

# Elis Blythe

Character Name

Fighter 9

CLASS

9 (8)

Character Level (CR)

75000 / 105000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	20	+5		
<b>DEX</b> Dexterity	19	+4	19	+4		
<b>CON</b> Constitution	12	+1	12	+1		
<b>INT</b> Intelligence	9	-1	9	-1		
<b>WIS</b> Wisdom	11	+0	11	+0		
<b>CHA</b> Charisma	7	-2	7	-2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+7	= +6	+1	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+7	= +3	+4	+0	+0	+0	
<b>WILL</b> (wisdom)	+3	= +3	+0	+0	+0	+0	

### Conditional Save Modifiers:

+2 Will vs. fear  
+2 vs. enchantment spells and effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+14/+9	= +9/+4	+5	+0	+0	0	
<b>RANGED</b> attack bonus	+13/+8	= +9/+4	+4	+0	+0	0	
<b>CMB</b> attack bonus	+14/+9	= +9/+4	+5	+0			

  

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>CMB</b>	+14/+9	+14/+9	+14/+9	+14/+9	+14	+14
<b>CMD</b>	28	28	28	28	28	28

  

	DIRTY TRICK	DRAW	REPOSITION	STEAL
<b>CMB</b>	+14	+14	+14	+14
<b>CMD</b>	28	28	28	28

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+14/+9	1d3+5	20/x2	5 ft.

*+3 Composite Longbow (+5)					
HAND	TYPE	SIZE	CRITICAL	REACH	
Both	P	M	20/x3	5 ft.	
Range: 30 ft. To Hit: +21/+16 Damage: 1d8+11					
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+20/+15	+19/+14	+18/+13	+17/+12	+16/+11
Dam	1d8+10	1d8+10	1d8+10	1d8+10	1d8+10
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	+15/+10	+14/+9	+13/+8	+12/+7	+11/+6
Dam	1d8+10	1d8+10	1d8+10	1d8+10	1d8+10

Dagger					
HAND	TYPE	SIZE	CRITICAL	REACH	
Carried	PS	M	19-20/x2	5 ft.	
To Hit: +14/+9 Dam: 1d4+5					
1H-P	+14/+9	1d4+5	2W-P-(OH)	+8/+3	1d4+5
1H-O	+10/+5	1d4+2	2W-P-(OL)	+10/+5	1d4+5
2H	+14/+9	1d4+5	2W-OH	+6	1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+14/+9	+13/+8	+12/+7	+10/+5	+9/+4
Dam	1d4+6	1d4+6	1d4+6	1d4+5	1d4+5

Rapier					
HAND	TYPE	SIZE	CRITICAL	REACH	
Carried	P	M	18-20/x2	5 ft.	
To Hit: +14/+9 Dam: 1d6+5					
1H-P	+14/+9	1d6+5	2W-P-(OH)	+8/+3	1d6+5
1H-O	+10/+5	1d6+2	2W-P-(OL)	+10/+5	1d6+5
2H	+14/+9	1d6+5	2W-OH	+4	1d6+2

\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt	Light	+4	+6	+0	10
mithral					

# Guest

Player Name

Elf / Humanoid

RACE

122

AGE

Unknown

GENDER

Abadar

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 1" / 195 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Low-Light Vision

VISION

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>HP</b> hit points: 65			Walk 30 ft.
<b>AC</b> armor class: 18	FLAT: 14 TOUCH: 14	BASE: 10	
<b>INITIATIVE</b> modifier: +6	DEX MODIFIER: +4	MISC MODIFIER: +2	
<b>Encumbrance</b> : Light			

TOTAL SKILLPOINTS: 9	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	4	
✓	Appraise	INT	-1	=	-1	
✓	Bluff	CHA	-2	=	-2	
✓	Climb	STR	9	=	5 + 1 + 3	
✓	Craft (Untrained)	INT	-1	=	-1	
✓	Diplomacy	CHA	-2	=	-2	
✓	Disguise	CHA	-2	=	-2	
✓	Escape Artist	DEX	4	=	4	
✓	Fly	DEX	4	=	4	
✓	Handle Animal	CHA	2	=	-2 + 1 + 3	
✓	Heal	WIS	0	=	0	
✓	Intimidate	CHA	2	=	-2 + 1 + 3	
✓	Perception	WIS	11	=	0 + 5 + 6	
✓	Perform (Untrained)	CHA	-2	=	-2	
✓	Ride	DEX	8	=	4 + 1 + 3	
✓	Sense Motive	WIS	0	=	0	
✓	Stealth	DEX	9	=	4 + 5	
✓	Survival	WIS	5	=	0 + 2 + 3	
✓	Swim	STR	9	=	5 + 1 + 3	
				=	+ + +	
				=	+ + +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>+3 Composite Longbow (+5)</b> <small>Strength bonus to damage</small>	Equipped	1	3 / 18,900
<b>Mithral Shirt</b> <small>mithral</small>	Equipped	1	10 / 1,100
<b>Outfit (Explorer's)</b>	Equipped	1	8 / 0
<b>Belt of Giant Strength +4</b> <small>Aura: moderate transmutation, Caster Level: 8th, Construction Cost: 8,000 gp, Construction Requirements: Craft Wondrous Item, bull's strength, Slot: belt</small>	Equipped	1	1 / 16,000
<b>Boots of Speed</b> <small>Plural: Sheets of, Single: Sheet of</small>	Equipped	1	1 / 12,000
<b>Arrow</b> <small>Plural: Sheets of, Single: Sheet of</small>	Equipped	24	0.1 (3.6) / 0.1 (1.2)
<b>Ioun Torch</b>	Equipped	1	0 / 75
<b>Dagger</b>	Carried	1	1 / 2
<b>Rapier</b>	Carried	1	2 / 20
<b>Trail Ration</b> <small>This includes a backpack, a bedroll, a belt pouch, a flint and steel, iron pot, mess kit, rope, torches (10), trail rations (5 days), and a waterskin.</small>		14	1 (14) / 0.5 (7)
<b>Ranger's Kit</b> <small>Plural: Sheets of, Single: Sheet of</small>		1	28 / 9
<b>Parchment</b> <small>Plural: Sheets of, Single: Sheet of</small>		3	0 (0) / 0.2 (0.6)
<b>TOTAL WEIGHT CARRIED/VALUE</b>	29.6 lbs.	48,114.8gp	

WEIGHT ALLOWANCE			
Light	133	Medium	266
Light over head	400	Light off ground	800
		Heavy	400
		Push / Drag	2000

MONEY	
Total=	0 gp [Unspent Funds = 86 gp]

MAGIC	
Languages	
Common, Elven, Gnome, Sylvan	
Other Companions	

Traits	
<b>Eyes and Ears of the City (Abadar)</b> <small>Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.</small>	[Paizo Inc. - Advanced Player's Guide, p.333]
<b>Reactionary</b> <small>You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.</small>	[Paizo Inc. - Advanced Player's Guide, p.328]

Special Qualities	
<b>Armor Training (Ex)</b> <small>You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2</small>	[Paizo Inc. - Core Rulebook, p.55]
<b>Bonus Feats</b> <small>At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.</small>	[Paizo Inc. - Core Rulebook]
<b>Bravery (Ex)</b> <small>You gain a +2 bonus to Will saves against fear effects.</small>	[Paizo Inc. - Core Rulebook, p.55]
<b>Elven Immunities (Ex)</b> <small>Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.</small>	[Paizo Inc. - Core Rulebook, p.22]
<b>Elven Magic (Ex)</b> <small>Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.</small>	[Paizo Inc. - Core Rulebook, p.22]
<b>Keen Senses (Ex)</b> <small>Elves receive a +2 bonus on Perception skill checks.</small>	[Paizo Inc. - Core Rulebook, p.22]
<b>Low-Light Vision (Ex)</b>	[Paizo Inc. - Bestiary]

<b>Weapon Familiarity (Ex)</b> <small>Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.</small>	[Paizo Inc. - Core Rulebook, p.22]
<b>Weapon Training (Ex)</b> <small>Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1 Bows +2</small>	[Paizo Inc. - Core Rulebook, p.56]

Feats	
<b>Clustered Shots</b> <small>You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).</small>	[Paizo Inc. - Ultimate Combat, p.92]
<b>Deadly Aim</b> <small>You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed. You can choose to take a -3 penalty on all ranged attack rolls to gain a +6 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.</small>	[Paizo Inc. - Core Rulebook, p.121]
<b>Far Shot</b> <small>You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.</small>	[Paizo Inc. - Core Rulebook, p.124]
<b>Greater Weapon Focus (Longbow)</b> <small>You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.</small>	[Paizo Inc. - Core Rulebook, p.126]
<b>Manycast</b> <small>You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.</small>	[Paizo Inc. - Core Rulebook, p.130]
<b>Point-Blank Shot</b> <small>You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.</small>	[Paizo Inc. - Core Rulebook, p.131]
<b>Precise Shot</b> <small>You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.</small>	[Paizo Inc. - Core Rulebook, p.131]
<b>Rapid Shot</b> <small>You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.</small>	[Paizo Inc. - Core Rulebook, p.132]
<b>Snap Shot</b> <small>With a ranged weapon, you can take advantage of any opening in your opponent's defenses. While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. [Normal] While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.</small>	[Paizo Inc. - Ultimate Combat, p.119]
<b>Weapon Focus (Longbow)</b> <small>You are especially good at using your chosen weapon.</small>	[Paizo Inc. - Core Rulebook, p.136]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

### Proficiencies

Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Elven Curve Blade, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Waraxe, Warhammer, Wushu Dart

# Elis Blythe

Elf

RACE

122

AGE

Unknown

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

195 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Abadar

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

## Biography:

Elis' family and home town was destroyed by giants long ago. Elis was raised by wolves. Elis never properly learned to act like an elf. Elis acts like a wolf and weards people out. Elis must now make a man/ elf/ dwarf/ whatever pack, protect any pups from Elis' new pack, and hunt down rival predators.