					Joseph .T. Keffer																				
Elf Alchemist Medium Male				6'0" 124 Light Brown Blue Light						-	1	T	TA	50			Y	TH	3						
race & La size gender 79 Neutral Good				HEIGHT WEIGHT HAIR EYES SKIN									10	AI	M	ŀ		11	八	12	Y				
AGE ALIGNMENT DEITY H LANGUAGES: Elven,Sylvan,Common & Draconic					HOMELAND	HOMELAND & BACKGROUND OCCUPATION											10								
LANGUAGES: EIVE	n,Sylva	an,Cor	imon &	Dracon	IC											-	l by Neceros				yahoo.com	. Versior	1 1.0.2012	Ł	
ABILITY SCORE	TOTAL	мор	BASE	ENHANCE	MISC	TEMP	HITPOINTS CURRENT HP HP GAINED HD C							CLASS RECORDER							WILL	LEVELS			
STR	13	1	13								10	1		Alc	chem	nist		0	$\perp$		2	2	0		
DEX	19	4	17	2								$\perp$							$\perp$			<u> </u>	$\perp$		
CON	15	2	17	-2						$\perp$		<u> </u>							$\vdash$			<u> </u>	<u> </u>		
INT	20	5	18	2			NONLETHA HP DAM TEMPORAR			$\perp$		_							$\vdash$	$\perp$	<u> </u>	<u> </u>	<u> </u>	<u> </u>	
WIS	16	3	16				HP			+		FAVOR							_			<u> </u>	<u> </u>	$\square$	
СНА	12		12				TOTAL HP				10	CLASS				1	OTALS	0	0	0	2	2	0	0	
ABILITY SCORE &			12						CONDITIONS	6 & MISC	CELLANEOUS	TRACKING							SK	TOTAL	RANKS A	ABILITY	RANKS TOTAL TRAINED	9 MISC	
RACIAL NOTES					ATTA	CVS 9	DEFENSE													DEX 4			4 5		
ARMOR CLASS	TOTAL	/	ARMOR	SHIELD		SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	-			*⊡ B				сна	1		5 1			
AC	18	= 10 +	4	0	4							ARM	OR CHECK PENALTY	0		LIMB • RAFT: Alc	homy		STR INT	1 9	1	1 5	3		
тоисн	14	= 10 +			4								MAXIMUM DEX	4		IPLOMAC	,		сна	1	-	1	5		
FLAT-FOOT	14	= 10 +	4	0	0							Ī	SPELL FAILURE	0%		)isable D )isguise	EVICE +		DEX	8	1	4	3		
						]	I			сомва	T NOTES & M	ODIFIERS			_	scape Ar	TIST +		CHA DEX	1		1			
SAVING THROWS	TOTAL	CLA:	SS BASE	ABILITY	ENHANCE	MISC	TEMP								* 🗹 F			I	DEX	4		4			
FORT	4		2	2											⊢⊡ ∗⊡⊦	IANDLE A	NIMAL		CHA WIS	7	1	1	3		
REF	6		2	4												NTIMIDAT	E		сна	1		1			
WILL	3		0	3												N: Arcana			INT	9	1	5	3		
WILL	3		0	5												N: Nature	•					5 5			
ATTACKS	TOTAL	BASE ATT	TACK BONUS	ТЕМР	ABILITY	SIZE	MISC												INT			5			
MELEE ATTACK MODIFIER	1		0		1										- 🖸 KN:				INT			5			
RANGED	4		0	]	4										LINGUISTICS							5 5			
СМВ	1	0	STR	2											- *🗹 Perception				wis	9	1	3	3	2	
				_												* PERFORM: PROF: Engineer			CHA WIS	1	1	1			
$\begin{array}{c c c c c c c c c c c c c c c c c c c $														-				DEX	4		3	3			
																	wis	3		3					
				CLASS F	FEAT EATURES, RACIA		FEATUR		EATURES						SLEIGHT OF HAND • DI					11	1	4	3	2	
Lowlight visi	on						Throw anything (Ex) (PCR-135) +1 splash attack												DEX	4		4	3	2	
Elven magic	; +2 Cl	L to ov	ercome	e spell i	resistanc	e	Discovery (Su) (APG-28)								* I SURVIVAL WI					7	1	3	3		
Weapon pro								my (Su)	- *□ Swim • st ☑ Use Magic Device ch					1 5	1	1	3								
Weapon pro			-	-			Bomb (Su) (APG-28) 6/day 1d6 + 5 Fire damage															-			
Armor prof:	-		-		1100				(Ex) (PC		-	- 011		lago				STR							
	-										-		A C . 4					STR							
Extra Bombs	s + 2 0	)ombs/	uay (Al	PG-15	9)		wutag	Mutagen (Su) (APG-28) 10 min/lvl +2 AC, +4/-2 abil																	
																		STR					2 70414151		
															MART		HOW A CLASS L CAN BE USE	ED UNTRA	UNED	+ ARM	OR CHECK	PENALTY	APPLIES	J BONUS.	
															SLC		RIENCE	ST 🗖				/			
																SPEED			BASI		FLY S	WIM	CLIMB	MISC	
															È				30		DEX			мізс	
																INIT	4	4	= [	4	MOD	+ [		MOD	
																HERO									
															_ SR DR										
															RESISTANCES										
ARMOR & W ARMOR NAME & DESCRIPTION						WEAPONS AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT								POOL POINTS											
ARMOR Chain S	Shirt (E	lvenWe	ave no	AC bon	us, light w	veight,	no spell	no spell fail) 4 4 5.0																	
SHIELD																									
	WEAP	ON NAME {	& DESCRIPTIC	ON			ATTAC	K MODIFIERS	s		D/	MAGE		CRITICA	NL.	RANGE	TYPE	WEIGI	нт	AMMO & NOTES					
Long sword									1d8+1 x2 (19								S	4.0							
						-				1									+						
								1									+								

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FEATS & SPECIAL ABILITIES			FEATS & SPECIAL ABILITIES								
NAME	USES/DAY	USED	ΙГ	NAME	USES/DAY	USED					
			ΙL								

	EQUIPMENT & MAGIC ITEMS					EQUIPMENT & MAGIC ITEMS			
ж	Standard Adventurer's Kit	QTY / USES	WGT N/A	<sup>weight</sup> 21.0	ж	ІТЕМ	QTY / USES	WGT N/A	WEIGHT
-	Backpack								
	Bedroll								
	Flint & Steel								
	Belt Pouch								
	Rations								
-	Rope								
	Sunrod torches								
	waterskin								
	vials (1 ounce each)	100							
-		100							
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WORN MAGIC ITEM EQUIPMENT	BAGS & CONTAINERS											
EQUIPMENT SLOTS FOR MAGIC ITEMS	ж		CONTAIL	IER				volume/weig	нт limit/not	ES		WEIGHT
BELT:												
BODY:												
CHEST:												
EYES:												
FEET:		CARRIED		CY D WGT N/A	STORED	æ			SURE CA	ARRIED		WEIGHT
HANDS:	PLATINUM											
HEAD:	GOLD											
HEADBAND:	SILVER											
NECK:	COPPER							LO	ADS &	LIFT		
RING:						LIG LO/		M HEAVY		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RING:		CA	RRIED WI	IGHT		5	1 101	152		152	304	760
SHOULDERS:	ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL	C	0		MODIFIED LOAD	0	0	0
WRIST:	9.0	0.0	21.0		30.0	CUR	RENT LOAD	LIGHT	Им	EDIUM 🗖	HEAV	/Y 🔲

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