


General Archonus Arendorr

Mik Ivan Nichols

Name	Ranger/Rogue/Martyr/Fighter/Shadow Avenger				Race	Human			Player	LG			The Light	
Class	5/3/2/2/4				Size	M			Alignment	Deity			Sea Green Soil	
Level					Age	27			Gender	M			6'1"	
					Height	210			Weight	6'1"			210	
					Eyes	Sea Green			Hair	Soil				

Ability	Score	Mod	Temp Score	Temp Mod	TOTAL	Wounds/Current HP				Subdual Damage			
STR	22	+6	28	+9	HP	208	(240)						
DEX	16	+3			AC	36	= 10	+ +9	+ +7	+ 3	+	+ 7	
CON	16	+3	20	+5		TOTAL		Armor	Shield	Dex	Size	Misc	
INT	13	+1											
WIS	18	+4			INITIATIVE	+7	=	3	+ 4				
CHA	10	0	14	+2		20ft		Med					
					Speed			Armor Type					



Saving Throws	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	+17	= 12	+ 5	+	+	+
REFLEX	+14	= 11	+ 3	+	+	+
WILL	+12	= 8	+ 4	+	+	+



	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod
MELEE	+24/+19/+14	= 15/10/5	+ 9	+	+
RANGED	+18/+13/+8	= 15/10/5	+ 3	+	+
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
"Loss"	+27/+22/+17	1d8+12	17-20/x2	-
Special Properties	Ammunition	Weight	Size	Type
Adamantine Longsword +3Keen Shocking Burst	-	4lb	M	Sl

Weapon	Total Attack Bonus	Damage	Critical	Range
"Spark"	+27/+22/+17	1d6+12	19-20/x2	-
Special Properties	Ammunition	Weight	Size	Type
+3 Shocking Burst Shortsword	-	2lb	L	P

Weapon	Total Attack Bonus	Damage	Critical	Range
"Foe Biter"	+18/+13/+8	1d6+9	x2	10ft
Special Properties	Ammunition	Weight	Size	Type
Throwing Axe	-	2lb	S	Sl

Armor/Protective Item	Type	AC Bonus	Check Pen.	Max Dex
Arendorr Plate	M	+9	-3	+3
Special Properties		Weight	Spell Fail	Speed
Mithril Full Plate of Speed +1		25lb	25%	20ft

Shield/Protective Item	Type	AC Bonus	Check Pen.	Max Dex
Arendorr Shield	L	+7	0	-
Special Properties		Weight	Spell Fail	Speed
Mithril Heavy Shield +5		5lb	5%	-

Skills		Max Rank 19 / 9.5				Gear		
Skill Name	Key Ab CC	Skill Mod	Ab Mod	Rank	Misc Mod	Item	Weight (lbs)	Loc.
Balance	Dex	+2	= 3	+ 0	+ -1	Sword Breaker Gauntlets of Ogre	2lb	Bracer
Bluff	Cha	+7	= 2	+ 5	+	Belt of Giant Strength +4	1lb	Belt
Climb	Str	+8	= 9	+ 2	+ -3	Cloak of Charisma +4	2lb	Cloak
Diplomacy	Cha	+7	= 2	+ 3	+ 2	Boots of Elvenkind	1lb	Boots
Disable Device	Int	+2	= 1	+ 1	+	Ring of Chameleion	-	Ring
Disguise	Cha	+7	= 2	+ 3	+ 2	Ring of the Phoenix	-	Ring
Heal	Wis	+12	= 4	+ 8	+	Amulet of Health +4	-	Amulet
Hide	Dex	+17	= 3	+ 17	+ -3	Potion of Barkskin x1	-	Bag
Intimidate	Cha	+17	= 2	+ 13	+ 2	Potion of Enlarge Person x 5	-	Belt
Jump	Str	+13	= 9	+ 5	+ -1	Potion of Cure Moderate x 2	-	Belt
Knowledge(Geography)	Int	+6	= 1	+ 5	+	Potion of Cure Light x 6	-	Bag
Knowledge(History)	Int	+2	= 1	+ 1	+	Potion of Owl's Wisdom x 3	-	Belt
Knowledge(Nature)	Int	+8	= 1	+ 5	+ 2	Heward's Handy Haversack	5lb	
Knowledge(Nobility)	Int	+2	= 1	+ 1	+	Nightgrove's Dagger	1lb	
Knowledge(Religion)	Int	+2	= 1	+ 1	+	Silversheen	-	Belt
Listen	Wis	+6	= 4	+ 2	+	Justice Charm	-	Belt
Move Silently	Dex	+22	= 3	+ 17	+ 2	Flask of Alchemist's Fire	-	Belt
Perform(Dance)	Cha	+3	= 2	+ 1	+	Spy Glass	-	Bag
Profession(Sailor)	Wis	+5	= 4	+ 1	+	Peasant's Outfit	-	Worn
Ride	Dex	+5	= 3	+ 2	+	Twin Steeldrakes		Bag
Search	Int	+16	= 1	+ 15	+	Bandanna Mask		
Sense Motive	Wis	+8	= 4	+ 4	+	"Shadowguard" (SL Armor +3)		
Sleight of Hand	Dex	+3	= 3	+ 1	+ -1	Glove of Storing (w/Bola)		
Spot	Wis	+10	= 4	+ 6	+	Goggles of the Night		
Survival	Wis	+11	= 4	+ 5	+ 2	Cloak of Elvenkind		
Swim	Str	+8	= 9	+ 2	+ -3			
Tumble	Dex	+9	= 3	+ 7	+ -1			
		=	+		+			
Speak Language(Draconid)		+5	=	+ 1	+ 4			
		=	+		+			
		=	+		+			
		=	+		+			
		=	+		+			
		=	+		+			
		=	+		+			
		=	+		+			
Total Skill Points:				134		Total Weight:	12	

Feats & Special Abilities

Track	Improved Unarmed Strike	Slowfall 20ft
Two Weapon Fighting	Improved Grapple	Favored Enemy Undead +2
Quick Draw	Closed Quarters Fighting	Favored Enemy Dragons +4
Toughness	Combat Expertise	Wild Empathy
Endurance	Combat Reflexes	Animal Companion
Die Hard	Exotic Weapon Proficiency (Bola)	Sneak Attack +3d6
Improved Initiative	Exotic Weapon Proficiency (Boomerang)	Evasion/ Improved Evasion
Improved Disarm	Spellfire	Hide in Plain Sight

Spell Saves

Spells

Number of Spells Known (Bards & Sorcerers)

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
15	1st	0	1
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

0 _____ 1st _____ 2nd _____ 3th _____ 4th _____
5th _____ 6th _____ 7th _____ 8th _____ 9th _____

[illegible]

Currency

Other Notes (SHOW PRINTABLE VERSION)

Special Abilities (Cont.)

Trapfinding, Take the Pain, Hardened DR4, Trap Sense +1, Indistinct Visage

Oaths:

Oath of Fealty to Queen Jaine Rhynn

Oath of Alliance to the Circle of the Phoenix