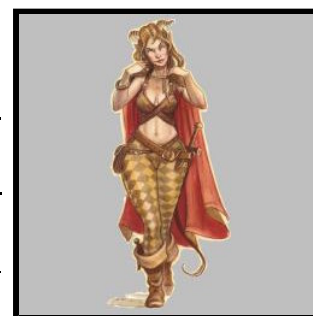


Elaine "Icyhot" Sharptail

Rog7/Ftr2	Planetouched, Tiefling	Neutral Evil	
CLASS	RACE	ALIGNMENT	DEITY
10	Medium	0	Female
LEVEL	SIZE	AGE	GENDER
45,000	55,000	10,000	
Current XP	XP for Next Level	XP Remaining	In Game XP Gained



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	WOUNDS/CURRENT HP										SUBDUAL DAMAGE		DAMAGE REDUCTION		HIT DIE TYPE		SPEED							
STR	14	+2			HP	64									7d6+2d10		40											
DEX	22	+6			AC	21	21	16	=	10	+	5	+	0	+	6	+	0	+	0	+	0		10				0
CON	14	+2			TOTAL		FLAT FOOTED	TOUCH AC		BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE		SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.						
INT	14	+2			INITIATIVE		SAVING THROWS										Fortitude											
WIS	12	+1			+ 6 = 6 + 0		DEX MOD		MISC MOD		Con		Reflex															
CHA	10	+0			TOTAL						Dex		Will															
					BASE ATTACK BONUS												Wis											
					+7/2																							

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+9/4	7	2	0	0	
RANGED ATTACK BONUS	+13/8	7	6	0	0	
Grapple MODIFIER	+9	7	2	0	0	

+1 Sword, short	TOTAL ATTACK BONUS		DAMAGE	CRITICAL
	+12/7	1d6+3+1d6	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	2 lbs.	Piercing	Medium	Flaming

+1 Sword, short (OH)		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
		+12/7	1d6+2+1d6	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
-	2 lbs.	Piercing	Medium	Frost	

+1 Mithral Shirt	TYPE		ARMOR BONUS	MAX DEX BONUS
	Light		+5	6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	10%	30 ft.	10 lbs.	

SKILLS

SKILL NAME	ABILITY	TOTAL	RANKS	MOD	MISC MOD
■ Appraise	Int	2		2	
■ Balance*	Dex	8		6	2
■ Bluff	Cha	14	12	0	2
■ Climb*	Str	2		2	
■ Concentration	Con	2		2	
■ Control Shape	Wis	1		1	
■ Craft ()	Int	0		2	-2
■ Diplomacy	Cha	2		0	2
■ Disable Device	Int	10	6	2	2
■ Disguise	Cha	0		0	
■ Escape Artist*	Dex	6		6	
■ Forgery	Int	2		2	
■ Gather Information	Cha	0		0	
■ Heal	Wis	1		1	
■ Hide*	Dex	20	12	6	2
■ Intimidate	Cha	2		0	2
■ Jump*	Str	13		2	11
■ Listen	Wis	13	12	1	
■ Literacy		0		0	
■ Move Silently*	Dex	18	12	6	
■ Open Lock	Dex	10	2	6	2
■ Perform (Act)	Cha	0		0	
■ Perform (Comedy)	Cha	0		0	
■ Perform (Dance)	Cha	0		0	
■ Perform (Keyboard Instruments)	Cha	0		0	
■ Perform (Oratory)	Cha	0		0	
■ Perform (Percussion)	Cha	0		0	
■ Perform (Sing)	Cha	0		0	
■ Perform (String Instruments)	Cha	0		0	
■ Perform (Wind Instruments)	Cha	0		0	
■ Ride	Dex	6		6	
■ Search	Int	14	12	2	
■ Sense Motive	Wis	1		1	
■ Spot	Wis	13	12	1	
■ Survival	Wis	1		1	

Max Ranks 12/6

KEY	ABILITY	TOTAL	RANKS	MOD	MISC MOD
Int	2		2		
Dex	8		6	2	
Cha	14	12	0	2	
Str	2		2		
Con	2		2		
Wis	1		1		
Int	0		2	-2	
Cha	2		0	2	
Int	10	6	2	2	
Cha	0		0		
Dex	6		6		
Int	2		2		
Cha	0		0		
Wis	1		1		
Dex	20	12	6	2	
Cha	2		0	2	
Str	13		2	11	
Wis	13	12	1		
	0		0		
Dex	18	12	6		
Dex	10	2	6	2	
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Cha	0		0		
Dex	6		6		
Int	14	12	2		
Wis	1		1		
Wis	13	12	1		
Wis	1		1		

■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.	59 - 116 lbs.	117 - 175 lbs.		TOTAL WEIGHT CARRIED			1.00 lb.
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD					

MONEY

CP -	SP -	GP -	PP -
Misc -			

LANGUAGES

Infernal, Halfling, Common

Cloak of Resistance +2	Resistance	Resistance	Resistance	WEIGHT
	+2	+2	+2	1 lb.

SPECIAL PROPERTIES

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

Amulet of Health +2	Enhancement	WEIGHT
	+2	0 lbs.

SPECIAL PROPERTIES

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

Gloves of Dexterity +2	Enhancement	WEIGHT
	+2	0 lbs.

SPECIAL PROPERTIES

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

Boots of Striding and Springing	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

Special Attacks
Darkness (Sp)
Special Qualities
Darkvision (Ex): 60 ft.
No Dual Nature (Ex)
Resistance: Cold (Ex): 5
Resistance: Electricity (Ex): 5
Resistance: Fire (Ex): 5
Subtype: Native
Rogue Class Features
Evasion
Proficiency: Rogue Weapons
Sneak Attack +4d6
Trap Sense +2
Trapfinding
Uncanny Dodge
Fighter Class Features
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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