

Juliene

CHARACTER NAME

Wildler

CLASS

10

LEVEL

Human

RACE

Humanoid(psionic, human)

TYPE

Melissa

PLAYER NAME

Medium

SIZE

15

AGE

Female

GENDER

5'3"

HEIGHT

LG

ALIGNMENT

135 lbs

WEIGHT

Darkon

REGION

Select A Belief

DEITY

Blue

EYES

Black

HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	12	+1		
WIS WISDOM	12	+1		
CHA CHARISMA	26	+8		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HIT POINTS	40		30 ft/x4
AC ARMOR CLASS	16 = 10 + 0 + 0 + 1 + 0 + 2 + 1 + 2		
TOUCH ARMOR CLASS	14	FLAT-FOOTED ARMOR CLASS	15
INITIATIVE	+1 = 1 + 0		
BASE ATTACK	+7/+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+3	3	0	0	
REFLEX DEXTERITY	+4	3	1	0	
WILL WISDOM	+8	7	1	0	

GRAPPLE	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
GRAPPLE MODIFIER	+7	7	0	0	0	

SPELL RESISTANCE	ARCANE SPELL FAILURE	ACTION POINTS
0		

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS	+7/+2	7	0	0	0	
RANGED	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
RANGED ATTACK BONUS	+8/+3	7	1	0	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Touch	+7/+2	*	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	0 lb	*	Medium	One-handed

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Ray	+8/+3	*	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	0 lb	*	Medium	Two-handed

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Energy Missile	+8/+3	*	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	0 lb	*	Medium	Two-handed

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Dagger	+7/+2	1d4	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft	1 lb	P/S	Medium	Defending, Crystal of Greater Illumination

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MISC. BONUS
Appraise ¹	INT	1	= 1	+ 0	+ 0
x Balance ¹	DEX*	1	= 1	+ 0	+ 0
x Bluff ¹	CHA	17	= 8	+ 9	+ 0
x Climb ¹	STR*	0	= 0	+ 0	+ 0
x Concentration ¹	CON	9	= 0	+ 9	+ 0
x Craft skills... ¹	INT	1	= 1	+ 0	+ 0
Diplomacy ¹	CHA	12	= 8	+ 0	+ 4
Disguise ¹	CHA	8	= 8	+ 0	+ 0
x Escape Artist ¹	DEX*	14	= 1	+ 13	+ 0
Forgery ¹	INT	1	= 1	+ 0	+ 0
Gather Information ¹	CHA	8	= 8	+ 0	+ 0
Heal ¹	WIS	1	= 1	+ 0	+ 0
Hide ¹	DEX*	1	= 1	+ 0	+ 0
x Intimidate ¹	CHA	10	= 8	+ 0	+ 2
x Jump ¹	STR*	0	= 0	+ 0	+ 0
x Knowledge (psionics)	INT	5	= 1	+ 4	+ 0
x Listen ¹	WIS	14	= 1	+ 13	+ 0
Move Silently ¹	DEX*	1	= 1	+ 0	+ 0
Perform skills... ¹	CHA	8	= 8	+ 0	+ 0
x Psicraft	INT	5	= 1	+ 4	+ 0
Ride ¹	DEX	1	= 1	+ 0	+ 0
Search ¹	INT	1	= 1	+ 0	+ 0
x Sense Motive ¹	WIS	14	= 1	+ 13	+ 0
x Spot ¹	WIS	14	= 1	+ 13	+ 0
Survival ¹	WIS	1	= 1	+ 0	+ 0
x Swim ¹	STR**	0	= 0	+ 0	+ 0
Use Rope ¹	DEX	1	= 1	+ 0	+ 0

¹ This skill can be used even if the character has zero skill ranks.
 x This skill is a class skills for at least one of your classes.
 * Armor check penalty, if any, applies. ** Double the armor check penalty.

