

Eltairin Taleddon

Curtis Steinhour



Character Name: Eltairin Taleddon Player: Curtis Steinhour  
 Clr / Ftr / OBI:      Race: Moon Elf Character Level: 9 Class Level: 1 / 6 / 2 CG:       
 Class: 148 Male Gender: 5'6" Height: 120# Weight: dpgrn Eyes: dark Hair: M Size:      Alignment: Soloror  
 Age:      Gender:      Height:      Weight:      Eyes:      Hair:      Size:      Deity:     

	Score	Modifier	[Temp] Score	[Temp] Mod
<b>STR</b> Strength	14	2		
<b>DEX</b> Dexterity	20	5	22	6
<b>CON</b> Constitution	12	1		
<b>INT</b> Intelligence	13	1		
<b>WIS</b> Wisdom	11	0		
<b>CHA</b> Charisma	10	0		

<b>Hit Points</b>	Total	73
<b>AC</b>	Total	24

Current Hit Points:  $\square$

AC Calculation:  $\square = 10 + \square + \square + \square + \square + \square$

Armor Bonus:  $\square$     Shield Bonus:  $\square$     Dex Mod:  $\square$     Size Mod:  $\square$     Misc Bonus:  $\square$     Armor Check Penalty:  $\square$

<b>SPEED</b>	30 ft.
<b>Base Attack Bonus</b>	+8/+3

**INITIATIVE** Modifier:  $\square = \square + \square$

Dex Bonus:  $\square$     Misc Bonus:  $\square$

**Saving Throws**

**FORTITUDE** [Constitution]: Total 9 = Base Save 7 + Ability Mod 1 + Misc Mod 1

**REFLEX** [Dexterity]: Total 12 = Base Save 5 + Ability Mod 6 + Misc Mod 1

**WILL** [Wisdom]: Total 8 = Base Save 7 + Ability Mod 0 + Misc Mod 1

**MELEE** Attack Bonus: Total +10/+5 = Base +8/+3 + STR Mod 2 + Size Mod 0 + Misc Mod 0

**RANGED** Attack Bonus: Total +14/+9 = Base +8/+3 + DEX Mod 6 + Size Mod 0 + Misc Mod 0

WEAPON	Total Attack Bonus	Damage	Critical	
+1 Mighty Composite Longbow (+2)	+16 / +11	1d8+5	x3	
Range	Weight	Type	Size	Special Properties
110'	3#	P	L	WF, WS, and +1 atk/dmg in 30' PBS (not inc)

WEAPON	Total Attack Bonus	Damage	Critical	
+1 Mighty Composite Longbow (+2)	+14 / +9 / +14	1d8+5	x3	
Range	Weight	Type	Size	Special Properties
110'	3#	P	L	As above, with Rapid shot (PBS not included)

WEAPON	Total Attack Bonus	Damage	Critical	
+1 Rapier	+15 / +10	1d6+3	15-20/x2	
Range	Weight	Type	Size	Special Properties
--	3#	P	M	Weapon Finesse

Armor / Protective Item	Type	Armor Bonus	Max Dex Bonus	
Leather +2	Light	4	6	
Check Penalty	Speed	Weight	Size	Special Properties
0	30	15		

Armor / Protective Item	Type	Armor Bonus	Max Dex Bonus	
+1 Buckler, Darkwood	Light	2		
Check Penalty	Speed	Weight	Size	Special Properties
0	30	2.5		

**SKILLS** MAX RANKS 12 / 6

Class	Skill name	Key Ability	Ability Mod	Ranks	Misc Mod	Skill Mod
	Appraise #	INT	1	0	0	1
	Balance #	DEX*	6	0	0	6
	Bluff #	CHA	0	0	0	0
F	Climb #	STR*	2	0	0	2
C	Concentration #	CON	1	0	0	1
FC	Craft #	INT	1	0	0	1
	Decipher Script	INT		0	0	
C	Diplomacy #	CHA	0	0	0	0
	Disable Device	INT		0	0	
	Disguise #	CHA	0	0	0	0
	Escape Artist #	DEX*	6	0	0	6
	Forgery #	INT	1	0	0	1
	Gather Information #	CHA	0	0	0	0
F	Handle Animal	CHA	0	5	0	5
C	Heal #	WIS	0	0	0	0
	Hide #	DEX*	6	0	0	6
F	Intimidate #	CHA	0	1	0	1
F	Jump #	STR*	2	0	0	2
C	Knowledge (Arcana)	INT	1	0	0	
	Knowledge (Arch/Engr)	INT	1	0	0	
	Knowledge (Dungeoneering)	INT		0	0	
	Knowledge (Geography)	INT		0	0	
C	Knowledge (History)	INT		0	0	
	Knowledge (Local)	INT	1	0	0	
	Knowledge (Nature)	INT		0	0	
	Knowledge (Nobility/Roy)	INT		0	0	
CO	Knowledge (Religion)	INT	1	5	0	6
C	Knowledge (The Planes)	INT	1	0	0	
	Listen #	WIS	0	1	2	3
	Move Silently #	DEX*	6	0	0	6
	Open Lock	DEX*		0	0	
	Perform #	CHA	0	0	0	0
			0	0	0	0
C	Profession	WIS	0	0	0	0
FO	Ride #	DEX*	6	7	4	17
	Search #	INT	1	2	2	5
	Sense Motive #	WIS	0	0	0	0
	Sleight of Hand	DEX*		0	0	
	Speak Language	INT		0	0	
C	Spellcraft	INT	1	1	0	2
O	Spot #	WIS	0	9	4	13
	Survival #	WIS	0	0	0	0
FO	Swim #	STR**	2	0	0	2
	Tumble	DEX*		0	0	
	Use Magic Device	CHA		0	0	
	Use Rope #	DEX*	6	0	0	6
FC	Craft # (Bowmaking)	INT	1	0	0	1
				0	0	
				6	0	6
				0	0	0
				0	0	0

Skills marked # can be used untrained (0 skill ranks). \* Armor check penalty, if any, applies.

Campaign

Experience Points

### GEAR

Item	WT.	Item	WT.
Mighty Comp Lbow, MW	3	0.00	
Rapier, MW	3	320.00	
Chain Shirt	25	1350.00	
Backpack	2	2.00	
Pouch, belt	3	1.00	
Rope, silk, 50'	5	10.00	
Holy Symbol, Silver	1	25.00	
Spell Comp. Pouch	3	5.00	
Explorer's outfit	0	0.00	
Cleric vestments	6	5.00	
Waterskin	4	1.00	
40 26 Arrows, MW	2	320.00	
Winter gear	8	Cash - 560gp	
Horse, lt riding (Champion)		75.00	
Military saddle		20.00	
Bit and bridle		2.00	
Saddlebags		4.00	
<b>Total gp spent</b>		2140.00	
		Light 33/Med 66/Hvy 100	
		<b>Total Weight Carried</b>	65

### CREDITS

### LANGUAGES

<input checked="" type="checkbox"/>	Common		
<input type="checkbox"/>	Elven		
<input type="checkbox"/>	Sylvan		

Check box if character is also literate in the language

### Metamagic and Item Creation Feats

Item Creation	Metamagic Feats	
<input type="checkbox"/> Brew Potion	<input type="checkbox"/> Delay Spell	<input type="checkbox"/> Silent Spell
<input type="checkbox"/> Create Portal	<input type="checkbox"/> Empower Spell	<input type="checkbox"/> Still Spell
<input type="checkbox"/> Craft Magic Arms/Armor	<input type="checkbox"/> Enlarge Spell	<input type="checkbox"/> Tenacious Spell
<input type="checkbox"/> Craft Rod	<input type="checkbox"/> Extend Spell	<input type="checkbox"/> Twin Spell
<input type="checkbox"/> Craft Staff	<input type="checkbox"/> Heighten Spell	<input type="checkbox"/> Widen Spell
<input type="checkbox"/> Craft Wand	<input type="checkbox"/> Insidious Magic	
<input type="checkbox"/> Craft Wondrous Item	<input type="checkbox"/> Maximize Spell	
<input type="checkbox"/> Forge Ring	<input type="checkbox"/> Pernicious Magic	
<input type="checkbox"/> Inscribe Rune	<input type="checkbox"/> Persistent Spell	
<input type="checkbox"/> Scribe Scroll	<input type="checkbox"/> Quicken Spell	

### Notes

**Racial Traits**

- +2 Dex, -2 Con
- Immune to magic sleep
- +2 saving throw bonus vs. enchantment
- low-light vision
- +2 racial bonus on listen, search, and spot
- proficient with longswd, rapier, shortbow, longbow, comp short/longbow
- favored class: wizard

**Clerical Domains**

- Elf - Point blank shot  
Spell: True Strike
- War - Weapon Focus (longbow)  
Spell: Magic Weapon

### FEATS/SPECIAL ABILITIES

<input type="checkbox"/> Acrobatic	<input type="checkbox"/> Natural Spell
<input type="checkbox"/> Agile	<input type="checkbox"/> Negotiator
<input type="checkbox"/> Alertness	<input type="checkbox"/> Nimble Fingers
<input type="checkbox"/> Animal Affinity	<input type="checkbox"/> Persuasive
<input type="checkbox"/> Armor Proficiency (Light)	<input type="checkbox"/> Point Blank Shot
<input type="checkbox"/> Armor Proficiency (Medium)	<input type="checkbox"/> Far Shot
<input type="checkbox"/> Armor Proficiency (Heavy)	<input type="checkbox"/> Precise Shot
<input type="checkbox"/> Artist	<input type="checkbox"/> Improved Precise Shot
<input type="checkbox"/> Augment Summoning	<input type="checkbox"/> Rapid Shot
<input type="checkbox"/> Blind-Fight	<input type="checkbox"/> Manyshot
<input type="checkbox"/> Blooded	<input type="checkbox"/> Shot on the Run
<input type="checkbox"/> Bloodline of Fire	<input type="checkbox"/> Power Attack
<input type="checkbox"/> Bullheaded	<input type="checkbox"/> Cleave
<input type="checkbox"/> Combat Casting	<input type="checkbox"/> Great Cleave
<input type="checkbox"/> Combat Expertise	<input type="checkbox"/> Improved Bull Rush
<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Overrun
<input type="checkbox"/> Improved Feint	<input type="checkbox"/> Improved Sunder
<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Quick Draw
<input type="checkbox"/> Whirlwind Attack	<input type="checkbox"/> Rapid Reload
<input type="checkbox"/> Combat Reflexes	<input type="checkbox"/> Resist Poison
<input type="checkbox"/> Cosmopolitan	<input type="checkbox"/> Run
<input type="checkbox"/> Courteous Mageocracy	<input type="checkbox"/> Saddleback
<input type="checkbox"/> Daylight Adaptation	<input type="checkbox"/> Self-Sufficient
<input type="checkbox"/> Deceitful	<input type="checkbox"/> Shadow Weave Magic
<input type="checkbox"/> Deft Hands	<input type="checkbox"/> Shield Proficiency
<input type="checkbox"/> Diligent	<input type="checkbox"/> Improved Shield Bash
<input type="checkbox"/> Discipline	<input type="checkbox"/> Tower Shield Proficiency
<input type="checkbox"/> Dodge	<input type="checkbox"/> Silver Palm
<input type="checkbox"/> Mobility	<input type="checkbox"/> Simple Weapon Proficiency
<input type="checkbox"/> Spring Attack	<input type="checkbox"/> Skill Focus
<input type="checkbox"/> Education	<input type="checkbox"/> Skill Focus
<input type="checkbox"/> Endurance	<input type="checkbox"/> Smooth Talk
<input type="checkbox"/> Diehard	<input type="checkbox"/> Snake Blood
<input type="checkbox"/> Eschew Materials	<input type="checkbox"/> Spellcasting Prodigy
<input type="checkbox"/> Ethran	<input type="checkbox"/> Spell Focus
<input type="checkbox"/> Exotic Weapon Proficiency	<input type="checkbox"/> Greater Spell Focus
<input type="checkbox"/> Extra Turning	<input type="checkbox"/> Spell Mastery
<input type="checkbox"/> Foehunter	<input type="checkbox"/> Signature Spell
<input type="checkbox"/> Forester	<input type="checkbox"/> Spell Penetration
<input type="checkbox"/> Great Fortitude	<input type="checkbox"/> Greater Spell Penetration
<input type="checkbox"/> Horse Nomad	<input type="checkbox"/> Stealthy
<input type="checkbox"/> Improved Counterspell	<input type="checkbox"/> Street Smart
<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Strong Soul
<input type="checkbox"/> Improved Initiative	<input type="checkbox"/> Survivor
<input type="checkbox"/> Improved Turning	<input type="checkbox"/> Tattoo Facus
<input type="checkbox"/> Improved Unarmed Strike	<input type="checkbox"/> Thug
<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Thunder Twin
<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> Toughness
<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Track
<input type="checkbox"/> Stunning Fist	<input type="checkbox"/> Treetopper
<input type="checkbox"/> Innate Spell (has prereqs)	<input type="checkbox"/> Two-Weapon Fighting
<input type="checkbox"/> Investigator	<input type="checkbox"/> Two-Weapon Defense
<input type="checkbox"/> Iron Will	<input type="checkbox"/> Improved Two-Weapon Fighting
<input type="checkbox"/> Leadership	<input type="checkbox"/> Greater Two-Weapon Fighting
<input type="checkbox"/> Lightning Reflexes	<input type="checkbox"/> Twin-Sword Style
<input type="checkbox"/> Luck of Heroes	<input type="checkbox"/> Weapon Finesse
<input type="checkbox"/> Magical Aptitude	<input type="checkbox"/> Weapon Focus
<input type="checkbox"/> Magical Artisan (has prereqs)	<input type="checkbox"/> Weapon Specialization
<input type="checkbox"/> Magical Training	<input type="checkbox"/> Greater Weapon Specialization
<input type="checkbox"/> Martial Weapon Proficiency	<input type="checkbox"/> Greater Weapon Focus
<input type="checkbox"/> Mercantile Background	
<input type="checkbox"/> Militia	
<input type="checkbox"/> Mind Over Body	
<input type="checkbox"/> Mounted Combat	
<input type="checkbox"/> Mounted Archery	
<input type="checkbox"/> Ride-by-Attack	
<input type="checkbox"/> Spirited Charge	
<input type="checkbox"/> Trample	

### Notes

Skill points:  $(2+1)*4 + 8*(2+1) = 33$   
 +1 to Dex at 4th level and 8th level

Child name: Thast (thay-est)  
 Blooded: +2 to Initiative, +2 to Spot checks, Can't be Shaken