Imfei
NAME

Pooka
PLAYERNAME

Lawful Good
ALIGNMENT

Pld1	0
CLASS	EXPERIENCE

Elf RACE — **Medium** SIZE — **5' 1"** HEIGHT — **93 lbs.** WEIGHT — **Low-light** VISION

1	1000
Character Level	NEXT LEVEL

128 AGE — **Female** GENDER — EYES — , HAIR — **84** POINTS

ABILITIES

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	8	-1	8	-1	8	-1
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP hit points: 12

AC armor class: 15 : 15 : 9 = 10 + 4 + 2 + -1 + 0 + 0 + 0 + 0 (TOTAL : FLAT : TOUCH = BASE + ARMOR BONUS + SHIELD BONUS + STAT + SIZE + NATURAL ARMOR + DEFLECTION + MISC)

SPEED: Walk 30 ft.

MISS CHANCE — ARCANE SPELL FAILURE 35 — ARMOR CHECK PENALTY -4 — SPELL RESIST 0

INITIATIVE modifier: -1 = -1 + +0 (TOTAL = DEX MODIFIER + MISC MODIFIER)

BASE ATTACK bonus: +1

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4 =	+2 +	+2 +	+0 +	+0 +	+0 +	
REFLEX (dexterity)	-1 =	+0 +	-1 +	+0 +	+0 +	+0 +	
WILL (wisdom)	+2 =	+0 +	+2 +	+0 +	+0 +	+0 +	

conditional modifiers

ATTACK BONUS

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4 =	+1 +	+3 +	+0 +	+0 +	+0 +	
RANGED attack bonus	+0 =	+1 +	-1 +	+0 +	+0 +	+0 +	
GRAPPLE attack bonus	+4 =	+1 +	+3 +	+0 +	+0 +	+0 +	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+3	20/x2	5 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d8+3				
Special Properties						

Mace, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d6+3				
Special Properties						

Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.

	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.
TH	+0	+0	-2	-4	-6
Dam	1d6	1d6	1d6	1d6	1d6

Special Properties

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy	Heavy	+2		-2	15

SKILLS

MAX RANKS 4/2

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	0	=	0 +	+	
✓	Balance	DEX	-5	=	-1 +	+	-4
✓	Bluff	CHA	2	=	2 +	+	
✓	Climb	STR	-1	=	3 +	+	-4
✓	Concentration	CON	3	=	2 +	1.0 +	
✓	Craft (Untrained)	INT	0	=	0 +	+	
✓	Diplomacy	CHA	4	=	2 +	2.0 +	
✓	Disguise	CHA	2	=	2 +	+	
✓	Escape Artist	DEX	-5	=	-1 +	+	-4
✓	Forgery	INT	0	=	0 +	+	
✓	Gather Information	CHA	2	=	2 +	+	
	Handle Animal	CHA	3	=	2 +	1.0 +	
✓	Heal	WIS	2	=	2 +	+	
✓	Hide	DEX	-5	=	-1 +	+	-4
✓	Intimidate	CHA	2	=	2 +	+	
✓	Jump	STR	-1	=	3 +	+	-4
✓	Listen	WIS	4	=	2 +	+	2
✓	Move Silently	DEX	-5	=	-1 +	+	-4
✓	Ride	DEX	1	=	-1 +	2.0 +	
✓	Search	INT	2	=	0 +	+	2
✓	Sense Motive	WIS	4	=	2 +	2.0 +	
✓	Spot	WIS	4	=	2 +	+	2
✓	Survival	WIS	2	=	2 +	+	
✓	Swim	STR	-5	=	3 +	+	-8
✓	Use Rope	DEX	-1	=	-1 +	+	
				=	+	+	
				=	+	+	

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

Character: Imfei
Player: Pooka
Created using PCGen 5.16.3 on Feb 1, 2012 at 5:48:43 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Arrows (50)	Equipped	1	7.5	2.5
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐				
Backpack 18 lbs., 1 Bedroll, 1 Fishhook, 1 Flint and Steel, 1 Mace, Light, 1 Rope (Silk/50 Ft.), 1 Shortbow, 2 Torch, 1 Waterskin	Carried	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Chain Shirt	Equipped	1	25.0	100.0
Fishhook	Backpack	1	0.0	0.1
Flint and Steel	Backpack	1	0.0	1.0
Longsword	Equipped	1	4.0	15.0
Mace, Light	Backpack	1	4.0	5.0
Explorer's Outfit	Equipped	1	8.0	0.0
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Shield, Heavy	Equipped	1	10.0	7.0
Shortbow 0 lbs.	Backpack	1	2.0	30.0
Torch ☐☐	Backpack	2	1.0 (2.0)	0.01 (0.02)
Waterskin 0 lbs.	Backpack	1	0.0	1.0
TOTAL WEIGHT CARRIED/VALUE			66.5 lbs.	173.72 gp

WEIGHT ALLOWANCE

Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks

Smite Evil (Su) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]**

+2 with one normal melee attack for +1 extra damge 1/day

Special Qualities

Aura of Good (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]**

Faint

Detect Evil (Sp) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]**

Immunity to magic sleep effects **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

+2 racial saving throw bonus against enchantment spells or effects **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

Feats

Cleave **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.

Power Attack **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

On your action, before making attack rolls for a round, you may choose to subtract up to 1 from all melee attack rolls and add the same number to all melee damage rolls.

Armor Proficiency (Heavy) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency (Light) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency (Medium) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Martial Weapon Proficiency **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Shield Proficiency **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency **[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]**

You make attack rolls with simple weapons normally.

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Elven

Character: Imfei
Player: Pooka
Created using PCGen 5.16.3 on Feb 1, 2012 at 5:48:43 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 2

Class Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf

Effect:
Reveals creatures, spells, or objects of selected alignment.

Target: Cone-shaped emanation

Caster Level: 1

* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil (DC:)

Character: Imfei
Player: Pooka
Created using PCGen on Feb 1, 2012 at 5:48:43 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 4