

Recyn

NAME	PLAYERNAME				DEITY		Chaotic Good
Ftr6 Sor6 Arc6	153000	Elf (Wood)	Medium	5' 2"	100 lbs.	Low-light	ALIGNMENT
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
18	171000	160	Female	Green	Red, Long and Messy	0	
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	14	+2	14	+2	14	+2	HP hit points 118				Walk 30 ft.
DEX Dexterity	22	+6	28	+9	28	+9	AC armor class 34	25	29	10	0
CON Constitution	14	+2	14	+2	14	+2		0	0	9	0
INT Intelligence	14	+2	14	+2	14	+2	INITIATIVE modifier +9	0	0	5	10
WIS Wisdom	14	+2	14	+2	14	+2	BASE ATTACK bonus +15/+10/+5				
CHA Charisma	16	+3	16	+3	16	+3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+14	+12	+2	+0	+0	+0		
REFLEX (dexterity)	+18	+9	+9	+0	+0	+0		
WILL (wisdom)	+11	+9	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12/+7	+15/+10/+5	+2	+0	+0	+0	
RANGED attack bonus	+24/+19/+14	+15/+10/+5	+9	+0	+0	+0	
GRAPPLE attack bonus	+17/+12/+7	+15/+10/+5	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+24/+19/+14	1d3+2	20/x2	5 ft.

*Bow of Recyn		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
	30 ft.			825 ft.		1100 ft.
TH	+29/+24/+19	+28/+23/+18	+26/+21/+16	+24/+19/+14	+22/+17/+12	
Dam	1d8+7	1d8+6	1d8+6	1d8+6	1d8+6	

Special Properties (Longbow +1 (Composite/Anarchic/Ghost touch/Holy/Psychokinetic/Seeking/Thundering/Bow_STR+2/Distance)), STR bonus to damage, 30hp/inch and 10 hardness; Weapon may be charged with 2 Psionic Power Points for +2d6 damage, range increment doubled, chaos-aligned, +2d6 chaotic damage vs. law bestowed on ammunition, 1 negative level bestowed to lawful wielder, good-aligned, +2d6 holy damage vs. evil bestowed on ammunition, 1 negative level bestowed to evil wielder, deals normal damage vs. incorporeal creatures regardless of bonus, veers to target negating any miss chance, +1d4 ectoplasmic damage (ignores DR) bestowed on ammunition, +2d8 sonic damage bestowed on ammunition on critical and permanently deafened unless save vs Fort (DC 14)

SKILLS		MAX RANKS	21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
Appraise	INT	2 = 2	+ +
Balance	DEX	11 = 9	+ + 2
Bluff	CHA	3 = 3	+ +
Climb	STR	8 = 2	+ 6.0 +
Concentration	CON	7 = 2	+ 5.0 +
Craft (Bowmaking)	INT	3 = 2	+ 1.0 +
Craft (Untrained)	INT	2 = 2	+ +
Diplomacy	CHA	3 = 3	+ +
Disguise	CHA	3 = 3	+ +
Escape Artist	DEX	9 = 9	+ +
Forgery	INT	2 = 2	+ +
Gather Information	CHA	3 = 3	+ +
Handle Animal	CHA	4 = 3	+ 1.0 +
Heal	WIS	2 = 2	+ +
Hide	DEX	20 = 9	+ 11.0 +
Intimidate	CHA	3 = 3	+ +
Jump	STR	9 = 2	+ 5.0 + 2
Listen	WIS	20 = 2	+ 11.0 + 7
Move Silently	DEX	20 = 9	+ 11.0 +
Ride	DEX	9 = 9	+ +
Search	INT	4 = 2	+ + 2
Sense Motive	WIS	2 = 2	+ +
Spot	WIS	17 = 2	+ 11.0 + 4
Survival	WIS	3 = 2	+ 1.0 +
Swim	STR	7 = 2	+ 5.0 +
Tumble	DEX	16 = 9	+ 5.0 + 2
Use Rope	DEX	9 = 9	+ +

U: can be used untrained. *U*: exclusive skills. *: Skill Mastery.

*: 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
*Amulet of Natural Armor	+5	+5	+0	0	
*Ring of Protection	+5	+5	+0	0	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +5	Equipped	1	0.0	50000.0
Arrows (50) ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████	Bag of Holding (Type 3)	1	7.5	2.5
Arrows - Adamantine (50) (Arrows (50/Adamantine/Arcane Archer Enhancement)), (Arrows (50/Adamantine/Arcane Archer Enhancement)), Ignore 20 hardness ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████	Bag of Holding (Type 3)	1	7.5	3002.5
Arrows - Alchemical Silver (50) (Arrows (50/Alchemical Silver/Arcane Archer Enhancement)), 10hp/inch and 8 hardness ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████	Bag of Holding (Type 3)	1	7.5	102.5
Arrows - Cold Iron (50) (Arrows (50/Arcane Archer Enhancement/Cold Iron)), 30hp/inch and 10 hardness ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████	Bag of Holding (Type 3)	1	7.5	5.0
Bag of Holding (Type 3) 30.62 lbs., 1 Arrows - Adamantine (50), 4 Coin (Silver), 1 Arrows (50), 1 Arrows - Alchemical Silver (50), 1 Arrows - Cold Iron (50), 8 Jade, 2 Turquoise, 1 Jasper, 10 Coin (Copper), 17 Coin (Gold)	Equipped	1	35.0	7400.0
Boots of Speed	Equipped	1	1.0	12000.0
Bow of Recyn 0 lbs. (Longbow +1 (Composite/Anarchic/Ghost touch/Holy/Psychokinetic/Seeking/Thundering/Bow_STR+2/Distance)), STR bonus to damage, 30hp/inch and 10 hardness;Weapon may be charged with 2 Psionic Power Points for +2d6 damage, range increment doubled, chaos-aligned,+2d6 chaotic damage vs. law bestowed on ammunition,1 negative level bestowed to lawful wielder, good-aligned,+2d6 holy damage vs. evil bestowed on ammunition,1 negative level bestowed to evil wielder, deals normal damage vs. incorporeal creatures regardless of bonus, veers to target negating any miss chance, +1d4 ectoplasmic damage (ignores DR) bestowed on ammunition, +1d8 sonic damage bestowed on ammunition on critical and permanently deafened unless save vs Fort (DC 14)	Equipped	1	3.0	201600.0
Bracers of Archery, Greater	Equipped	1	1.0	25000.0
Gloves of Dexterity +6	Equipped	1	0.0	36000.0
Lucky Shirt (Shirt (AC Bonus (Luck) (+5))), Luck bonus to armor class of +5	Equipped	1	0.0	62500.0
Ring of Protection +5	Equipped	1	0.0	50000.0
Wings of Flying	Equipped	1	2.0	54000.0
TOTAL WEIGHT CARRIED/VALUE			42 lbs.	501612.5 gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Heavy	175	Push / Drag	875
Lift over head	175	Lift off ground	350

MONEY	
Coin (Gold):	17[Bag of Holding (Type 3)]
Coin (Silver):	4[Bag of Holding (Type 3)]
Coin (Copper):	10[Bag of Holding (Type 3)]
8 x Jade (100)	[Bag of Holding (Type 3)]
1 x Jasper (50)	[Bag of Holding (Type 3)]
2 x Turquoise (10)	[Bag of Holding (Type 3)]
Total = 887.5 gp	

SPECIAL ATTACKS	
Phase Arrow (Sp) 1/day	
Seeker Arrow (Sp) 1/day	

SPECIAL QUALITIES	
Immunity to magic sleep effects	
+2 racial saving throw bonus against enchantment spells or effects	
Enhance Arrow (Su) +3	
Imbue Arrow (Sp)	
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	
Summon Familiar	

FEATS	
Dodge During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
Far Shot When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.	
Greater Manyshot You are skilled at firing many arrows at once, even at different opponents.	
Manyshot As a standard action, you may fire many arrows at a single opponent within 30 feet.	
Mobility You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.	
Point Blank Shot You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Rapid Shot You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.	
Weapon Finesse With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	
Weapon Focus (Longbow) You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Longbow) You gain a +2 bonus on all damage rolls you make using the selected weapon.	
Armor Proficiency (Heavy) When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Light) When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium) When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency You make attack rolls with simple weapons normally.	
Tower Shield Proficiency You can use a tower shield and suffer only the standard penalties.	
Alertness You get a +2 bonus on all Listen checks and Spot checks.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	








LANGUAGES	
Common, Elven, Gnome, Sylvan	

Familiar: Lia (Bat)					
HP:	59	AC:	19	INIT:	+2
FORT:	+12	REF:	+11	WILL:	+11
Special:					


Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	4	2	1	0	0	0	0	0	0
PER DAY	6	7	6	4	0	0	0	0	0	0



LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard	Instantaneous action	Close (40 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf Caster Level: 6
 Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard	6 minute [D] action	Medium (160 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf Caster Level: 6
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard	Concentration, up to 6 minutes [D] action	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 6
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard	Instantaneous action	Close (40 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 6
 Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard	60 minutes action	Medium (160 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf Caster Level: 6
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard	60 minutes action	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf Caster Level: 6
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf Caster Level: 6


LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Animate Rope <i>Effect:</i> Makes a rope move at your command.		None	1 standard	6 rounds action	Medium (160 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf Caster Level: 6
 Burning Hands <i>Effect:</i> 5d4 fire damage	14	Reflex half	1 standard	Instantaneous action	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf Caster Level: 6
 Obscuring Mist <i>Effect:</i> Fog surrounds you.		None	1 standard	6 minutes action	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf Caster Level: 6
 True Strike <i>Effect:</i> +20 on your next attack roll.		None	1 standard	See text action	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf Caster Level: 6

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	15	Will negates (blinding only)	1 standard	6 rounds action	Medium (160 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf Caster Level: 6
 Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	15	Reflex negates; see text	1 standard	60 minutes [D] action	Medium (160 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf Caster Level: 6

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Fireball <i>Effect:</i> 6d6 fire damage, 20-ft. radius.	16	Reflex half	1 standard	Instantaneous action	Long (640 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf Caster Level: 6

* =Domain/Specialty Spell

Recyn



Elf (Wood)

RACE

160

AGE

Female

GENDER

Low-light

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 2"

HEIGHT

100 lbs.

WEIGHT

Green

EYE COLOUR

Fair

SKIN COLOUR

Red, Long and Messy

HAIR

Spiders

PHOBIAS

Brave, Calm

PERSONALITY TRAITS

Jade and Emeralds

INTERESTS

, If I can see it, I can shoot it

SPOKEN STYLE

RESIDENCE

Infinite Dungeons

LOCATION

None

REGION

Description:

Biography:

Recyn was born in the small elven village of Dryvan. Her parents were simple farmers. A kingdom decided it wanted to annex the Elven forest in which her village resided. She was drafted to the forces which were tasked with stopping the approaching army. She learned how to hunt from her father and became a scout. While fighting off a small enemy patrol she ended up surrounded and not knowing how she cast Burning Hands. After the invasion was stopped she travelled to the Elven city of Valendale to learn about her new found powers. There she met one who used his arcane abilities in conjunction with his bow and after months of persistence he finally accepted her as his apprentice.

Notes:

Character Sheet Notes: