



Farro

CHARACTER NAME
Scout/Streetfighter
CLASS
9/1 (11)
LEVEL (ECL)

Catfolk
RACE
Humanoid
TYPE

John MacKinnon

PLAYER NAME
Medium Male CN
SIZE GENDER ALIGNMENT
29.5 5'1" 132
AGE HEIGHT WEIGHT

Shaar, The

REGION
Fharlanghn
DEITY
Yellow Black
EYES HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	15	+2		
DEX DEXTERITY	22	+6		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	17	+3		
WIS WISDOM	13	+1		
CHA CHARISMA	19	+4		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HIT POINTS	82		50 ft/x4
AC ARMOR CLASS	24/19 = 10 + 7/2 + 0 + 6 + 0 + 1 + 0 + 0		
TOUCH ARMOR CLASS	16	FLAT-FOOTED ARMOR CLASS	24/19
INITIATIVE	+8 = 6 + 2		
BASE ATTACK	+7/+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+9 = 5 + 3 + 1	5	3	1	
REFLEX DEXTERITY	+12 = 6 + 6 + 0	6	6	0	
WILL WISDOM	+4 = 3 + 1 + 0	3	1	0	
GRAPPLE MODIFIER	+9 = 7 + 2 + 0 + 0	7	2	0	0
SPELL RESISTANCE	0				
ARCANE SPELL FAILURE	0				

CONDITIONAL MODIFIERS

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS	+9/+4 = 7 + 2 + 0 + 0	7	2	0	0	
RANGED ATTACK BONUS	+11/+6 = 7 + 6 + 0 + -2	7	6	0	-2	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Short Sword	+15/+10	1d6+4	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	3 lb	P	Medium
SPECIAL PROPERTIES: H1 P+1 S7 D4 F16 Ini-2 *			

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork handaxe	+14/+9	1d6+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	3 lb	S	Medium
SPECIAL PROPERTIES: H1 P-2 S3 D4 F18 Ini-2			

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Mithral heavy mace	+10/+5	1d8+2	20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	4 lb	B	Medium
SPECIAL PROPERTIES: H1 P+1 S10 D6 F18 Ini-2 Sp o			

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork silver dagger	+14/+9	1d4+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft	1 lb	P/S	Medium
SPECIAL PROPERTIES: H1 P- S3 D3(6) F18 Ini-1			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork quarterstaff	+10/+5	1d6+2/1d6+2	20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	3 lb	B	Medium
SPECIAL PROPERTIES: H2 P-2 S6 D7 F16 Ini-2 Sp fs **			

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Composite Shortbow	+13/+8	various	various
RANGE	WEIGHT	TYPE	SIZE
various	3 lb	various	Medium
SPECIAL PROPERTIES: H2 P-4 S8 D8 Fv Ini-2 Sp h **			

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS:	
				RANKS	MISC. BONUS
Appraise ¹	INT	4	= 3 + 1.5	+ 0	
x Balance ¹	DEX*	14	= 6 + 6	+ 2	
x Bluff ¹	CHA	9	= 4 + 5	+ 0	
x Climb ¹	STR*	8	= 2 + 6	+ 0	
Concentration ¹	CON	4	= 3 + 1	+ 0	
x Craft skills... ¹	INT	3	= 3 + 0	+ 0	
Diplomacy ¹	CHA	11	= 4 + 3	+ 4	
x Disable Device	INT	9	= 3 + 6	+ 0	
Disguise ¹	CHA	4	= 4 + 0	+ 0	
x Escape Artist ¹	DEX*	12	= 6 + 6	+ 0	
Forgery ¹	INT	3	= 3 + 0	+ 0	
Gather Information ¹	CHA	11	= 4 + 2.5	+ 5	
Handle Animal	CHA	5	= 4 + 1.5	+ 0	
Heal ¹	WIS	2	= 1 + 1	+ 0	
x Hide ¹	DEX*	12	= 6 + 6	+ 0	
x Intimidate ¹	CHA	10	= 4 + 5	+ 1	
x Jump ¹	STR*	10	= 2 + 6	+ 2	
x Knowledge (dungeoneering)	INT	10	= 3 + 7	+ 0	
x Knowledge (geography)	INT	5	= 3 + 2	+ 0	
x Knowledge (local)	INT	10	= 3 + 5	+ 2	
x Knowledge (nature)	INT	12	= 3 + 7	+ 2	
x Listen ¹	WIS	10	= 1 + 7	+ 2	
x Move Silently ¹	DEX*	14	= 6 + 6	+ 2	
x Open Lock	DEX	11	= 6 + 5	+ 0	
Perform skills... ¹	CHA	4	= 4 + 0	+ 0	
x Ride ¹	DEX	6	= 6 + 0	+ 0	
x Search ¹	INT	9	= 3 + 6	+ 0	
x Sense Motive ¹	WIS	6	= 1 + 5	+ 0	
x Spot ¹	WIS	7	= 1 + 6	+ 0	
x Survival ¹	WIS	2	= 1 + 6	+ 0	
x Swim ¹	STR**	2	= 2 + 0	+ 0	
x Tumble	DEX*	16	= 6 + 8	+ 2	
Use Magic Device	CHA	5	= 4 + 1	+ 0	
x Use Rope ¹	DEX	6	= 6 + 0	+ 0	

¹ This skill can be used even if the character has zero skill ranks.
 x This skill is a class skills for at least one of your classes.
 * Armor check penalty, if any, applies. ** Double the armor check penalty.

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

ADDITIONAL NOTES

Battle fortitude provides a +1 bonus to Initiative and Fortitude Saves, not +0 as indicated under the feat (CS II).

Feat: Parry

Prerequisites: Dex 13+, Int 13 +

Make an opposed to hit check to parry a successful hit. Opposed check is modified by creature size and the standard to hit modifiers.

You can not parry if you: wear medium or heavy armor, are unarmed, or are denied your Dex modifier to AC.

Successful Parry means you take no damage from the attack, unsuccessful damages as normal. Either way opponent can make disarm attempt.

Parry uses up an Attack of Opportunity.

*** +2 Impervious Spell Casting Short Sword**

Counts as a +2 Short Sword

Can not be damaged or destroyed by anything other than physical damage

At beginning of week learns a spell.

Spell can be cast 11-(spell level) times during week at a maximum of once per day.

Spell is cast at 18th level.

Spell casting may provoke Attacks of Opportunity

**** Salziar's Staff-Bow of Missile Defense**

In normal form counts as a regular Quarterstaff Say "Salziar Dedosiate" and strike against ground as a standard action:

Staff will protect wielder against missile attacks Will absorb all physical missiles upon a successful opposed to hit roll (+2 bonus).

Can be done a number of times equal to the number of attacks the wielder would have with a bow (without using up the wielders ability to attack)

Arrow missiles will be absorbed as is, non-arrow missiles will be absorbed as either sheaf or blunt arrows (wielders' choice)