

Tharilith

Unknown

Character Sheet (Art) - v. 2.0.14



CHARACTER BIO

Tharilith is a **131** year old, **Medium** sized, **Female Elf, High**. She stands **5' 2"** tall and weighs **94 pounds**. Her world view is **Chaotic Good** in nature, and is currently a worshipper of **Corellon Larethian**

CHARACTER LEVEL 3 **CLASSES and LEVELS** Fighter 3

CURRENT EXPERIENCE 3,000 **NEXT LEVEL AT** 6,000 **NEEDED TO MAKE LEVEL** 3,000 **EXPERIENCE GAINED IN PLAY**

HP TRACK **NON LETHAL** **AC TRACK**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES																
STR	15	+2			HP POINTS 33	3d10		SPEED MOVE 30																
DEX	20	+5			AC ARMOR 18	13	15	= 10	+	3	+	0	+	5	+	0	+	0	+	0	15	-1	+5	
CON	14	+2						<small>NORMAL</small>	<small>FLAT FOOTED</small>	<small>TOUCH AC</small>	<small>BASE</small>	<small>ARMOR BONUS</small>	<small>SHIELD BONUS</small>	<small>DEX BONUS</small>	<small>SIZE BONUS</small>	<small>NATURAL ARMOR</small>	<small>MISC BONUS</small>	<small>MISS CHANCE</small>	<small>% SPELL FAILURE</small>	<small>ARMOR CHECK</small>	<small>MAX DEX</small>	<small>SPELL RESIST</small>		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	BASE ATTACK	INITIATIVE MODIFIER
INT	15	+2			FORTITUDE CON +5	= 3	+	2	+	0	+	+3	+3
WIS	13	+1			REFLEX DEX +6	= 1	+	5	+	0	+	+5	+5
CHA	11	+0			WILL WIS +2	= 1	+	1	+	0	+	+0	+0

ABILITY NAME	ATTACK BONUS	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
GRAPPLE	+5	= 3	+	2	+	0	+	0
MELEE	+5	= 3	+	2	+	0	+	0
RANGED	+8	= 3	+	5	+	0	+	0

SKILLS

NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
wAppraise (Int)	2	=	+	2
wBalance (Dex)*	4	=	+	5 - 1
wBluff (Cha)	0	=	+	0
wClimb (Str)*	5	=	4	2 - 1
wConcentration (Con)	2	=	+	2
wControl Shape (Wis)	1	=	+	1
wCraft-Bowmaking (Int)	4	=	4	2 - 2
wDiplomacy (Cha)	0	=	+	0
wDisguise (Cha)	0	=	+	0
wEscape Artist (Dex)*	4	=	+	5 - 1
wForgery (Int)	2	=	+	2
wGather Information (Cha)	0	=	+	0
Handle Animal (Cha)	4	=	4	0
wHeal (Wis)	1	=	+	1
wHide (Dex)*	4	=	+	5 - 1
wIntimidate (Cha)	0	=	+	0
wJump (Str)*	1	=	+	2 - 1
Knowledge-Nature (Int)	4	=	2	2
wListen (Wis)	3	=	+	1 + 2
wLiteracy ()	0	=	+	0
wMove Silently (Dex)*	4	=	+	5 - 1
wPerform-Act (Cha)	0	=	+	0
wPerform-Comedy (Cha)	0	=	+	0
wPerform-Dance (Cha)	0	=	+	0
Perform-Keyboards Instruments (Cha)	0	=	+	0
wPerform-Oratory (Cha)	0	=	+	0
wPerform-Percussion (Cha)	0	=	+	0
wPerform-Sing (Cha)	0	=	+	0
wPerform-String Instruments (Cha)	0	=	+	0
wPerform-Weapon Drill (Cha)	0	=	+	0
wPerform-Wind Instruments (Cha)	0	=	+	0
wRemote View (Int)	2	=	+	2
wRide (Dex)	5	=	+	5
wSearch (Int)	4	=	+	2 + 2
wSense Motive (Wis)	1	=	+	1
wSpot (Wis)	3	=	+	1 + 2
wSurvival (Wis)	3	=	2	1
wSwim (Str)*	4	=	4	2 - 2
wTrade (Cha)	0	=	+	0
wUse Rope (Dex)	5	=	+	5

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
I₂ Longbow (M/P)		1d8	x3	3
0 - 99 FT	100 - 199 FT	200 - 299 FT	300 - 399 FT	400 - 499 FT
9	7	5	3	1
500 - 599 FT	600 - 699 FT	700 - 799 FT	800 - 899 FT	900 - 999 FT
-1	-3	-5	-7	-9
I₂ +3 Sword, bastard (M/S)	8	1d10+6	19-20/x2	6
I Longsword (M/S)	5	1d8+2	19-20/x2	4
I Dagger (M/P)	5	1d4+2	19-20/x2	1
I Unarmed strike (M/B)	5	1d3+2	x2	—
I — Main hand (Primary)	W — Off hand (Secondary)	I ₂ — Two-handed		

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Studded leather (M/L)	+3	+5	-1	15%	30 ft	20

W Can be used
untrained

* Armor Check
penalty

** -1 per 5 lbs
gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
u Studded leather	25 g	1	20	° +3 Sword, bastard	18,335 g	1	6
y Backpack	2 g	1	2	° Arrows (20)	1 g	1	3
y Blanket, winter	5 s	1	3	° Dagger	2 g	1	1
y Coin: cp (8)	8 c	1	(0.2)	° Longbow	75 g	1	3
y Coin: gp	1 g	1	(—)	° Longsword	15 g	1	4
y Coin: sp (6)	6 s	1	(0.1)				
y Explorer`s outfit	10 g	1	8				
y Mess Kit	6 s	1	1				
y Rope, hemp (50 ft.)	1 g	1	10				
y Waterskin (full)	1 g	1	4				
y Whetstone	2 c	1	1				

CARRIED WEIGHT : 1-66 67-133 134-200 200 400 1000 u Armor 2 Gem|Art y Goods 6 Potion i Ring d Rod
66 lbs : LIGHT MEDIUM HEAVY OVER OFF PUSH b Scroll v Shield f Staff ! Wand ° Weapon → Wondrous
HEAD GRND DRAG

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Proficient	Proficient	Proficient	Proficient
Point Blank Shot — You get a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet (PH84).						
Precise Shot — You can use ranged weapons in melee without the standard -4 penalty. (PH98).						
Rapid Shot — Take an extra attack with a ranged weapon with a -2 to both. (PH99).						
Tower Shield Proficiency — You are proficient with Tower Shields.						
Weapon Focus: Longbow — You add +1 attack bonus with a chosen weapon. (PH102).						

CLASS FEATURES

FIGHTER

Bonus Feat (2)

Corruption: 0

Depravity: 0

Proficiency: Armor, Heavy

Proficiency: Armor, Light

Proficiency: Armor, Medium

Proficiency: Martial Weapons: All

Proficiency: Shields

Proficiency: Simple Weapons: All

Proficiency: Tower Shield

SPECIAL QUALITIES

+2 Saves vs. Enchantment Spells and Effects

Immunity: Sleep Effects (Ex)

Low-light Vision (Ex)

LANGUAGES

Common, Elven, Goblin, Sylvan

COINS

NEW COINS
GAINED IN PLAY

8 cp

6 sp

1 gp

0 pp

2 gp *Total gp equivalent (approximate)*

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