

# Conlae Donn

NAME	PLAYERNAME	DEITY	ALIGNMENT
Brb5	Elf (Wood)	5' 1"	Chaotic Good
CLASS	RACE	HEIGHT	VISION
5	Elf (Wood)	133 lbs.	Low-Light, Normal
Character Level	AGE	EYES	POINTS
15000	121		-1
NEXT LEVEL	GENDER	HAIR	
	Male		

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	19	+4	19	+4	19	+4
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	5	-3	5	-3	5	-3
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	13	+1	13	+1	13	+1

<b>HP</b> hit points	49	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 40'
<b>AC</b> armor class	19	TOTAL	19	FLAT	13	TOUCH	10	BASE	5
				ARMOR BONUS	0	SHIELD BONUS	2	STAT	0
				SIZE	1	NATURAL	1	MISC	1
				MISS CHANCE		ARCANE SPELL FAILURE	10	ARMOR CHECK PENALTY	+0
						SPELL RESIST	0		0

<b>INITIATIVE</b> modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER	+0
<b>BASE ATTACK</b> bonus	+5						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+4	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+1	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+1	+1	+0	+0	+0	+0		

<b>MELEE</b> attack bonus	+9	BASE ATTACK BONUS	+5	STAT	+4	SIZE	+0	MISC	+0	EPIC	+0	TEMP	
<b>RANGED</b> attack bonus	+7	BASE ATTACK BONUS	+5	STAT	+2	SIZE	+0	MISC	+0	EPIC	+0	TEMP	
<b>GRAPPLE</b> attack bonus	+9	BASE ATTACK BONUS	+5	STAT	+4	SIZE	+0	MISC	+0	EPIC	+0	TEMP	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9	1d3+4	20/x2

<b>*Greatsword (+1 (Enhancement to Weapon or Ammunition)/Masterwork)</b>	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	S	M	19-20/x2
	To Hit	Dam	To Hit	Dam
1H-P	N/A	N/A	N/A	N/A
1H-O	N/A	N/A	N/A	N/A
2H	+10	2d6+7	N/A	N/A
Special Properties				

<b>Longbow</b>	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	20/x3
	To Hit	Dam	To Hit	Dam
30'	+7	+7	+3	+1
100'	+7	+7	+3	+1
200'	+5	+5	+3	+1
300'	+5	+5	+3	+1
400'	+5	+5	+3	+1
Special Properties				

<b>Spear</b>	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	20/x3
	To Hit	Dam	To Hit	Dam
1H-P	N/A	N/A	N/A	N/A
1H-O	N/A	N/A	N/A	N/A
2H	+9	1d8+6	N/A	N/A
	To Hit	Dam	To Hit	Dam
20'	+7	+5	+3	+1
30'	+5	+5	+3	+1
40'	+5	+5	+3	+1
60'	+5	+5	+3	+1
80'	+5	+5	+3	+1
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.

<b>ARMOR</b>	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt (+1 (Enhancement to Armor))	Light	+5	+6	+0	10
	30hp/inch and 15 hardness				
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0

<b>BARBARIAN RAGE</b>	
Uses per day	<input type="checkbox"/>
<p>The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.</p>	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Appraise	INT	-3	= -3	+	+	
✓ Balance	DEX	2	= 2	+	+	
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	9	= 4 + 3.0	+	2	
✓ Concentration	CON	2	= 2	+	+	
✓ Craft (Untrained)	INT	-3	= -3	+	+	
✓ Diplomacy	CHA	1	= 1	+	+	
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	2	= 2	+	+	
✓ Forgery	INT	-3	= -3	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
✓ Heal	WIS	0	= 0	+	+	
✓ Hide	DEX	2	= 2	+	+	
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	11	= 4 + 3.0	+	4	
✓ Listen	WIS	2	= 0	+	2	
✓ Move Silently	DEX	2	= 2	+	+	
✓ Ride	DEX	2	= 2	+	+	
✓ Search	INT	-1	= -3	+	2	
✓ Sense Motive	WIS	0	= 0	+	+	
✓ Spot	WIS	2	= 0	+	2	
✓ Survival	WIS	0	= 0	+	+	
✓ Swim	STR	4	= 4	+	+	
✓ Tumble	DEX	3	= 2	+	1.0	+
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

Sword, Short		CURRENT HAND		TYPE		SIZE		CRITICAL	
		Carried		P	M	19-20/x2			
		To Hit	Dam	To Hit		Dam			
1H-P		+9	1d6+4	2W-P-(OH)		+3	1d6+4		
1H-O		+5	1d6+2	2W-P-(OL)		+5	1d6+4		
2H		+9	1d6+4	2W-OH		+1	1d6+2		
Special Properties									

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0	
Arrows (50)	Backpack	1	NaN	2.5	
Backpack	Equipped	1	2.0	2.0	
<small>37.5 lbs., 14 Rations (Trail/Per Day), 1 Bedroll, 1 Blanket (Winter), 10 Piton, 1 Hammer, 1 Flint and Steel, 1 Arrows (50), 1 Everburning Torch</small>					
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Climber's Kit	Equipped	1	5.0	80.0	
Everburning Torch	Backpack	1	1.0	110.0	
Flint and Steel	Backpack	1	0.0	1.0	
Greatsword (+1 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	8.0	2350.0	
Hammer	Backpack	1	2.0	0.5	
Longbow	Carried	1	3.0	75.0	
<small>0 lbs.</small>					
Mithral Shirt (+1 (Enhancement to Armor))	Equipped	1	10.0	2100.0	
<small>30hp/inch and 15 hardness</small>					
Explorer's Outfit	Equipped	1	8.0	10.0	
Piton	Backpack	10	NaN (NaN)	0.1 (1.0)	
Pouch (Belt)	Equipped	1	NaN	1.0	
<small>0.56 lbs., 24 Coin (Platinum), 4 Coin (Silver)</small>					
Rations (Trail/Per Day)	Backpack	14	1.0 (14.0)	0.5 (7.0)	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Spear	Carried	4	6.0 (24.0)	2.0 (8.0)	
Sword, Short	Carried	1	2.0	10.0	
Water (Pint)	Waterskin	4	1.0 (4.0)	0.0 (0.0)	
Waterskin	Equipped	1	0.0	1.0	
<small>4 lbs., 4 Water (Pint)</small>					
TOTAL WEIGHT CARRIED/VALUE			96.56 lbs.	8759.6 gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

MONEY	
Coin (Platinum): 24	[Pouch (Belt)]
Coin (Silver): 4	[Pouch (Belt)]
Total = 240.4 gp	

SPECIAL ABILITIES	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Bonuses when enraged (STR +4, CON +4, Willpower +2, AC -2, HP 10)	
Illiteracy	
Immunity to magic sleep effects.	
Improved Uncanny Dodge (can't be flanked except by a rogue of 9 level)	
Rage (Ex) 2 times/day (7 rounds)	
Trap Sense (Ex) +1	

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Armor Proficiency (Light)	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)	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	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	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, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, 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/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Common, Elven	

## Notes:

Character Sheet Notes: