

Urora

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rog20	Elf	5' 5"	Chaotic Good
CLASS	RACE	HEIGHT	VISION
20	136	113 lbs.	Low-light
Character Level	AGE	EYES	POINTS
210000	Female	Pale Blue	-1
NEXT LEVEL	GENDER	Blond,	
		HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED														
STR Strength	12	+1	12	+1	12	+1	HP hit points	91														Walk 40 ft.																	
DEX Dexterity	21	+5	21	+5	21	+5		AC armor class	23	:	23	:	15	:	10	:	8	:	0	:	5	:	0	:	0	:	0	:			10	:	+0	:	0	:			
CON Constitution	11	+0	11	+0	11	+0		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST														
INT Intelligence	14	+2	14	+2	14	+2																																	
WIS Wisdom	13	+1	13	+1	13	+1																																	
CHA Charisma	10	+0	10	+0	10	+0																																	

INITIATIVE	+9	+5	+4
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+15/+10/+5		
bonus			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+6	+0	+0	+0	+0		
REFLEX (dexterity)	+17	+12	+5	+0	+0	+0		
WILL (wisdom)	+7	+6	+1	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+16/+11/+6	+15/+10/+5	+1	+0	+0	+0	
RANGED	+20/+15/+10	+15/+10/+5	+5	+0	+0	+0	
attack bonus							
GRAPPLE	+16/+11/+6	+15/+10/+5	+1	+0	+0	+0	
attack bonus							

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+1	20/x2

Flamethrower		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	20/x3
30 ft. 105 ft.		210 ft.	315 ft.	420 ft.	
To Hit	+22/+17/+12	+21/+16/+11	+19/+14/+9	+17/+12/+7	+15/+10/+5
Dam	1d6+5	1d6+4	1d6+4	1d6+4	1d6+4
Special Properties	(Shortbow (Composite)), STR bonus to damage, Wooden but functions as steel, does not burn, +3d6 fire damage bestowed on ammunition. On a critical hit deals +6d6 additional fire damage				

Icebiter			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	PS	M	19-20/x2
TOTAL ATTACK BONUS			DAMAGE			
+18/+13/+8			1d4+3			
20 ft.		30 ft.	40 ft.	60 ft.	80 ft.	
To Hit	+23/+18/+13	+21/+16/+11	+20/+15/+10	+18/+13/+8	+16/+11/+6	
Dam	1d4+4	1d4+4	1d4+3	1d4+3	1d4+3	
Special Properties	(Dagger +2 (Icy Blast/Returning)), when thrown will return just before thrower's next turn, +3d6 cold damage. On a critical hit deals +3d6 additional cold damage					

Sunblade		CURRENT HAND	TYPE	SIZE	CRITICAL
TOTAL ATTACK BONUS		Carried	S	M	19-20/x2
+18/+13/+8		DAMAGE			
		1d10+3			
Special Properties	+4 against evil creatures, double damage against negative energy plane or undead creatures, sunlight 1/day, 1 negative energy level on wielder if evil				

+: weapon is equipped

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
*Leather +4 (Cold Warding)	Light	+6	+6	+0	10
absorbs 50 points of Cold damage per round					
*Bracers of Armor +8		+8		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	= 2	+	+
Balance	DEX	15	= 5	+	+10.0+
Bluff	CHA	15	= 0	+	+15.0+
Climb	STR	1	= 1	+	+
Concentration	CON	0	= 0	+	+
Craft (Untrained)	INT	2	= 2	+	+
Decipher Script	INT	14	= 2	+	+12.0+
Diplomacy	CHA	17	= 0	+	+13.0+ 4
Disable Device	INT	18	= 2	+	+16.0+
Disguise	CHA	16	= 0	+	+16.0+
Escape Artist	DEX	21	= 5	+	+16.0+
Forgery	INT	2	= 2	+	+
Gather Information	CHA	12	= 0	+	+10.0+ 2
Heal	WIS	1	= 1	+	+
Hide	DEX	21	= 5	+	+16.0+
Intimidate	CHA	13	= 0	+	+11.0+ 2
Jump	STR	25	= 1	+	+15.0+ 9
Listen	WIS	5	= 1	+	+ 4
Move Silently	DEX	21	= 5	+	+16.0+
Open Lock	DEX	21	= 5	+	+16.0+
Ride	DEX	5	= 5	+	+
Search	INT	22	= 2	+	+16.0+ 4
Sense Motive	WIS	17	= 1	+	+16.0+
Spot	WIS	21	= 1	+	+16.0+ 4
Survival	WIS	1	= 1	+	+
Swim	STR	1	= 1	+	+
Use Rope	DEX	5	= 5	+	+
			= +	+	+
			= +	+	+

[]: can be used untrained. [x]: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0
Thieves' Tools	Equipped	1	1.0	30.0
Boots of Striding and Springing	Equipped	1	1.0	5500.0
Bracers of Armor +8	Equipped	1	1.0	64000.0
Cloak of Displacement, Major	Equipped	1	1.0	50000.0
Flamethrower 0 lbs. (Shortbow (Composite)), STR bonus to damage. Wooden but functions as steel, does not burn, +3d6 fire damage bestowed on ammunition. On a critical hit deals +6d6 additional fire damage	Carried	1	2.0	162600.0
Icebiter (Dagger +2 (Icy Blast/Returning)), when thrown will return just before thrower's next turn, +3d6 cold damage. On a critical hit deals +3d6 additional cold damage	Carried	1	1.0	162302.0
Ioun Stone (Dark Blue)	Equipped	1	0.0	10000.0
Leather +4 (Cold Warding) absorbs 50 points of Cold damage per round	Equipped	1	15.0	100160.0
Explorer's Outfit	Equipped	1	8.0	0.0
Ring of Invisibility	Equipped	1	0.0	20000.0
Ring of Spell Turning	Equipped	1	0.0	98280.0
Sunblade +4 against evil creatures, double damage against negative energy plane or undead creatures, sunlight 1/day, 1 negative energy level on wielder if evil	Carried	1	2.0	50335.0
TOTAL WEIGHT CARRIED/VALUE			24 lbs.758207.0	gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Heavy	130		
Lift over head	130	Lift off ground	260
		Push / Drag	650

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Evasion (Ex)
Immunity to magic sleep effects.
Improved Uncanny Dodge (can't be flanked except by a rogue of 24 level)
Sneak Attack +10d6
Trap Sense (Ex) +6
Trapfinding

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Far Shot	When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.
Improved Feint	You can make a Bluff check to feint in combat as a move action.
Improved Initiative	You get a +4 bonus on initiative checks.
Investigator	You get a +2 bonus on all Gather Information checks and Search checks.
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.
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.
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.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Gnome