

Eresh Yat

Character Name Aristocrat (P) 2
Primary Level
Secondary Level
Third Class Level

LEVEL 2

Human (P)

20

Total Humanoid (Human) Age
d8 HD 1 XP 0 Male Green
Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
Medium 2 5' 8" 161 lb. Brown
Type Size ECL Adj. Height Weight Hair
5 ft./5 ft. Neutral Pelor Bronze
Type Space / Reach Alignment Deity Skin
SPD 20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'
Speeds Land Speed Base Gear Effects Burrow Climb Fly Swim



Aristocrat (P)

Favored Class

STR 10, DEX 17 +3, CON 14 +2, INT 15 +2, WIS 12 +1, CHA 16 +3

HP 15

AC 18 = 10 + 4 + 1 + 3 + ... HERO Points Available

Touch 13

Flat-Foot 15

INIT +3 = 3 + ...

SPELL Resistance

POWER Points

CMB +1 = 1 + ...

CMD 14 = 11 + ...

FORTITUDE +2, REFLEX +3, WILL +4

BASE Attack +1

MELEE Attack Bonus +1

RANGED Attack Bonus +4

ENERGY Resistances

Damage Reduction

Vision & Senses

SKILL ACP -3 TOTAL Key Ability Modifier Ranks (+3) Effects Conditional Adj.
Acrobatics-p * 0-4
Appraise-p 7
Bluff-p 9
Climb-p * -3
Diplomacy-p -10
Disable Device-p * -
Disguise-p 7
Escape Artist-p * 0
Fly-p * 0
Handle Animal-p -
Heal-p 1
Intimidate-p 3
Linguistics-p 6
Perception-p 8
Ride-p * 4
Sense Motive-p 8
Sleight of Hand-p * -
Spellcraft-p 0
Stealth-p * -
Survival-p 5
Swim-p * 1
Use Magic Device-p 4
Knowledge: History-p 6

FULL ATTACK One-Handed Rapier +1 1d6 18-20 x2 Piercing
Notes: Can be used with Weapon Finesse feat
Ammo

FULL ATTACK One-Handed Dagger +1 1d4 19-20 x2 10' Piercing or Slashing
Notes: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Ammo

FULL ATTACK Ranged Longbow +4 1d8 20 x3 100' Piercing
Notes: Two-hand ranged wpn not usable while mounted. Cannot benefit from high strength
Ammo Arrow 10

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

ARMOR		Mithral Shirt	Adj.	Check Adj.:
Light	Max Dex: 6	Bonus: +4	Armor Check: -3	Spell Fail: 10%
Desc: Extremely light chain shirt made of very fine mithral links				
Notes:				

SHIELD		Buckler	Adj.	Check Adj.:
Max Dex:	Bonus: +1	Armor Check: -1	Spell Fail: 5%	5 lb.
Desc: No penalty for bows/cross-bows. -1 penalty to attacks with off-hand or two handed weapons				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 15% Adj.:								
Casting Class:										
Caster Level:										
Caster level adj:										
Spell / day adj:										
Spell known adj:										
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

LOCATIONS	
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Potions - Standard
Backpack			1	2	Dagger	1	1	Potion of CLW	PB 3
Blanket			1	1	Longbow	1	3		
Inkpen			2		Rapier	1	2		
Ink			2		Quiver of Arrows (20)	1	1		
Oil			2	2	Arrow	10	1		
Parchment			5						
Paper			10						
Flint and Steel			1						
Scroll Case			2	1					
Pouch			2	1					
Sealing Wax			2	2					
Small Steel Mirror			1	1					
Signet Ring			1						
Waterskin			2	8					
Rations			7	7					
Courtier's Outfit			1	6					
Potion Belt M/W			1	1					
55.0 lb.		Medium	3	-3	1,615 gp				

ENCUMBRANCE		Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
Selection List:	Core and APG	33.3	66.7	100.0	200.0	500.0
		Light	Medium	Heavy	Lift	Drag

FEATS		2	=	2	+	0	+
Fast-Talker Trait	+1 trait bonus on Bluff checks, and Bluff is always a class skill for you						✓
Skeptical Trait	+2 trait bonus on all saving throws against illusions						✓
Skill Focus: Diplomacy-p	+3 bonus on checks with skill: Diplomacy-p						✓
Alertness	+2 bonus to Perception and +2 bonus to Sense Motive checks						✓

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Racial Traits: Human (P)
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Aristocrat (P) 2nd
Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

Conditional Bonus - Feats
+2 trait bonus on all saving throws against illusions [Skeptical Trait]

Conditional Skill
-4 on Acrobatics checks made to jump [Base Speed]

Languages (x4)
Common, Flan, Old Oeridian, Dwarven, Draconic

CHARACTER STATUS
No errors detected

Eresh Yat

NOTES

Human (P), Aristocrat (P) 2nd

Medium Humanoid (Human)

Alignment: Neutral [Pelor]

Hit Dice: 2d8+4 (15 hp)

Initiative: +3

Speed: 20' (4 sq) (medium enc.)

Space/Reach: 5 ft./5 ft.

AC: 18 (+4 Armor, +1 Shield, +3 Dex), Touch 13, Flat-Footed 15

Saves: Fort +2, Ref +3, Will +4

Abilities: Str 10, Dex 17, Con 14, Int 15, Wis 12, Cha 16

Base Att/CMB/CMD: +1 / +1 / 14

Single Attack:

Rapier: +1 melee (1d6/18-20)

Dagger: +1 melee (1d4/19-20)

Longbow: +4 ranged (1d8/20/x3)

Full Attack:

Rapier: +1 melee (1d6/18-20)

Dagger: +1 melee (1d4/19-20)

Longbow: +4 ranged (1d8/20/x3)

————| FEATS |————

Fast-Talker Trait, Skeptic Trait, Skill Focus: Diplomacy-p, Alertness.

————| SKILLS |————

Acrobatics +0-4, Appraise +7, Bluff +9, Climb -3, Diplomacy +10, Disguise +7, Escape Art +0, Fly +0, Heal +1, Intimidate +3, Linguistics +6, Perception +8, Ride +4, Sense Motive +8, Stealth +0, Survival +5, Swim +1, Use Magic Dev. +4, Kn:History +6.

————| EQUIPMENT |————

ARMOR WORN: Mithral Shirt.

SHIELD: Buckler.

Backpack, Blanket, 2xInkpen, 2xInk, 2xOil, 5xParchment, 10xPaper, Flint and Steel, 2xScroll Case, 2xPouch, 2xSealing Wax, Small Steel Mirror, Signet Ring, 2xWaterskin, 7xRations, Courtier's Outfit, Potion Belt M/W, Dagger, Longbow, Rapier, Quiver of Arrows (20), 10xArrow 3xPotion of CLW

————| TOTAL CHARACTER VALUE |————

1,615 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

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————| Class Features: Aristocrat (P) 2nd |————

Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

————| Conditional Bonus - Feats |————

+2 trait bonus on all saving throws against illusions [Skeptic Trait]

————| Conditional Skill |————

-4 on Acrobatics checks made to jump [Base Speed]

————| Languages (x4) |————

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