



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
<b>STR</b> STRENGTH	15	+2		
<b>DEX</b> DEXTERITY	22	+6		
<b>CON</b> CONSTITUTION	16	+3		
<b>INT</b> INTELLIGENCE	17	+3		
<b>WIS</b> WISDOM	13	+1		
<b>CHA</b> CHARISMA	19	+4		

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

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

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
<b>MELEE</b> ATTACK BONUS	+9/+4 = 7 + 2 + 0 + 0	7	2	0	0	
<b>RANGED</b> 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 <sup>1</sup>	INT	4	= 3 + 1.5	+ 0	
x Balance <sup>1</sup>	DEX*	14	= 6 + 6	+ 2	
x Bluff <sup>1</sup>	CHA	9	= 4 + 5	+ 0	
x Climb <sup>1</sup>	STR*	8	= 2 + 6	+ 0	
Concentration <sup>1</sup>	CON	4	= 3 + 1	+ 0	
x Craft skills... <sup>1</sup>	INT	3	= 3 + 0	+ 0	
Diplomacy <sup>1</sup>	CHA	11	= 4 + 3	+ 4	
x Disable Device	INT	9	= 3 + 6	+ 0	
Disguise <sup>1</sup>	CHA	4	= 4 + 0	+ 0	
x Escape Artist <sup>1</sup>	DEX*	12	= 6 + 6	+ 0	
Forgery <sup>1</sup>	INT	3	= 3 + 0	+ 0	
Gather Information <sup>1</sup>	CHA	11	= 4 + 2.5	+ 5	
Handle Animal	CHA	5	= 4 + 1.5	+ 0	
Heal <sup>1</sup>	WIS	2	= 1 + 1	+ 0	
x Hide <sup>1</sup>	DEX*	12	= 6 + 6	+ 0	
x Intimidate <sup>1</sup>	CHA	10	= 4 + 5	+ 1	
x Jump <sup>1</sup>	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 <sup>1</sup>	WIS	10	= 1 + 7	+ 2	
x Move Silently <sup>1</sup>	DEX*	14	= 6 + 6	+ 2	
x Open Lock	DEX	11	= 6 + 5	+ 0	
Perform skills... <sup>1</sup>	CHA	4	= 4 + 0	+ 0	
x Ride <sup>1</sup>	DEX	6	= 6 + 0	+ 0	
x Search <sup>1</sup>	INT	9	= 3 + 6	+ 0	
x Sense Motive <sup>1</sup>	WIS	6	= 1 + 5	+ 0	
x Spot <sup>1</sup>	WIS	7	= 1 + 6	+ 0	
x Survival <sup>1</sup>	WIS	2	= 1 + 6	+ 0	
x Swim <sup>1</sup>	STR**	2	= 2 + 0	+ 0	
x Tumble	DEX*	16	= 6 + 8	+ 2	
Use Magic Device	CHA	5	= 4 + 1	+ 0	
x Use Rope <sup>1</sup>	DEX	6	= 6 + 0	+ 0	

<sup>1</sup> 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.