

Melae

Ftr1		Docrae		Chaotic Neutral		Tilla	
CLASS		RACE		ALIGNMENT		DEITY	
1	Small	40	Female	3' 9"	35 lbs.		
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
0	1,000	1,000					
Current XP		XP for Next Level		XP Remaining		In Game XP Gained	



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL		WOUNDS/CURRENT HP			SUBDUAL DAMAGE		DAMAGE REDUCTION		HIT DIE TYPE		SPEED				
STR	10	+0			HP	11								1d10		30				
DEX	20	+5			AC	19	15	15	= 10 +	4	+	0	+	4	+	1	+	0	+	0
						TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.
CON	12	+1			INITIATIVE				SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS			
INT	10	+0			+ 5	=	5	+	0	Fortitude Con	4	=	2	+	1	+	0	+	1	+
WIS	10	+0			TOTAL	DEX MOD	MISC MOD	Reflex Dex		6	=	0	+	5	+	0	+	1	+	
CHA	12	+1			BASE ATTACK BONUS				Will Wis		1	=	0	+	0	+	0	+	1	+
						+1														

	TOTAL		BASE ATTACK BONUS		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE ATTACK BONUS	+2	=	1	+	0	+	1	+	0	+	
RANGED ATTACK BONUS	+7	=	1	+	5	+	1	+	0	+	
Grapple MODIFIER	-3	=	1	+	0	+	-4	+	0	+	

Longbow, composite		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
		+7		1d6		x3	
RANGE	WEIGHT	TYPE		SIZE		SPECIAL PROPERTIES	
110 ft.	2 lbs.	Piercing		Small			
110 - 219 ft.		220 - 329 ft.		330 - 439 ft.		440 - 549 ft.	
+5		+3		+1		-1	

Chain shirt		TYPE		ARMOR BONUS		MAX DEX BONUS	
		Light		+4		4	
CHECK PENALTY	SPELL FAILURE	SPEED		WEIGHT		SPECIAL PROPERTIES	
-2	20%	30 ft.		13 lbs.			

SKILLS

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

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)
Arrow, Storm (6)	1	10 gp	(1.00)	Coin: gp (27)	1	27 gp	(0.54)
Arrows (50)	1	2.5 gp	(3.75)	Coin: sp (5)	1	5 sp	(0.10)
Chain shirt	1	100 gp	(12.50)	Longbow, composite	1	100 gp	(1.50)
1 - 24 lbs. LIGHT LOAD	25 - 49 lbs. MEDIUM LOAD	50 - 75 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP - 5	GP - 27	PP -
Misc -			

LANGUAGES	FEATS	SPECIAL ABILITIES
Docrae, Common	Armor Proficiency: heavy	Fighter Class Features
	Rapid Shot	Bonus Feat
	Armor Proficiency: medium	Proficiency: Armor, Heavy
	Tower Shield Proficiency	Proficiency: Armor, Light
	Simple Weapon Proficiency	Proficiency: Armor, Medium
	Shield Proficiency	Proficiency: Martial Weapons: All
	Armor Proficiency: light	Proficiency: Shields
	Point Blank Shot	Proficiency: Simple Weapons: All
		Proficiency: Tower Shield