

	TOTAL		BASE ATTACK BONUS	+	ABILITY MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+3	=	1	+	2	+	0	+	0	+	
RANGED ATTACK BONUS	+2	=	1	+	1	+	0	+	0	+	
Grapple MODIFIER	+3	=	1	+	2	+	0	+	0	+	

SKILLS		Max Ranks		4/ 2	
SKILL NAME	KEY ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
■Appraise	Int	3	=	+ 3	+
■Balance*	Dex	-6	=	+ 1	-7
■Bluff	Cha	3	=	+ 3	+
■Climb*	Str	-5	=	+ 2	-7
■Concentration	Con	4	= 4	+ 0	+
■Control Shape	Wis	0	=	+ 0	+
■Craft ()	Int	1	=	+ 3	-2
■Diplomacy	Cha	7	= 4	+ 3	+
■Disguise	Cha	3	=	+ 3	+
■Escape Artist*	Dex	-6	=	+ 1	-7
■Forgery	Int	3	=	+ 3	+
■Gather Information	Cha	3	=	+ 3	+
■Heal	Wis	0	=	+ 0	+
■Hide*	Dex	-6	=	+ 1	-7
■Intimidate	Cha	3	=	+ 3	+
■Jump*	Str	-11	=	+ 2	-13
■Knowledge (Arcana)	Int	7	= 4	+ 3	+
■Listen	Wis	2	=	+ 0	2
■Literacy		0	=	+ 0	+
■Move Silently*	Dex	-6	=	+ 1	-7
■Perform (Act)	Cha	3	=	+ 3	+
■Perform (Comedy)	Cha	3	=	+ 3	+
■Perform (Dance)	Cha	3	=	+ 3	+
■Perform (Keyboard Instruments)	Cha	3	=	+ 3	+
■Perform (Oratory)	Cha	3	=	+ 3	+
■Perform (Percussion)	Cha	3	=	+ 3	+
■Perform (Singing)	Cha	3	=	+ 3	+
■Perform (String Instruments)	Cha	3	=	+ 3	+
■Perform (Weapon Drill)	Cha	3	=	+ 3	+
■Perform (Wind Instruments)	Cha	3	=	+ 3	+
■Ride	Dex	1	=	+ 1	+
■Search	Int	5	=	+ 3	2
■Sense Motive	Wis	4	= 4	+ 0	+
■Spellcraft	Int	7	= 4	+ 3	+
■Spot	Wis	2	=	+ 0	2
■Survival	Wis	0	=	+ 0	+
■Swim*	Str	-12	=	+ 2	-14
■Use Rope	Dex	1	=	+ 1	+

Skills marked with ■ can be used untrained.
 * armor check penalty, if any, applies.
 ** Double armor penalty

EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Chainmail	1	150 gp	(40.00)	Longsword	1	15 gp	(4.00)
Coin: gp (55)	1	55 gp	(1.10)	Shield, heavy steel	1	20 gp	(15.00)
1 - 58 lbs. LIGHT LOAD	59 - 116 lbs. MEDIUM LOAD	117 - 175 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP -	GP - 55	PP -
Misc -			

LANGUAGES
Elven (Cumasti), Elven (Westryn), Gnome, Common, Draconic

FEATS
Armor Proficiency: heavy
Weapon Focus: Longsword
Armor Proficiency: medium
Simple Weapon Proficiency
Shield Proficiency
Armor Proficiency: light

SPECIAL ABILITIES
Special Qualities
+2 Saves vs. Enchantment Spells and Effects
Immunity: Sleep Effects (Ex)
Low-light Vision (Ex)
Arcane Warrior Class Features
Detect Magic (Arcane) (Sp)
Proficiency: Armor, Heavy
Proficiency: Armor, Light
Proficiency: Armor, Medium
Proficiency: Shields
Proficiency: Simple Weapons: All
Secret Language: Profectorrin