

Ranna Clariel

CHARACTER NAME

Geoffrey Peart

PLAYER NAME

Witch

FIRST CLASS

10

LVL

Sehanine Moonbow

CG

Elf

Moonelf 10

DEITY/RELIGION

ALIGNMENT

RACE (TYPE/SUBTYPE)

CHAR LVL

SECOND CLASS

LVL

Medium

139

Female

5' 9"

105 lb.

Willow, Very Pale Complexion, Haunting Blue Eyes

SIZE

AGE

GENDER

HEIGHT

WEIGHT (lb.)

DESCRIPTION

THIRD CLASS

LVL



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP	TOTAL	LETHAL	NONLETHAL	CONDITION	DAMAGE REDUCTION	SPELL RESISTANCE	ENCUMBRANCE
STR	7	-2			HIT POINTS	56.5						
DEX	15	+2			AC	19	10	4		2		
CON	10	+0			ARMOR CLASS							
INT	22	+6	26	+8	TOUCH	15	FLAT-FOOTED					
WIS	14	+2			ARMOR CLASS							
CHA	12	+1			MISC AC NOTES	(assumes mage armour cast)						
					INITIATIVE			+3				
					MODIFIER							
					TOTAL							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	RACIAL MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE	+6	3	0		3		
REFLEX	+8	3	2		3		
WILL	+12	7	2		3		

SAVE ITEMS	Cloak of Resistance +3
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COMBAT MANEUVERS	SPECIAL RULES
CMB	+3 = 5 -2 + 2 + 2
CMD	+17 = 10 + 5 -2 + 2 + 2 + 2

ATTACK TYPE	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE	+3	5	-2			
RANGED	+7	5	2			

WEAPON	BONUS	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Touch		+7		20 / x2
RANGE	WEIGHT	TYPE	CATEGORY	SPECIAL PROPERTIES
-	n/a		Light	

WEAPON	BONUS	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Mithral Rapier	+1	+8	1d6-2	18-20 / x2
RANGE	WEIGHT	TYPE	CATEGORY	SPECIAL PROPERTIES
	2 lb.	P	Light	Masterwork (auto calc needed +1) counts as silver

WEAPON	BONUS	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
				/
RANGE	WEIGHT	TYPE	CATEGORY	SPECIAL PROPERTIES
	lb.			
AMMUNITION				

WEAPON	BONUS	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
				/
RANGE	WEIGHT	TYPE	CATEGORY	SPECIAL PROPERTIES
	lb.			
AMMUNITION				

DEFENSIVE ITEMS				
ARMOR / PROTECTIVE ITEM				
CATEGORY	ARMOR BONUS	MAX DEX BONUS		
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
			lb.	

SHIELD / PROTECTIVE ITEM				
SHIELD BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	WEIGHT
				lb.
SPECIAL PROPERTIES				

SENSSES		
MODIFIER	PASSIVE	SPECIAL
Perception	+18	28
+3 to vision in low light		
CONDITIONAL MODIFIERS		
+4 if Familiar in arms reach (included)		

SKILLS	Skill Points	100	of	100			
CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	CALC MODS	MISC MOD
General (usable Untrained)	Acrobatics	Dex	+7	+2	5		
	Appraise	Int	+8	+8			
	Bluff	Cha	+1	+1			
	Climb	Str	-2	-2			
	Craft (untrained)	Int	+8	+8			
	Diplomacy	Cha	+1	+1			
	Disguise	Cha	+1	+1			
	Escape Artist	Dex	+12	+2	10		
	Fly	Dex	+15	+2	10	3	
	Heal	Wis	+15	+2	10	3	
	Intimidate	Cha	+1	+1			
	Perception	Wis	+18	+2	10		6
	Perform (untrained)	Cha	+1	+1			
	Ride	Dex	+2	+2			
	Sense Motive	Wis	+20	+2	10	3	5
Stealth	Dex	+2	+2				
Survival	Wis	+2	+2				
Swim	Str	-2	-2				

Restricted (only usable if Trained)						
Disable Device	Dex	+0	+2			
Handle Animal	Cha	+0	+1			
Knowledge (arcana)	Int	+21	+8	10	3	
Knowledge (dungeoneering)	Int	+0	+8			
Knowledge (engineering)	Int	+0	+8			
Knowledge (geography)	Int	+0	+8			
Knowledge (history)	Int	+16	+8	5	3	
Knowledge (local)	Int	+0	+8			
Knowledge (nature)	Int	+0	+8			
Knowledge (nobility)	Int	+0	+8			
Knowledge (planes)	Int	+21	+8	10	3	
Knowledge (religion)	Int	+0	+8			
Linguistics	Int	+0	+8			
Profession (untrained)	Int	+0	+8			
Sleight of Hand	Dex	+0	+2			
Spellcraft	Int	+21	+8	10	3	
Use Magic Device	Cha	+14	+1	10	3	

Other Skills				

* Armor Check Penalty applies. NA skills cannot be used untrained.

SPECIAL NOTES
Headband of Vast Intellect (+4): Sense Motive, escape artist
Overcome SR: d20 + 14: 2 racial + 2 feat + 10 Caster Level
Concentration Check: d20 + 24: 8 int + 4 Combat Casting + 10 level +2 trait

CHANNEL ENERGY				
Turning Level	Improved Channel	Extra Channel	Times/Day	Used

CARRYING INFO			MONEY		WEIGHT
23	46	70	Platinum : 40		-
LIGHT LOAD	MED LOAD	HEAVY LOAD	Gold : 55		-
			Silver :		
			Copper :		
70	140	400	Other :		
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG	Other :		

[illegible]

BACKGROUND / DEVELOPMENTS

Ranna was born to a small cult of

PORTRAIT / SYMBOL



REGIONS / PLACES

Ranna grew up in the Moonwood, a forest in the Silvery Marches home to bands of Wood Elves, Moon Elves and Lycanthropes.

PEOPLE / ORGANIZATIONS

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http://fc07.deviantart.net/fs51/f/2009/279/f/7/Moon_Elf_by_chanandra.jpg

CREATURES

OTHER NOTES