

Ayl'Harn Thandhuri

NAME
Ftr9 **36783**
 CLASS EXPERIENCE
9 **45000**

Paula

PLAYERNAME
Elf **Medium**
 RACE SIZE
137 **Male**

None

DEITY
6'5" **163 lbs**
 HEIGHT WEIGHT
Blue **Black, Long,**
 stands up a lot

Chaotic Good

ALIGNMENT
Low-light,Normal
 VISION
0

LEVEL	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5		
DEX Dexterity	19	+4		
CON Constitution	17	+3		
INT Intelligence	14	+2		
WIS Wisdom	15	+2		
CHA Charisma	13	+1		

AGE GENDER EYES HAIR POINTS

HP hit points	89	TOTAL WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION		HIT DIE TYPE		SPEED Walk 20'		
AC armor class	20	10	7	1	2	0	0	0	12		35	-5	0	
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	TOUCH AC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE		

INITIATIVE modifier: **+8** = **+4** (DEX) + **+4** (MISC)

BASE ATTACK bonus: **+9/+4**

SAVING THROWS

FORTITUDE (constitution)	+9	+6	+3	+0	+0		conditional modifiers
REFLEX (dexterity)	+7	+3	+4	+0	+0		
WILL (wisdom)	+5	+3	+2	+0	+0		

MELEE attack bonus	+14/+9	+9/+4	+5	+0			
RANGED attack bonus	+13/+8	+9/+4	+4	+0			
TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Angrim	+16/+11	1d8+6	19-20/x2	Primary	0'	S	M
Intelligent (Int=15 Wis=12 Cha=16/speaks Common, Elven, Draconic/Align=CG/Ego=15) / wielder has free use of Mobility feat / Detect Magic at will / cast Cure Light Wounds (1d8+5, 1/day, wielder only) / cast Haste (10 md duration, 1/day, wielder only), cast Magic Missile (3 missiles each, 200' rng, 3/day), +1d6 fire damage							
Dagger	+14/+9	1d4+5	19-20/x2	Primary	0'	P	T
Dagger (Thrown)	+13/+8	1d4+5	19-20/x2	Primary	10'	P	T
Longbow (+4 Mighty/Composite/Masterwork/Medium)	+14/+9	1d6+4	20/x3	Both	110'	P	M

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chainmail +1 (Adamantine)	Medium	+7	+2	-5	30

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Buckler (Masterwork)	Shield	+1	+0	5

AMMUNITION

Arrows (20) (2)

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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Appraise	INT	2	= 2 + 0.0	+ 0	
Balance	DEX	-1	= 4 + 0.0	+ -5	
Bluff	CHA	1	= 1 + 0.0	+ 0	
Climb	STR	5	= 5 + 5.0	+ -5	
Concentration	CON	3	= 3 + 0.0	+ 0	
Craft (Weaponsmithing)	INT	4	= 2 + 2.0	+ 0	
Diplomacy	CHA	1	= 1 + 0.0	+ 0	
Disguise	CHA	1	= 1 + 0.0	+ 0	
Escape Artist	DEX	-1	= 4 + 0.0	+ -5	
Forgery	INT	2	= 2 + 0.0	+ 0	
Gather Information	CHA	1	= 1 + 0.0	+ 0	
Handle Animal	CHA	3	= 1 + 2.0	+ 0	
Heal	WIS	2	= 2 + 0.0	+ 0	
Hide	DEX	-1	= 4 + 0.0	+ -5	
Intimidate	CHA	5	= 1 + 4.0	+ 0	
Jump	STR	3	= 5 + 3.0	+ -5	
Listen	WIS	6	= 2 + 2.0	+ 2	
Move Silently	DEX	-1	= 4 + 0.0	+ -5	
Perform	CHA	1	= 1 + 0.0	+ 0	
Ride	DEX	7	= 4 + 3.0	+ 0	
Search	INT	5	= 2 + 1.0	+ 2	
Sense Motive	WIS	2	= 2 + 0.0	+ 0	
Spot	WIS	7	= 2 + 3.0	+ 2	
Swim	STR	-7	= 5 + 1.0	+ -13	
Use Rope	DEX	4	= 4 + 0.0	+ 0	
Wilderness Lore	WIS	2	= 2 + 0.0	+ 0	
Craft (Untrained)	INT	2	= 2 + 0.0	+ 0	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Angrim	Carried	1	4	8315
Intelligent (Int=15 Wis=12 Cha=16/speaks Common, Elven, Draconic/Align=CG/Ego=15) / wielder has free use of Mobility feat / Detect Magic at will / cast Cure Light Wounds (1d8+5, 1/day, wielder only) / cast Haste (10 md duration, 1/day, wielder only), cast Magic Missile (3 missiles each, 200' rng, 3/day), +1d6 fire damage				
Arrows (20)	Carried	2	3	1
Backpack	Equipped	1	2	2
7.0 lbs, 4.0 Candle, 1.0 Torch, 2.0 Rations (Trail/Per Day), 1.0 Lantern (Bullseye), 1.0 Oil (1 Pt. Flask)				
Bedroll	Saddlebags	1	5	0.1
Bit and Bridle	Horse (Light War)	1	1	2
Buckler (Masterwork)	Equipped	1	5	165
Candle	Backpack	4	0	0.01
Chalk (1 piece)	Pouch (Belt)	2	0	0.01
-1-				
Dagger	Carried	1	1	2
Flint and Steel	Pouch (Belt)	1	0	1
-1-				
Grappling Hook	Saddlebags	1	4	1
Hammer	Saddlebags	1	2	0.5
Horse (Light War)		1	0	150
60.0 lbs, 0.0 Saddlebags, 0.0 Saddle (Military), 0.0 Bit and Bridle				
Lantern (Bullseye)	Backpack	1	3	12
Longbow (+4 Mighty/Composite/Masterwork/Medium)	Carried	1	1.5	550
Oil (1 Pt. Flask)	Backpack	1	1	0.1
Outfit (Explorer's)	Equipped	1	8	10
Pouch (Belt)	Carried	2	0.5	1
Rations (Trail/Per Day)	Backpack	2	1	0.5
Saddle (Military)	Horse (Light War)	1	40	20
Saddlebags	Horse (Light War)	1	8	4
11.0 lbs, 0.0 Bedroll, 0.0 Grappling Hook, 0.0 Hammer				
Torch	Backpack	1	1	0.01
Chainmail +1 (Adamantine)	Equipped	1	40	6300
TOTAL WEIGHT CARRIED/VALUE		67.5 lbs		17784.77 gp

WEIGHT ALLOWANCE					
Light	153.0	Medium	306.0	Heavy	460.0

MONEY

Coin (Gold): 2105
Coin (Platinum): 14

MAGIC

SPECIAL ABILITIES

Immunity to sleep
save +2 vs enchantment spells
Automatic Search check if within 5' of secret/concealed door

FEATS

Armor Proficiency (Heavy) (1x)
Armor Proficiency (Light) (1x)
Armor Proficiency (Medium) (1x)
Cleave
Combat Reflexes
Dodge
Expertise
Improved Initiative
Martial Weapon Proficiency
Point Blank Shot
Power Attack
Shield Proficiency
Simple Weapon Proficiency
Spring Attack
Weapon Focus (Sword (Long))

PROFICIENCIES

Armor Spikes, Axe, Axe (Throwing), Battleaxe, Bayonet, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dagger (Thrown), Dart, Falchion, Flail (Heavy), Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana (2-H), Kusari-gama, Lance (Heavy), Lance (Light), Longbow, Longbow (Composite), Longspear, Mace (Heavy), Mace (Light), Maul, Mind-blade, Morningstar, Nagamaki, Naginata, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Sword (Bastard/2-H), Sword (Great), Sword (Long), Sword

LANGUAGES

Common, Elven, Gnom, Literacy

TEMPLATES

COMPANIONS

Thunderbolt - Light Warhorse

Charges