

Eresh Yat

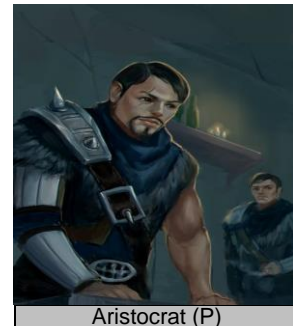
Character Name	Aristocrat (P)
Primary	Level 1
Secondary	Level
Third Class	Level

LEVEL 1

Human (P)

20

Total	Humanoid (Human)										Age				
d8	HD 1				XP 0	Male	Green								
Type	Racial	Total	Adj.	Type	Next level: 2,000 xp	Gender	Eyes								
	Medium	1		1	5' 8"	161 lb.	Brown								
Type	Size	ECL	Adj.	Height	Weight	Hair	Bronze								
	5 ft./5 ft.	Neutral		Pelor		Skin									
Type	Space / Reach	Alignment	Deity												
SPD	Speeds 20'	=	30'	+	-10'	+	0'	/	0'	/	0'	/	0'	/	0'
	Land Speed	Base	Gear	Effects	Burrow	Climb	Fly	Swim							
	①①①①①														



Aristocrat (P)

Favored Class

STR	Strength	10	
DEX	Dexterity	17	+3
CON	Constitution	14	+2
INT	Intelligence	15	+2
WIS	Wisdom	12	+1
CHA	Charisma	16	+3

HP	Hit Points	10
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AC	Armor Class	17	=	10	+	3	+	1	+	3	+		+		+		
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Touch	Armor Class	13
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Flat-Foot	Armor Class	14
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INIT	Modifier	+3	=	3	+		+	
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SPELL	Resistance						
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HERO	Points	
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POWER	Points	
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CMB	Bonus		=		+		+		+		+		/	
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CMD	Defense	13	=	10	+		+	3	+		+		+	
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ENERGY	Resistances								
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BASE	Attack		/		/		/		
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Leader	Leadership	
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VISION & SENSES	
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FORTITUDE	(Constitution)	+2	=		+	2	+		+		+		/	+2*
REFLEX	(Dexterity)	+3	=		+	3	+		+		+		/	+2*
WILL	(Wisdom)	+3	=	2	+	1	+		+		+		/	+2*

BASE	Attack		/		/		/		
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MELEE	Attack Bonus		=		+		+		+		+		+	
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RANGED	Attack Bonus	+3	=		+	3	+		+		+		+	
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SKILL	ACP	-3	TOTAL		Key Ability	Modifier	Ranks (+-3)	Effects	Conditional	Adj.
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Acrobatics-p *	0-4	DEX	3	-3	-4
Appraise-p	6	INT	2	4	
Bluff-p	8	CHA	3	4	1
Climb-p *	-3	STR	0	-3	
Diplomacy-p	-10	CHA	3	4	3
Disable Device-p *	-	DEX	3	-5	
Disguise-p	7	CHA	3	4	
Escape Artist-p *	0	DEX	3	-3	
Fly-p *	0	DEX	3	-3	
Handle Animal-p	-	CHA	3		
Heal-p	1	WIS	1		
Intimidate-p	3	CHA	3		
Linguistics-p	6	INT	2	4	
Perception-p	7	WIS	1	4	2
Ride-p *	0	DEX	3	-3	
Sense Motive-p	7	WIS	1	4	2
Sleight of Hand-p *	-	DEX	3	-3	2
Spellcraft-p	0	INT	2		
Stealth-p *	-	DEX	3	-3	
Survival-p	1	WIS	1		
Swim-p *	-3	STR	0	-3	
Use Magic Device-p	-	CHA	3		
Knowledge: History-p	6	INT	2	4	

MELEE	Attack Bonus	
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RANGED	Attack Bonus	+3
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VISION & SENSES	
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BASE	Attack	
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Leader	Leadership	
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VISION & SENSES	
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MELEE	Attack Bonus	
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RANGED	Attack Bonus	+3
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VISION & SENSES	
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BASE	Attack	
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Leader	Leadership	
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VISION & SENSES	
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MELEE	Attack Bonus	
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RANGED	Attack Bonus	+3
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VISION & SENSES	
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BASE	Attack	
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Leader	Leadership	
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VISION & SENSES	
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FULL ATTACK	One-Handed	Rapier	+0	18-20	-	Piercing
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FULL ATTACK	One-Handed	Dagger	+0	19-20	10'	Piercing or Slashing
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FULL ATTACK	Ranged	Longbow	+3	20	100'	Piercing
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Desc: Can be used with Weapon Finesse feat

Notes: Medium

Ammo

FULL ATTACK	One-Handed	Dagger	+0	19-20	10'	Piercing or Slashing
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FULL ATTACK	Ranged	Longbow	+3	20	100'	Piercing
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you

Notes: Medium

Ammo

FULL ATTACK	Ranged	Longbow	+3	20	100'	Piercing
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Desc: Two-hand ranged wpn not usable while mounted. Cannot benefit from high strength

Notes: Medium

Ammo Arrow 10 ①①①①①①①①①①

FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Notes: Medium

Ammo

FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Notes: Medium

Ammo

FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Notes: Medium

Ammo

FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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FULL ATTACK	One-Handed	None				
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Notes: Medium

Ammo

Eresh Yat

NOTES

Human (P), Aristocrat (P) 1st

Medium Humanoid (Human)

Alignment: Neutral [Pelor]

Hit Dice: 1d8+2 (10 hp)

Initiative: +3

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

Space/Reach: 5 ft./5 ft.

AC: 17 (+3 Armor, +1 Shield, +3 Dex), Touch 13, Flat-Footed 14

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

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

Base Att/CMB/CMD: +0 / +0 / 13

Single Attack:

Rapier: +0 melee (1d6/18-20)

Dagger: +0 melee (1d4/19-20)

Longbow: +3 ranged (1d8/20/x3)

Full Attack:

Rapier: +0 melee (1d6/18-20)

Dagger: +0 melee (1d4/19-20)

Longbow: +3 ranged (1d8/20/x3)

————| FEATS |————

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

————| SKILLS |————

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

————| EQUIPMENT |————

ARMOR WORN: Studded Leather Armor.

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, Dagger, Longbow, Rapier, Quiver of Arrows (20), 10xArrow

————| TOTAL CHARACTER VALUE |————

210 gp.

————| 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) 1st |————

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) |————

Common, Flan, Old Oeridian, Dwarven, Draconic

————| CHARACTER STATUS |————

No errors detected

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