Charges: 50)	1	375 gp	(0.00)	
Amulet of Health +2	1	4000 gp	(0.00)	Wand of Scorching Ray (3) (Charges: 50)	1	4500 gp	(0.00)	
Boots of Striding and Springing	1	5500 gp	(1.00)	Thieves` tools, Masterwork	1	100 gp	1.00	
Cloak of Resistance +2	1	4000 gp	(1.00)					
1 - 58 lbs. LIGHT LOAD	59 - 116 lbs. MEDIUM LOAD	117 - 175 lbs. HEAVY LOAD		TOTAL WEIGHT CARRIED				1.00 lb.

**MONEY**

CP -	SP -	GP -	PP -
Misc -			

**LANGUAGES**

Infernal, Halfling, Common

<b>Cloak of Resistance +2</b>	Resistance	Resistance	Resistance	WEIGHT
	+2	+2	+2	1 lb.

**SPECIAL PROPERTIES**

This cloak grants a +2 resistance bonus to all saving throws (DMG253).

<b>Amulet of Health +2</b>	Enhancement	WEIGHT
	+2	0 lbs.

**SPECIAL PROPERTIES**

This item grants a +2 enhancement bonus to Con (DMG246).

<b>Gloves of Dexterity +2</b>	Enhancement	WEIGHT
	+2	0 lbs.

**SPECIAL PROPERTIES**

These gloves grant a +2 enhancement bonus to Dex (DMG257).

<b>Boots of Striding and Springing</b>	Competence	Enhancement	WEIGHT
	+5	+10	1 lb.

**SPECIAL PROPERTIES**

These boots grant a +5 competence bonus to Jump (DMG250).

**FEATS**

Armor Proficiency: heavy
Improved Feint
Armor Proficiency: medium
Improved Two-Weapon Fighting
Tower Shield Proficiency
Simple Weapon Proficiency
Quick Draw
Shield Proficiency
Weapon Finesse
Two-Weapon Fighting
Armor Proficiency: light
Combat Expertise

**SPECIAL ABILITIES**

<b>Special Attacks</b>
Darkness (Sp)
<b>Special Qualities</b>
Darkvision (Ex): 60 ft.
No Dual Nature (Ex)
Resistance: Cold (Ex): 5
Resistance: Electricity (Ex): 5
Resistance: Fire (Ex): 5
Subtype: Native
<b>Rogue Class Features</b>
Evasion
Proficiency: Rogue Weapons
Sneak Attack +4d6
Trap Sense +2
Trapfinding
Uncanny Dodge
<b>Fighter Class Features</b>
Bonus Feat (2)
Proficiency: Armor, Heavy
Proficiency: Armor, Light
Proficiency: Armor, Medium
Proficiency: Martial Weapons: All
Proficiency: Shields
Proficiency: Simple Weapons: All
Proficiency: Tower Shield

Sources loaded for the creation of **Elaine "Icyhot" Sharptail:**

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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