۸hi∽	۰	~					1:-	Dra-	nan					Oh - d - C			No. Delitable	
Abinoung NAME			Liz Brennan  PLAYERNAME  DEITY			EITV			Chaotic Good  ALIGNMENT			B						
Rog14 99025				Elf Medium 5' 0									XX &	X				
CLASS	+			EXPERIENCE				EIGHT			Low-light		-					
14 105000							Female		Pale Blue		White, Pigtails	-75						
Character Level NEXT LEVEL					AGE		GENDER		YES		HAIR	POINTS						
					ABUIT	75140	75110											.\1
ABILITY NA	SCO		BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	Н	<b>D</b> 440	WOUNDS/CURRE	NT HP	¬ ——	SUBDUAL DAMAGE	DAMAGE REDUCTION			SPEED	
STF Strength	<b>!</b>    {	9	-1	9	-1	9	-1	hit p								VV	alk 40 ft.	
DE		20	+5	26	+8	26	+8	A	C 27 : 27	7 : 19 =	10	8 + 0	+ 6 + 0 +	0 + 3		10	+0	0
CON		<u> </u>	+1	18	+4				TOTAL FLA	AT TOUCH	BASE	ARMOR SHIE BONUS BON		TURAL MISC MI CHA	SS NCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
Constitution	on	<u> </u>	TI			18	+4	INI	TIATIVE   +12	2= +8 +	+4			SKILLS			MAX RANKS	17/8.5
INT	1	3	+1	17	+3	17	+3		modifier TOTA	DEX L	MISC ODIFIER		SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILIT R MODIFII	Y ER RANKS M	MISC MODIFIER
WIS		9	-1	9	-1	9	-1	BAS	SE ATTACK	+10/+5	·	Appraise		INT		= 3	+ 7.0 +	
Wisdom	ᆜ늗	<u> </u>					Ė		bonus	+10/+3	ا ا	Balance		DEX			+ 5.0 +	
CHA Charisma		2	+1	12	+1	12	+1				ì	´ Bluff ´ Climb		CHA STR	1	= 1	+ +	2
			_		BASE	ABILIT	Y MAGI	C MIS	C EPIC TEMP	onditional modifiers	[	Cililib	tration	CON	10	= -1	+ 9.0 +	
	NG THE			TOTAL	SAVE				I	onditional modifiers	I I	Control		WIS	-1	= -1		
FUF	RTIT (constitution	וטט		+8	+4	+ +4	+ <b>+</b> C	+ +	0 + +0 +				ntrained)	INT	3	= 3	+ +	
R	EFLI	EX		+17	+9	+ +8	+ <b>+</b> C	++	0++0+			Deciphe		INT	5	= 3	+ 2.0 +	
	(dexterity)	)	╡				] <u> </u>	╡┝═				´ Diploma		CHA	1	= 1	+ +	
'	WILI (wisdom)			+3	+4	+ -1	+ +0	+ +	0 + +0 +			Disable	•	INT	24	= 3	+ 17.0 +	4
	(11122111)					J					— ,	Disguise		CHA	1	= 1	+ +	
ME	LEE	= 1		TOT		— г		TACK BON	-	MISC EPIC	TEMP	Escape	Artist	DEX	13	= 8	+ 5.0 +	
	ck bonus	-		+9/-	+4	]=[	+1	0/+5	+ -1 + +0 +	+0 + +0 +		Forgery		INT	8	= 3	+ 5.0 +	
RAN	NGE	D		+18/-	+13	$\Box$ $\Box$	+1	0/+5	+ +8 + +0 +	+0 + +0 +		Gather I	nformation	CHA	4	= 1	+ 3.0 +	
attac	ck bonus	-				<b>-</b>				==	-	' Heal		WIS	-1	= -1	+ +	
GRA	APPL			+9/-	+4	_]=[	+1	0/+5	+ -1 + +0 +	+0 + +0 +	╙	′ Hide		DEX	30	= 8	+ 17.0 +	- 5
	NAR	МЕ	ח	TC	TAL AT	TACK E	ONUS	D	AMAGE   CRITICA	L REAC	н	<sup>'</sup> Intimida	te	CHA	1	= 1	+ +	
0	MAIN	IVIL	.0			9/+4			1d3-1 20/x2	5 ft.		Jump		STR	8	= -1	+ +	-
	*1		.b.a.	4				I H	AND TYPE SIZE (	CRITICAL   RE	ACH .	Listen		WIS	1	= -1	+ +	_
		_	JDO	w +4	(Frost/	Shock)		В	oth P M		ft.	Move Si	•	DEX	25		+ 17.0 +	
TH		0 ft.			100 ft.		200		300 ft.	400 ft.		Open Lo		DEX CHA	29 1	= 8	+ 17.0 +	4
Dam		!/+19  8+4			23/+18 d8+3		+21/ 1d8		+19/+14 1d8+3	+17/+12 1d8+3	<del></del>	Ride	(Untrained)	DEX	8	= 1	+ +	
Specia				'		f cold, +			lasterwork, Wood, Frost,		₩.	Search		INT			+ 17.0+	
					_			- П	AND TYPE SIZE (	CRITICAL   RE	<u>лсн</u> ,	Sense N	Notive	WIS	-1	= -1	+ + +	
	L	_on	gsv	vord	<b>+∠</b> (K	een)					ft.	Sleight		DEX	11		+ 3.0 +	
			To Hi			Dam			To Hit	Dai		Spot S		WIS	18		+ 17.0 +	
1H-P			+11/+			1d8+1		P-(OH)	+5/+0	1d8		Survival		WIS	-1	= -1	+ +	
1H-O 2H			+7/+			1d8+1		P-(OL)	+7/+2	1d8		Swim		STR	-1	= -1	+ +	
2H Specia	l Prope		+11/+	-6		1d8+1		V-OH	+1 Steel, Keen	1d8	+1		gic Device	CHA	14	= 1	+ 13.0 +	
Ореста	оре		1				ivias					Use Rop		DEX	9	= 8	+ 1.0 +	
			D	agge	er					CRITICAL RE 19-20/x2 0	ft.					=	+ +	
			To Hi			Dam			To Hit	Dai			√: can he use	d untrained. X: exclus	sive ski	= ills	+ +	
1H-P	10/11				1d4-1		P-(OH)	+3/-2	1d4			. oan bo use		0				
1H-0			+5/+			1d4-1		P-(OL)	+5/+0	1d4								
2H	10	0 ft.	+9/+		20 ft.	1d4-1	30	V-OH ft.	+1 40 ft.	1d4 50 ft.	-1							
TH		9/+14			17/+12		+15/		+12/+7	+10/+5								
Dam 1d4 1d4		10		1d4-1	1d4-1													
*: weapon			<u> </u>					St	eel									
1H-P: One	e handed	d, in pri	mary h	and. 1H-O	: One ha	nded, in o	f hand. 2h	l: Two ha	anded. <b>2W-P-(OH)</b> : 2 weapon ht). <b>2W-OH</b> : 2 weapons, off ha	s, primary hand (of	f hand							
weaponis	nedvy).	244-P-	(UL). 2	. weapuils	, piiilaly	ianu (UII	nanu Wed	on is ligi	ng. <b>211-O</b> 11. 2 weapons, oil na	urid.								

ARMOR

Leather

\*Mithral Shirt +4

\*Bracers of Armor +4

SPELL FAILURE

10

10

0

MAXDEX CHECK

+0

+6 +0

AC

+2 +6 +0

+8

+4

Light

Light

Mithral (Light)

The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor

\*Ring of Protection +3 +3 +0 0

Grants +3 deflection bonus to AC

EQUIPME	NT			
EQUIPME   ITEM	LOCATION	QTY	WT	COST
Longbow +4 (Frost/Shock)	Equipped	1	3.0	72375.0
0 lbs. +1d6 of cold, +1d6 of shock, Masterwork, Wood, Frost, Shock				
Longsword +2 (Keen)	Heward's Handy Haversack	1	4.0	18315.0
Masterwork, Steel, Keen Magnifying Glass	Heward's Handy	1	0.0	100.0
a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.	Llovoropole			
Amulet of Health +6	Equipped	1	0.01	36000.0
Grants the wearer an enhancement bonus to Constitution of +6	Heward's Hands	4	0.15	46.05
Arrow +1 (Arrow +1 (Ammunition/Masterwork)), Masterwork, Steel, Wood	Heward's Handy Haversack	4	(0.6)	(184.2)
Arrow 11 (Flaming)	Heward's Handy	25	0.15	166.05
Arrow +1 (Flaming) 1d6 of fire, Flaming, Masterwork, Steel, Wood	Haversack	25		(4151.25)
	Howard's Honds	46	0.15	166.05
Arrow +2 (Arrow +2 (Ammunition/Masterwork)), Masterwork, Steel, Wood	Heward's Handy Haversack	40	(6.9)	166.05 (7638.3)
Boots of Striding and Springing	Equipped	1	1.0	5500.0
These boots increase the wearers base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus),				
these boots allow the wearer to make great leaps	Equipped	1	1.0	16000.0
Bracers of Armor +4 The wearer is surrounded with an invisible but tangible field of force,	Equipped	1	1.0	10000.0
granting him an armor bonus of +4, just as though he were wearing armor				
Climber's Kit	Equipped	1	5.0	80.0
Cloak of Elvenkind	Equipped	1	1.0	2500.0
When worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks	Harris II de la	4-	4.0	0.0
Dagger Steel	Heward's Handy Haversack	15	1.0 (15.0)	2.0 (30.0)
Flame Arrows	Heward's Handy	25	0.15	166.05
(Arrow (Flaming/Masterwork/+1 (Ammunition))), Flaming, Masterwork, Steel, Wood	Haversack		(3.75)	(4151.25)
	Howard's Handy	1	0.0	1.0
Flint and Steel	Heward's Handy Haversack	1	0.0	1.0
Gloves of Dexterity +6	Equipped	1	0.01	36000.0
Add to the wearers Dexterity score in the form of an enhancement bonus of +6	<b>.</b>			1000-
Headband of Intellect +4 Adds to the wearers Intelligence score in the form of an	Equipped	1	0.01	16000.0
enhancement bonus of +4	Equipmed	1	5.0	2000.0
Heward's Handy Haversack  887.99 lbs., 4 Arrow +1, 1 Longsword +2 (Keen), 1 Magnifying Glass, 1 Potion of Cure Moderate Wounds, 1 Potion of Alter Self, 1 Potion of Jump, 1 Belt Pouch, 1 Pry Bar, 7 Trail Rations (Per Day), 25 Arrow +1 (Flaming), 1 Ring of Water Walking, 1 Merchant's Scale, 1 Scroll of Contagion, 2 Sunrod, 4 Tindertwig, 1 Wand of Lightning Bolt (6th level caster), 1 Waterskin, 41202 Gold piece (gp), 1 Periapt of Wisdom +2, 1 Refuge item, 46 Arrow +2, 15 Dagger, 25 Flame Arrows, 1 Flint and Steel, 1 Leather, 1 Lens of Detection, 1 Ring of Freedom of Movement It has two side pouches, each of which appears large enough to hold		ı	5.0	2000.0
about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds			,	, .
Leather	Heward's Handy Haversack	1	15.0	10.0
Lens of Detection This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks. It also aids in following tracks, adding a +5 bonus on Staniard between when tracks.	Heward's Handy Haversack	1	1.0	3500.0
a +5 bonus on Survival checks when tracking  Mithral Shirt +4  Mithral (Light)	Equipped	1	10.0	17100.0
Traveler's Outfit	Equipped	1	5.0	0.0
Periapt of Wisdom +2 Actually increases the possessors Wisdom score in the form of an enhancement bonus of +2	Heward's Handy Haversack	1	0.01	4000.0
Potion of Alter Self (Potion (Alter Self/Wizard/3rd))	Heward's Handy Haversack	1	0.1	0.0
Department of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	300.0
Potion of Jump	Heward's Handy Haversack	1	0.1	50.0
TOTAL WEIGHT CARRIED/VA			27.05	332932.5
			lbs.	gp

EQUIPMENT									
ITEM	LOCATION	QTY	WT	COST					
Belt Pouch  Olbs.	Heward's Handy Haversack	1	0.5	1.0					
Pry Bar	Heward's Handy Haversack		2.0	1.0					
Trail Rations (Per Day)	Heward's Handy Haversack	7	1.0 (7.0)	0.5 (3.5)					
Ring of Feather Falling Acts as Feather Fall spell, activates automatically if wearer falls more than 5'	Equipped	1	0.01	2200.0					
Ring of Protection +3 Grants +3 deflection bonus to AC	Equipped	1	0.01	18000.0					
Ring of Water Walking Allows the wearer to continually utilize the effect of Water Walk	Heward's Handy Haversack	1	0.01	15000.0					
Merchant's Scale +2 to appraise items valued by weight	Heward's Handy Haversack	1	1.0	2.0					
Scroll of Contagion	Heward's Handy Haversack	1	0.01	700.0					
Sunrod	Heward's Handy Haversack	2	1.0 (2.0)	2.0 (4.0)					
Thieves Tools (Masterwork)  Masterwork	Equipped	1	1.0	80.0					
Tindertwig	Heward's Handy Haversack	4	0.0 (0.0)	1.0 (4.0)					
Wand of Lightning Bolt (6th level caster)  Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1	9450.0					
Water (Pint)	Waterskin	1	1.0	0.0					
Waterskin 1 lbs., 1 Water (Pint)	Heward's Handy Haversack	1	0.0	1.0					
Refuge item Breaking this item takes the character back to the docks in Festival	Heward's Handy Haversack	1	0.01	1500.0					
Ring of Freedom of Movement Allows wearer to act as if continually under the effect of a Freedom of Movement spell	Heward's Handy Haversack	1	0.01	40000.0					
TOTAL WEIGHT CARRIED/V/		27.05 lbs.	332932.5 gp						

Light 30 Medium 60 Heavy 90 Lift over head 90 Lift off ground 180 Push / Drag 450	WEIGHT ALLOWANCE										
Lift over head 90 Lift off ground 180 Push / Drag 450	Light	30	Medium	60	Heavy	90					
	Lift over head	90	Lift off ground	180	Push / Drag	450					

# **MONEY**

Gold piece (gp): 41202[Heward's Handy Haversack]

Total = 41202.0 gp

# 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

Immunity to magic sleep effects

Improved Evasion (Ex) ~ No damage on successful save, half damage on failed save Improved Uncanny Dodge (Ex) ~ Can't be flanked except by a rogue of 18 level

Sneak Attack +7d6

Trap Sense (Ex) +4 bonus to Reflex save and +4 Dodge bonus to AC vs. Traps

Trapfinding ~ May use Search skill to locate traps

Uncanny Dodge (Ex) ~ Dex bonus to AC

# **FEATS**

**Dodge**You are adept at dodging blows

### Improved Initiative

You can react more quickly than normal in a fight

# Nimble Fingers

You are adept at manipulating small, delicate objects

### **Point Blank Shot**

You are skilled at making well-placed shots with ranged weapons at close range

### Precise Shot

You are skilled at timing and aiming ranged attacks

Weapon Focus (Longbow)

You are especialy good at using the chosen weapon

Armor Proficiency (Light)
You are proficient with light armor

Simple Weapon Proficiency
You understand how to use all types of simple weapons in combat

# **PROFICIENCIES**

Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Unarmed Strike

# LANGUAGES

Common, Elven, Literacy

# TEMPLATES

Saddle on Mount